

Arca Magica

The Fallen Angel™



James Buchanan with Robertson

The Fallen Angel

C R E D I T S

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Chapter 1

Introduction

Summary of Events

In *The Fallen Angel*, a corrupting demon makes a physical form for himself out of diabolic iron forged in the sphere of fire. Because of this powerful body and the demon's powerful might, he is virtually immune to direct attacks by Hermetic and other earthly magic. During the adventure, the characters will receive a Divine sword as a gift from God. They will use this sword to slay the demon, driving him from the Earthly sphere.

This book consists of three parts. The first and main part is the scenario described above, which is detailed in Chapters 1-4. In addition, it includes an essay entitled "Stories from the Stars," which talks about meteors in the Middle Ages and presents further adventure seeds. This essay can be found in Appendix 1, and storyguides who plan to run this adventure should read through the essay as well. It is an important introduction to the concepts upon which *The Fallen Angel* rests. Finally, Appendix 2 presents ideas for setting this scenario in other time periods, should you wish.

Throughout *The Fallen Angel* you'll see sidebars like this one. Many of them will provide historical information on the people or environs relevant to this adventure. Through they are presented here because they will help you run *The Fallen Angel*, their utility does not end with this scenario. Even if you don't use the scenario itself, these sections will no doubt prove useful background for your own saga.

This list provides the storyguide with an overview of *The Fallen Angel*'s plot. It will also be helpful in keeping track of the characters' progress in the quest.

- The characters travel to the city of Dublin to see a "Heavenly Mote" that recently fell from the sky.
- Arriving in Dublin, the characters set out to discover the nature of the Mote, which crashed into a glassblower's shop and remains housed there.
- The characters are told by Aed, the glassblower's apprentice, that he has a message for them. The characters see a falling star in the shape of a cross in the sky, and are told by Aed that they must seek it out in order to defeat the evil in Ireland.
- The Mote is stolen. The man who takes the artifact claims to be the ancient Irish hero Cu Chulainn but is actually Crom Cruach, a powerful demon. Cu Chulainn/Crom Cruach is nearly immune to Hermetic magic and most weaponry, should the characters try to attack him to prevent the theft.

- ❑ The characters journey to the Isle of Man to recover the cross.
- ❑ Upon finding and recovering the cross, the characters must take it to a holy smith in Port Erin to have it forged into a sword.
- ❑ A battle takes place in the Port Erin weapon shop where the weapon is being forged.
- ❑ Armed with a potent new weapon, the characters return to Hibernia to search for Crom Cruach.
- ❑ The magi find the fortress where the demon has established himself and now works to unleash more of his kind upon the Emerald Isle. The characters fight and destroy him.
- ❑ Even when Crom Cruach has been banished to hell, the entire task is not necessarily over. The place where the demon established his power remains haunted by an Infernal aura. The characters may wish to eradicate this blemish.

It is perfectly likely that as the players beat a path toward success they will diverge from this order. That's fine; it will merely require that the storyguide stay on his toes and be flexible until the necessary plot elements have come together.

should be easy to change place names to accommodate another location.

All men and intelligent creatures encountered in the adventure speak Gaelic almost exclusively. A few know Norman French and Church Latin as well.

Abbreviated Timeline of Irish History

The following abbreviated timeline of Irish history, which emphasizes Dublin, should give the storyguide some useful background. Determine in advance what clan or nation rules the towns and places your characters visit. It could be very interesting (and dangerous) if the characters wear Norman or Danish clothing in lands ruled by hostile Irish. Some Irishmen may attempt to kill characters who speak Gaelic or partake in Irish customs when the Statutes of Kilkenny are laws in the English colony.

432 St. Patrick and others begin a successful Christian missionary movement in Ireland.

600? The Irish found a village where the Liffey River and a stream called the Poddle join together. This village, which will later become Dublin, was called *Dubhlinn* or “Black Pool,” from the dark water of a nearby bog. The village was also called *Baile Atha Cliath* (BALL-ya aw-haw CLEE-aw), or “the Town of the Ford of the Hurdles.”

814 The war against Dav'nalleous begins.

816 The war against Dav'nalleous ends. The Ordo Miscellania is created.

817 The Ordo Miscellania is accepted into the Order of Hermes as House Ex Miscellanea. The Tribunals of



Time and Location

The Fallen Angel takes place in southern Ireland during the thirteenth century. It begins three or four weeks after the summer solstice in 1220 AD. If your saga is set during another time period you will need to adapt some of the history behind the scenario accordingly. Several ideas for alternate timelines are presented in Appendix 2, which begins on page 66. Likewise, if the characters do not live or adventure in Hibernia (Ireland), it

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Stonehenge, Hibernia, and Loch Leglean are created.

837 Dublin is taken over by Norse settlers who build an earthen fort for their own protection. For the next two centuries Dublin and many areas of Ireland are ruled by Norwegian or Danish monarchs.

950 The first of the round towers is built in Ireland. These are constructed by Irish monks as protection for themselves and their precious artifacts against Norse raiders.

1002 Brian Boru is recognized as High King of the Irish.

1003 The Schism War begins.

1012 The Schism War ends with the defeat of House Díedne.

1014 The Irish win the Battle of Clontarf, ending Danish hopes for the conquest of Ireland. The battle kills Brian Boru and his son; for many years Ireland is weakened as nobles fight for the title of High King. Many of the smaller islands remain under the sway of Nordic or Danish rulers.

1038 Sigtryg, a Danish king of Dublin, founds the cathedral of Christ Church.

1098 Brazen Head pub established in Dublin. It will become the longest continuously operating tavern at the same location in Ireland, and is still in business in the 1990's.

1169 An Anglo-Norman force captures Waterford and Dublin. For the next 700 years Dublin is the focus of English rule in Ireland. The Normans secure their new territory in Ireland by building many earth and wood fortresses of the motte and bailey type, which were later replaced by stone castles.

1171 Henry II becomes the first English monarch to invade Ireland. He commands eight thousand soldiers and five hundred knights. Henry has the approval of Pope Adrian IV for the invasion, under the pretense that the Irish people have become corrupt in their faith.

1172 The Normans build their first and largest stone castle in Ireland at Trim. Dublin Castle becomes the center for royal government. An appointed Justiciar who governs from Dublin becomes Ireland's representative for the English monarchy.

1180 The magnetic compass is imported from China to Europe. Over the next hundred years it comes into common use by navigators. This increases commerce in coastal cities like Dublin.

13th Century The English colony reaches its zenith, but not without causing many political and social problems. The English church makes war upon the Irish church and declares that God takes no offense when Irishmen are killed. It is written that a member of the English colony can murder a native of Ireland without fear of punishment. The killing of a high-ranking Irish noble at this time is rewarded and honored by the English. Improved agricultural techniques from continental Europe, such as crop rotation and fertilization, bring about a major agricultural revolution. A large number of immigrants from Wales and England come to Ireland because of overcrowding. Many natural wooded areas are put to the ax, for farming and to export wood back to England; many sources of raw vis are destroyed. By 1250, Normans control three fourths of Ireland.

Players' Background

A bizarre concurrence of celestial events begins our story. Three meteorites land on the east coast of Ireland within a single year. To the medieval mind, just one meteorite falling to earth is a very strange event at any time or place. To have three meteorites within one year is extraordinary, and worthy of investigation.

The adventure background presupposes that the characters are in Ireland, either as residents or visitors. If your saga is located elsewhere in Mythic Europe, it should be easy enough to bring a party of magi, companions, and grogs to Ireland. An Irish magus may be eager to visit his childhood home. Perhaps a book needed by a scholar or wizard is known to be

located in the monastic library at the Rock of Cashel or in an Hermetic covenant located on the coast of Ulster.

Whatever means are used to bring the magi to Ireland, once there they become embroiled in the concern about the fallen stars. If the players don't seem interested in investigating the strange phenomena on their own, their characters will be asked by an agent of the Order of Hermes to look into the matter. Dalton Ballaugh, a member of the Lombard covenant, wishes to know if these fallen stars are a miracle from God or a dangerous omen that signals the coming of war, plague, famine, or something worse.



Character Motivation

For the storyguide to run this adventure smoothly, the players need to understand their characters' interest in things from beyond the Earthly sphere. The sto-

Giraldus Cambrensis

A noted scholar and churchman, Gerald de Berri Cambrensis (Gerald of Wales) is still alive in 1220 (he dies in 1223). He is related to the FitzGeralds, some of the first Anglo-Norman adventurers in Ireland. He visited the island several times and wrote *The Topography of Ireland* and *The Conquest of Ireland* for King Henry II.

He attempted several times to be made Bishop of St. David's in Wales. His hope was to convince the Pope to raise St. David's to an archbishopric and make the church in Wales independent of the Archbishop of Canterbury. He was foiled in every attempt, and refused other bishoprics which were offered to him. For a time he served the Bishop of Ely while that churchman administered the kingdom during the reign of Richard Lionheart.

Gerald first visited Ireland in 1183. He joined the retinue of Henry II in 1184 as a tutor for John and returned to Ireland with John in 1185. There

was a third visit in 1199, and a two-year stay in 1204-06. He started work on his *Topography* around 1185, and it was first read by the public around 1188. He continued to revise and rework his manuscript so that in 1220 it is nearly twice the size it was when it was first presented.

Characters in England may wish to pay a call on Giraldus, who can be found in Lincoln. He is considered the foremost authority on Ireland and Irish matters, though he knows that he does not know everything about the country. He has traveled only through the English counties, but he is related to many of the Anglo-Norman nobles and can provide introductions should the characters wish them. He is a scholar, but knows little to nothing of arcane matters. He responds well to praise of his books, especially if the reader praises his allegories and use of natural phenomena to explain man's purpose on earth and God's grace.

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ryguide should attempt to get his players to think from a medieval viewpoint. In an **Ars Magica** saga, meteorites are far more valuable than simple space debris caught in the pull of Earth's gravity. Meteorites in the middle ages were signs, gifts, or omens.

Different **Ars Magica** character types will have different motivations. If the sto-ryguide explains or encourages the players to themselves deduce these motivations for each character type, it should help them act more plausibly in the context of the game and this story.

Magi

Most wizards will find these celestial visitors intrinsically fascinating as well as useful in their pursuit of knowledge. Any magus with knowledge of Legend Lore or Magic Theory (on a simple roll of 9+) knows that meteorites have been known to contain unknown or unique sources of raw vis. Magi with skills in archaic languages may know that the words "iron," "sky," and "star" were at one time related. The translation of the ancient Egyptian word for "iron" means literally "metal from heaven."

Companions & Groggs

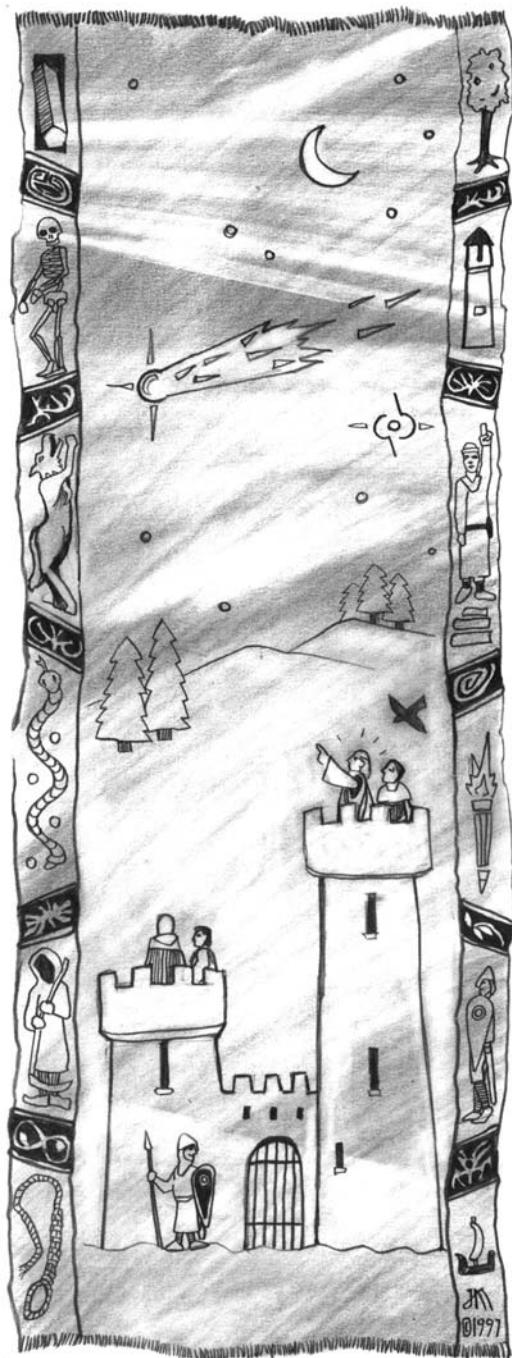
Religious characters might see meteorites as signs from God with any number of meanings or messages, good or bad. They are likely to treat meteorites as holy relics.

Pragmatic or learned characters may desire parts of a metallic meteorite to shape into tools, armor, weapons, trophies, or talismans. A companion or grog with smithing skill might use a larger iron meteorite as an anvil.

The desire of companions and groggs to own weapons crafted from meteoric iron could come from the myths and fables of the powers of such weapons. For

example, in the Middle East, weapons made from meteoric iron were thought to make their wielders invulnerable. It is possible that the legends of iron damaging magical beings really applied to meteoric iron.

On the other hand, learned characters might be skeptical of the divine origins of meteorites. Knowing that the heavens are eternal and unchanging, they



INTRODUCTION

may be skeptical of any item that is supposedly from beyond the Lunar sphere. See "Mythic Meteors" on page 62 for more information.

Non-Player Characters

The sight and sound of a meteor racing through the sky will frighten superstitious peasants. Nearly all non-player peasants think that meteorites and comets are ill omens of upcoming wars or famines. They also believe meteorites bring evil into the world. Unsupervised common folk may attempt to break up meteorites into small pieces to banish the evil spirits the meteorites contain.

On the other hand, peasants guided by religious figures who believe in the holiness of fallen stars may come to accept those beliefs themselves.

ways Crom Cruach might project his spirit to Earth are not important to this scenario, but are detailed there for the curious.)

Once in Ireland, the demon attempts to corrupt the native population. His *modus operandi* is to impersonate some person or object that the population reveres. When people accept the guise as legitimate and begin to follow the demon's commands without question rather than listening to their own sacred consciences, they become corrupted and imperil their immortal souls. Misrepresenting himself is something Crom Cruach can do very easily, because of his demonic nature. Hermetic magic cannot see through his illusions (since it cannot be used to reveal the deceptions of demons), and his stories are usually credible enough for the population at large to accept him at his word.

All of Crom Cruach's previous machinations were thwarted by either the Church or the Order of Hermes. In his first manifestation in Mythic Europe, Crom Cruach took the form of a stone monolith, completely covered with gold and silver, that demanded human sacrifices. Sometime in the fifth century, St. Patrick attacked and destroyed this monolith. In his most recent attempt to take over Ireland, a covenant of magi were able to banish Crom Cruach back to the nether regions. (In fact, if you want to work that event into your saga, records of the confrontation might still be available at some Hibernian covenant.)

Most recently, Crom Cruach has been struck with the idea of creating a powerful body for himself. He rationalizes that in the past, his physical form has not been powerful enough to resist the power of the Divine and magical. He made a plan to encase himself in a clump of Infernal iron and throw it into the sphere of fire to forge it into an indestructible form. He only needed to wait for someone



Storyguide Background

Crom Cruach is a relatively powerful demon with a lust for destroying human bodies as well as corrupting human souls. He has a particular interest in Ireland; over the ages he has made numerous plans for the conquest and corruption of the island.

Several times during the past millennium, Crom Cruach has gained access to the mundane world by means of a ritual that is engraved on three copper plates. Intentional, voluntary performance of this ritual by humans is one of the few ways that Crom Cruach can project his spirit from hell into the material world of man. (See *The Maleficium* for more details on how demons can manifest outside of Hell. The specifics of the ritual and other



to find the three tablets to return to Mythic Europe and renew his work of corruption.

Arrival of the Fallen Angel

A renegade magus of the Order of Hermes named Rosby recently unearthed Crom Cruach's copper plates and performed the ritual inscribed on them, empowering Crom Cruach to manifest on Earth. When Mars, one of the "wandering stars" and a body associated with the spirits of war and strife was high in the night sky, Crom Cruach carried out his plan, falling to the Earth.

He landed in the Wicklow Mountains on the winter solstice. Followers of a diabolist cult (which Rosby had recently joined) retrieved the teardrop-shaped meteorite and brought it to a hidden fortress in the Wicklow hills, far away from any settlements. For six months they worshipped the meteorite as a sign of the downfall of the Church and everything else diabolists fear.

At the summer solstice the diabolists encircled the meteorite, watched, and waited. At midnight, the demon hatched, transforming into a powerful humanoid with iron scales for skin, antlers growing from its forehead, goat hooves for feet, and a long hooked tail. On his back, large wings unfolded. The iron demon told the assembled group that it would lead them in ruling Ireland and driving all foreign influences from their lands.

Raising his hands above his head, Crom Cruach cast a great ritual that brought two more demons he dominates (again, with meteoric bodies) to Mythic Europe. However, controlling two meteorites at the same time was more than Crom Cruach could handle. As they

entered Earth's sphere, he lost control of one. Though one meteorite landed just outside the fortress walls as Crom Cruach bid, the other tumbled out of control. Flying into the city of Dublin, the meteorite slammed into a glassblower's workshop. The Dominion aura of the city overpowered the meteorite's Infernal aura, and as long as it remains in a Divine area the demon inside will remain dormant.

Crom Cruach's Plans

As was his wont, Crom Cruach sought something common people would be attracted to, and to which they would ultimately surrender their God-given will, succumbing to evil while thinking of doing good. Thus, to those outside his diabolic cult, he presents himself as a reincarnation of the Irish hero Cu Chulainn, whose mission is to save Ireland from invaders. Thus, Crom Cruach is using the legend of Cu Chulainn to build up a cult of hero worship among mundane society. The demon has begun to raise a powerful army. With this army he intends to embark on a campaign of conquest, and then to commence corrupting human souls on a vast scale.

Crom Cruach has one of the two meteorites he caused to fall, and plans to travel to Dublin to obtain the other (this is where the characters will meet him as Cu Chulainn). Even when he has them both, they can only be hatched from their iron eggs on an unholy night when Infernal powers wax strong. The characters should be given enough time to complete this scenario before this happens, as Crom Cruach's forces will become even stronger with the addition of two new demons. Sixty days from the start of the adventure to the next unholy night



should be enough. If the characters dally, however, don't be afraid to make them suffer the consequences by facing them with all three minions of Hell.

Crom Cruach's Body

As he hoped, Crom Cruach's new form is quite powerful, and his body is very nearly immune to mundane attacks. Furthermore, knowing something of Hermetic Magic, the demon reasons that Hermetic magic cannot affect him (since it cannot affect anything that comes from beyond the Lunar sphere). He is wrong, but has convinced himself of this deception. He will likely try to convince player character magi of this as well. His powerful Infernal Might is actually countering their spells, but the characters could well despair that what he says is true, and even the most powerful magics are of no use.





Chapter 2

Beginnings

“Heavenly Mote:” so it is labeled by the pious yet ignorant folk who believe it to be a gift from heaven. The magi who investigate find something altogether more sinister about the fallen star.

Enter the Magi

This section suggests three ways to bring the characters word of the fallen star and so begin the story.

Winged Messenger

In this first alternative, the magi could be anywhere in Ireland or the neighboring isles. They are sent a letter by a magus named Dalton Ballaugh, who is a member of the Lombard covenant of the Hibernian tribunal. Alternatively, if there is an established magus from another covenant in your saga who might be aware of celestial events, he could be substituted as the sender of the letter.

This introduction for the story is most likely if the characters are known as people who are interested in celestial events, relations with mundanes, or dangers to the Order. It will make the most sense if it flows out of the characters’ reputations

and backgrounds — don’t allow the letter to (quite literally) fall out of the sky for no reason.

Sometime during an uneventful day, a golden eagle alights near one or more characters and looks them over. After half a minute, the eagle speaks with a heavy Gaelic accent: “Are you [names of the player magi] of [their covenant or other place name]?” If the characters acknowledge that they are, the eagle continues. “I was sent to you by Dalton Ballaugh, magus of the Lombard covenant. I have flown to give you, honorable magi, a very important message.” At this point, perceptive characters notice a small piece of cloth tied to the bird’s right leg, which the eagle will only let a magus remove. Once that has been taken care of, it politely inquires whether there are any rodents, a rabbit, or one or two small fish to eat. The eagle is another magus’ familiar (not Dalton’s) and knows no additional information about the message tied to its leg. The eagle can only say that Dalton Ballaugh appeared worried when he wrote this letter.

The cloth is a letter written in Latin and addressed to the magi of the characters’ covenant. Its contents can be found in the shaded section of the page to the right of this one. You may photocopy that section and give it to your players, if you wish.

BEGINNINGS

To my sodales; from Dalton Ballaugh, Magus of Lombard Covenant of the Hibernian Tribunal; Greetings.

Some very strange things are happening in the eastern part of our island. Three Celestial Wanderers have landed in Ireland within one year. Last year, at midnight of the Winter Solstice, one Wanderer was seen landing somewhere in Wicklow Mountains. Just a few weeks ago, two more fell on to earth at Midnight of the Summer Solstice. One was seen falling somewhere deep in the Wicklow Mountains, while the other one crashed into a glassblower's workshop in the city of Dublin. A merchant selling whalebone combs told me that the Wanderer in Dublin is a teardrop-shaped chunk of what seems to be metal.

I have found out that the planet Mars was high in the Heavens on both days. As Mars is the pagan god of War, I fear that these three Wanderers a sign from God of an upcoming invasion.

I believe that facts point to some trouble for ourselves as well as the mundane population. I ask you travel to the city of Dublin and examine the third Wanderer. You must destroy the Wanderer if you find this fallen star dangerous to the Order.

May the wisdom of Bonisagus accompany you always,

Dalton Ballaugh





Wizards' March

The magi are asked to help an Irish covenant with a Wizards' March against a renegade Hermetic magus named Rosby. The characters are assigned to hunt Rosby and return him dead or alive to the quaesidores. The fugitive has a reputation as a demonologist in the Hibernian tribunal.

In the course of their search, a merchant tells the magi he recently ate a meal with a man fitting Rosby's description in Dublin. (Rosby was in Dublin scouting the area in advance of Cu Chulainn's arrival.) Once in the city, the party hears of a holy artifact that has fallen from the sky. If it does not occur to any players, advise magi who make a Legend Lore or Magic Theory roll of 9+ that the so-called holy artifact could well be a potent source of raw vis.

Rosby may either be in Dublin or not when the magi arrive, at your discretion. In any case, he eventually turns up at Mael Cais' shop on the Isle of Man at the appropriate time. By then, the characters should be involved in the main story.

Pilgrims' Gossip

The characters encounter a group of pilgrims returning home. This group has come from the cathedral of Christ Church in Dublin. They are eager to tell anyone they see about the true miracle that happened in Dublin.

"Have you seen the Tear of the Virgin Mary?" they ask the characters.

Further questions bring the information that the Tear they mention is a gift God has given the unworthy Irish race. The holy artifact was first seen as a shooting star.

"From God's heaven the Tear looked like a fireball as it raced across the night sky, falling into a glassblower's shop near the river. When it was dug up, people saw it was a large tear made of metal. When we went to see what had happened, we all knew this shooting star was a gift from God."

Suggest to any learned characters or magi that such occurrences are rare, and that there may be merit in investigating the Tear. Religious characters may wish to go see the object on the basis of its proposed holiness.

Research

Characters may seek additional facts about fallen stars from non-player magi, astrologers, or tomes. The following information might be discovered:

- On the last winter solstice, a star fell south of Dublin and landed somewhere in the Wicklow Mountains.
- The star that fell on the winter solstice was itself never found — its crater was empty when others arrived on the scene. There are rumors, however, that a brigand called Bloody Ranu stole the meteor before others arrived.
- It would be very unusual for stars to fall on the nights of both the winter and summer solstices.
- Such sources also have general opinions and ideas about fallen stars that they can share with the characters to give them some background information. Refer to the appendix "Stories from the Stars" for ideas, especially the "Mythic Meteors" section on page 62.

The characters might also hear any of the following rumors as they do other

research on the situation, or even as they simply travel to Dublin.

- An Iron Tear from the Virgin Mary has fallen from God's Heaven and is enshrined in a glassblower's shop in Dublin.
- A great Irish hero has returned from the dead. This "Irish Messiah" will drive all foreigners out of Ireland, return it to the Irish, and begin a new golden age. Each rumor has a different name for this hero. Possibilities include King Cormac, King Conor MacNessa, Cu Chulainn, Brian Boru, Saint Patrick, or any of a number of lesser kings, heroes, and saints.

Heavenly Mote

The characters' initial goal is to find and examine the third meteorite, which has come to rest, as far as they know, at a glassblower's shop in Dublin.

Journey to Dublin

The characters' trek to Dublin may include any encounters the storyguide desires, or may be easily dispensed with if the storyguide wishes to get on with the story. If the characters are natives of Ireland they may belong to one of the powerful clans that have much political and military power. Many of these clans have feuds among each other, and may even be at war when the characters are traveling. Foreigners not allied with any Irish clan have fewer problems traveling in Ireland.

The time to get to Dublin should be in line with the distance covered, the type of transportation used, and the travel conditions encountered.

Don't forget that people the characters talk to while on their journey tell the characters rumors about the Tear. Some are true, others, false. Just two or three different rumors about the fallen star and its supposed magical powers will keep the characters guessing about what they will find in Dublin.



Dublin

While there has been a settlement at the confluence of the Liffey and Poddle from the earliest times, the Vikings are credited with creating the modern city of Dublin. At first, it was a *longphort*, a fortified raiding base for their ships, but as time went on and the Vikings settled in Ireland, Dublin became a town and later a city. By 1220, the population of the city is around 8,000, and it is the seat of the Anglo-Norman colony in Ireland.

The town is surrounded by a stone wall which replaced the former Viking

wooden palisade. Many small nearby towns can be found outside its protection. On the north bank of the Liffey is Oxmantown, the town of the Ostmen (i.e. Vikings). The town of Clontarf, where Brian Boru defeated the combined armies of Leinster, Orkney, and Man in 1014 is a few miles north of the river. West of the city lies Kildare, the premier horse raising area of the island. To the south are the Wicklow Hills, a wilderness inhabited by unconquered Irish clans. Various lords have built castles around Dublin: St. Lawrence in Howth, Talbot at Malahide, de Lacy at Trim, and FitzGerald at Wicklow.

Dublin is an important port. Ships (*Dublin continued on next page*)



(*Dublin, continued*)

from France and Flanders, as well as Britain and Scandinavia, dock in the harbor. The inhabitants of the town include Anglo-Norman and Welsh lords, and many Scandinavian, Irish, French, Flemish, even German merchants. The language of the court is Anglo-Norman, but in the street Norwegian and Gaelic can be heard in equal proportion. Sailors from all over western Europe roam the streets, looking for drink and companionship.

Most buildings are made of wood or wattle and daub, with thatched roofs. The naturally inclement climate keeps the fire danger low. The streets are dirt (or, more commonly, mud), with slops thrown out onto them. Horse, cow, and dog waste are also trodden in. The rivers supply water to the town, but drinking it is not suggested. Should a character wish clear water, a spell such as *Purify the River's Gift* (MuAq 3) will make the water crystal clear. Many houses have small gardens for greens, with pens for cows, chickens, pigs, and goats.

King Henry II of England chartered Dublin as a royal city, and the county of Dublin is part of the king's personal demense. The city of Dublin is the seat of government of Dublin County and the Anglo-Norman conquests in Ireland. Dublin Castle houses the garrison as well as the political offices of the English. The Sheriff of Dublin is in charge of the crown lands of the county, including the wild (unconquered) Wicklow Mountains. The traditional heavily armored Normans knights are of little use in the hills and bogs, and have had little luck bringing the rebel Irish to heel. In addition to the Sheriff, the castle houses the offices of the Justiciar, Treasury, Exchequer, and Chancellor of Ireland. An office of great importance is the Escheator, who handles the estates

of those nobles that have died without heirs. However, the administration must answer to the king in Winchester, and there is no Viceroy in Ireland, which can delay critical decisions. As a result, the Anglo-Norman lords in other counties are more independent-minded than their compatriots in Britain and Wales. Henry and his son John are the only two English kings to have visited Ireland.

The County of Dublin, along with the other Anglo-Norman counties in Ireland, is under English common law (for additional information, see *A Medieval Tapestry*, page 87), developed mainly during the reign of Henry II, which gives equal protection to freemen, whether Saxon, Norman, or Irish. The Irish outside of the conquered areas, however, still operate under their native Breton laws. The Anglo-Normans see the unconquered Irish as rebels, as most of the Irish kingdoms submitted to Henry II in the 1170's.

Two cathedrals and several churches see to the spiritual needs of the populace. The Archbishop of Dublin, Henry of London, considers himself Primate (head of the Church) in Ireland; this is in direct conflict with the traditional primacy of the Archbishops of Armagh, who are the successors of St. Patrick. While the English kings claim Ireland as their own, in point of law the Pope is the feudal ruler of the island and the king holds it in fief from Rome; King John of England placed all his lands under Pope Innocent III in 1213. John was given his lands back as a Papal fief, but the English have generally ignored and forgotten the specifics of the submission. However, the Irish bishops are not beholden to the sees of Canterbury or York, and only answer to His Holiness, the Pope.

(*Dublin continued on next page*)

(*Dublin, continued*)

Places of Note

Dublin Castle

King John ordered the construction of the castle in 1204, to replace the earlier motte and bailey castle erected early in the Anglo-Norman occupation. It is located close to Dublin harbor and acts as the customs house in addition to housing the garrison and administrative offices of the officers of the crown. The castle is square in plan, with towers at the corners. The garrison includes twenty knights and a hundred men at arms: 20 horsemen, 50 spearmen, and 30 armed with crossbows.

Cathedral of the Holy Trinity

Founded by King Sitric in 1038, the cathedral was rebuilt recently in stone. In fact some small work still goes on finishing the cathedral. It is now the primary house of God for the Anglo-Normans in Dublin, and is also the seat of the Archbishop, Henry of London. It has the crypt of Richard FitzGilbert de Clare 'Strongbow', the conqueror of Dublin.

St. Patrick's Cathedral

John Comyn, the previous Archbishop of Dublin, founded St. Patrick's in 1190. He had the previously wooden church rebuilt in stone, and it was consecrated as a cathedral in 1213. It was just recently replaced by the Cathedral of the Holy Trinity as the seat of the Archbishop of Dublin. It is still a cathedral, however.

Other churches in Dublin include St. Audoen's, St. Michan's (in Oxmantown), and St. Werburgh's.

Several abbeys and cloisters can be found inside and outside the walls. Most are Cistercian chapters, though a few retain traces of the original Irish monasticism.

Dublin Bridge

Construction on a bridge across the Liffey was finished in 1215, only five years ago. Like most medieval bridges, this one is fortified by towers. It joins Dublin to Oxmantown, the northern suburb. Before the bridge was built, the only crossing was by ford, from which came the city's alternate name, *Baile Atha Cliath*, the Town of the Ford of the Hurdles. This ford lay on the main road between Tara, the seat of the High King of Ireland, and the southern kingdoms.



Outlying Towns

As with any city, there are many small towns (population between 100 and 500) surrounding the core of the city.

Clontarf

A small village, with little to recommend it. Its main claim to fame is as the location of the Battle of Clontarf in 1014, where High King Brian Boru defeated Sitric, King of Dublin. However, Brian and one of his sons were killed in the midst of an Irish victory. The kingdom of Dublin was thereafter subservient to the Irish High King.

Dalkey

A small village south of Dublin. There is a stone known as the Wishing (*Dublin continued on next page*)



(Dublin, continued)

Stone on Killiney Hill. According to local legend, if you walk sunwise (clockwise) around the stone and face Dalkey island while making a wish, it will come true. But, if you wish to have the powers of witchcraft at your command, walk naked around the stone widdershins (counterclockwise).

Howth

The name of this town is the corruption of the Norse 'hoved' (head). Howth is most known for the looming mass of Howth Head, a 560 foot hill. On clear days, the summit gives views of the Wicklow mountains to the south, the Mountains of Mourne to the north, and

In the City

Once they arrive at and enter the city of Dublin, the magi must find the glassblower's workshop. Each character group searching should make a simple die roll based on the abilities of the leader of the group. The ease factor is 6 for a character using Int + Area Lore (Dublin). For someone using Per + Direction Sense, the ease factor is 9. There's no limit to the number of rolls that can be made, but each represents three hours of searching. Eventually, the shop will be found.

Do not forget to include small details about Dublin, such as the salty sea air and the ever-hungry seagulls, along the way. Dublin is a busy port town for Irish and Norman or English merchants.

Possible encounters during the search are listed below.

Townsfolk

Approximately one third of the people the characters talk to know where the fallen star is and can tell the characters

the Welsh hills across the Irish Sea. The St. Lawrence family have their family seat at Howth Castle, a motte and bailey fortification.

Malahide

A small town near Malahide Castle, home of the Talbot family. Construction has begun on a stone towerhouse to replace the motte and bailey castle.

Oxmantown

The name is a corruption of Ostman's town. It is a largely Scandinavian community at the north end of the Liffey bridge. Norse is spoken here almost exclusively.

where to find it. (Being armed with directions, which may be confusing but beats random wandering, adds +2 to any rolls to find the glassblower's shop). The second third think they know where the fallen star is but haven't seen it themselves. These people unknowingly give the characters bad directions to the fallen star (subtract 2 from the search roll). The last third don't care about lumps of metal falling from heaven or for any people asking them questions. They express their displeasure with very colorful language.

Sailors

As Dublin is a seaport, the magi could encounter sailors or other travelers from around the world. Sailors, found in groups of two to a dozen, are more interested in finding a good time than a fallen star. They know very little truthful information about the object that fell from the heavens or any information that might help the characters on their mission. A few sailors do have overactive imaginations, and are not above telling the party a tall tale or two about any subject that

comes up in open conversation. (If the players take these tales seriously, subtract 2 from their search rolls.)

Mystic Auras

In case the magi have occasion to cast spells, the Dominion aura in most of the community of Dublin is 3. In certain places it is higher. The two cathedrals, for instance, have auras of 6 (or more at the altar).

The Glassblower's Shop

The characters will find that Aidan's glass workshop is on Artisans' Street, next to the Liffey River. The buildings nearby contain a number of other glassblowers, as well as several furnaces that make raw glass from sand. The building where the fallen star crashed is a large,

one-story workplace with stone walls and a new roof of unpainted shingles. Ten paces away is the small wooden cottage where Aidan, a master glassblower, and his apprentice, Aed, live. Both buildings seem well maintained. The Liffey River flows just twenty paces from both.

People enter and leave the workshop building frequently. Characters who pay attention or who are successful in making a simple Per + Folk Ken roll of 9+ notice that people of all social classes are entering and leaving. The characters can see no guards or others outside the workshop; they are not challenged when they choose to enter. The main door to the cottage is locked, and Aed and Aidan have the only keys.

The interior of the glass workshop is dominated by a large brick furnace. The walls sport a number of tools, including five iron blowpipes. Air is blown through them to shape hot glass. Glass molds and various other tools for shaping hot glass



THE FALLEN ANGEL



into finished goods also hang on the wall and sit on shelves. A few pieces of finished glassware for sale, both clear and colored, sit on a high shelf. Several wooden boxes filled with straw sit next to these wares.

There are two large piles of cut wood by the north wall. Near them is a box filled with several dozen semi-round balls of glass, fist-sized and smaller, that can be used to make glass objects. They are purchased from a nearby glassmaker. If the balls of raw glass are dropped, struck with weapons, or used as sling stones they shatter into sharp fragments that cover a five to ten foot circular area. Since many of

the Irish go barefoot in summer, broken glass might be used as a weapon by or against the characters.

There is a painted wooden dais in the center of the workshop. The Tear sits in the middle of it. The Tear itself is about two feet wide, three feet long, and is shaped roughly like a teardrop. It weights about 1200 pounds. The meteorite has a polished surface which provides a mirror-like effect that is similar to that of polished black marble. The air around the meteorite feels pleasantly warm. If a character touches the meteorite, he discovers it is warm to the touch, but not hot enough to burn anything.

Aed Allan, Apprentice Glassblower

Characteristics: Int 0, Per +1, Pre +2, Com 0, Str +1, Sta -1, Dex +3, Qik +2

Age: 18

Size: 0

Confidence: 3

Virtues and Flaws: Guardian Angel +3, Sense Holiness and Unholiness +1, Overconfident -2, Judged Unfairly -1

Personality Traits: Overconfident +3, Hotheaded +1

Reputations: Delusional 3 (church officials)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+7	+7	+6	+1	+3
Brawling (dagger)	+8	+8	+8	+4	+3

Soak: -1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Animal Handling 1 (horses), Athletics 2 (running), Bargain 3 (work), Brawling 4

(dodge), Carouse 2 (games), Charm 2 (flirting), Craft 3 (glassblowing), Folk Ken 1 (customers), Sense Holiness and Unholiness 1, Speak Gaelic 4 (craft terms), Wagoneering 2 (packing the wagon)

Encumbrance: 0

Aed Allan is just shy of six feet tall, is clean shaven, and has dark brown hair which falls loosely past his shoulders. He wears clean, well-tailored clothing, but goes barefoot.

Aed is the fifth son of an Irish lord. As he has very little chance to inherit the family chiefship

and lands, his parents apprenticed him to Aidan, a master glassblower. (Unlike the Normans, the Irish nobles do not feel that a trade is below them.) Aed had no choice or say in this arrangement and first thought his parents were rejecting him. He was hurt and hated being over a hundred miles away from home. However, over the past few years, Aed has begun to like Aidan and has come to like creating fine glassware for nobles and the church. Two or three times a year, Aed helps make unique glass laboratory equipment for the Elk's Run covenant, though he does not know much of the Order of Hermes.

After this adventure is over, Aed could become a useful asset to the characters' covenant. His long-term goals are to set up his own glass workshop and to get land by using his family's social status to help him marry an heiress or the daughter of a noble house.

Linus, Guardian Angel

Aed's guardian angel is a lesser angel named Linus. Linus knows the Tear has the soul of a demon inside it, and has told Aed so. Linus can communicate with any character who has the True Faith Virtue and may, at the storyguide's discretion, share the information he has about the Tear. Aed can not convince the Church fathers he has a guardian angel or that the Tear is evil.

Around the meteorite, on the floor and on the dais, are gifts — wild flowers, burning candles, coins, and other small objects — brought by many people to honor the gift from Heaven. On the dais a hand-painted sign reads “This is a Tear from the Virgin Mary” in Gaelic and Church Latin.

The site is well-attended; several people of varying social class always seem to be around the dais, in prayer or just looking at the fallen star. Two guards, paid for by the Church, also stand next to the dais. They wear long shirts and Irish cloaks, hold short spears, and have short-swords at their belts. To the right of the dais there is a large crater in the floor. If the characters ask the guards about the crater they can tell them that it is where the fallen star first touched the earth after falling from Heaven.

The Dominion aura in the glassblower’s shop is 4. This is higher than most of Dublin because the clergy consecrated the ground when setting up the shrine around the Tear. Unwittingly, they have helped keep the demon inside dormant.

Talking with Aed

If any character asks who owns the shop or steps up to the dais and obviously intends to touch the meteorite, Aed approaches. He greets the characters and introduces himself. If the characters are asking about Aidan, he explains that Aidan has gone on a trip to visit his sister.

Aed can tell the characters the following story about how the Tear came to be where it is:

“I was looking after the workshop for my master Aidan, who is away visiting his sister and her husband. As you can see, Aidan is in for quite a surprise when he gets back! Just after midnight on the summer solstice I saw a red ball of fire followed by a glowing tail of white light, falling out of the sky. There was a noise like distant thunder. With a loud bang, the ball of fire flew through the workshop roof and our wooden floor.” Aed points to the crater. “When I ran in here, the roof had completely fallen in and the floor was covered with rubble. I saw smoke rising out of that large pit. The room had a strange odor, like a blacksmith’s shop. The Tear had buried itself deeply into the dirt and rocks under the floor.



Domnall and Conall, Church Guards

Characteristics: Int 0, Per 0, Pre 0, Com 0, Str +2, Sta +2, Dex 0, Qik 0

Age: 30

Size: 0

Confidence: 3

Virtues and Flaws: Standard Grog +0, Higher Purpose (follow the Church) +1, Patron (Church) +2, Dutybound -1, Obligation -1

Personality Traits: Brave +3, Respectful of Authority +2

Reputations: Dutiful sons of the Church 3 (Dublin)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+5	+4	+4	+2	+6
Short Spear	+11	+7	+8	+5	+8
Short Sword	+9	+7	+8	+5	+7

Soak: +2

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 6 (guarding), Brawling 3 (fist), Church Lore 2 (Dublin), Dublin County Lore 2 (Church lands), Folk Lore 2 (Irish), Single Weapon 5 (short spear), Speak Gaelic 4, Ride 4 (guard)

Equipment: weapons, clothing, small crosses blessed by the Archbishop of Dublin (no faith points)

Encumbrance: 0

The guards think they are assigned to guard and fight for a holy artifact sent by God. The Church told the guards this, and the Church is always right.



"Just after it landed, many excited townspeople ran to the shop as quick as they could to see what had made all the light and sounds of thunder. No one knew what to do, until a local priest found about a dozen teamsters and mill workers and told them to dig up whatever had buried itself into the ground. At sunrise they found it. Three women who washed the dirt and black soot from the Tear said it felt warm to the touch.

"When the bishop of Dublin saw it, he said it was a sign from the Virgin Mary, who is weeping over the sins of humanity. The bishop ordered that a shrine be built around it so people can see it, and take heart to purify their lives. It was easy to move because of its shape; it took only fifteen strong men to roll it out of the pit and onto the dais."

If the characters ask Aed about who owns the building now, Aed answers that the master glassblower Aidan still owns the workshop. However, the Church plans to buy both the shop and cottage as soon as Aidan gets back to Dublin. The Church built the new roof to protect the faithful and the Tear from bad weather.

If asked about the Tear itself, either Aed or one of the guards can tell the magi that they have heard people talk about the Tear having some magical powers. The storyguide should change what the Tear can do each time players hear a new rumor. Some of the most common are that it heals the sick, gives sight to the blind, brings good luck to those who pray over it, and protects Dublin from malevolent faeries.

Examining the Tear

Aed, the guards, or any clergy or Churchman tell the characters, quite forcefully if necessary, that they can spend the entire day viewing Dublin's

most holy artifact, if it pleases them. However, touching the Iron Tear of the Virgin Mary (to say nothing of casting spells upon it) is forbidden.

If the characters want to examine the meteorite closely, they will have to break into the shop when they think no one is inside or concoct some other plan.

Getting Past the Guards

There are always two guards near the meteorite, and they will have to be dealt with somehow before the magi can inspect the fallen star. The characters can attempt to bribe the Church guards to look the other way while they touch or cast spells on it. Accomplishing this feat requires a Com + Guile or Com + Folk Ken stress roll of 21+. Each silver coin they offer the guards lowers this number by one. Other social skills and talents could conceivably be used. Female characters could attempt Com + Charm, forceful men might try Com + Leadership (Intimidation). For all these options, the base Ease Factor is 21.

If the character attempting to persuade the guards is a clergyman (or an actor doing an outstanding impersonation of one), give him a bonus of +5. If he's obvious a magus, factor in a penalty of -5.

However the players decide approach the problem, make them roleplay it! It isn't enough to say, "A roll of 26 total; that succeeds." First, ask your players for their plan. How are the guards approached? What sort of argument does the character make? Does a priestly companion threaten the guards with the wrath of Hell, or offer indulgences? Does a female character tempt a guard from his duty with a promise of forbidden delight? How? ("How brave you are, and pious, protecting this holy artifact! Were you on the Crusade? I've always longed for a strong man like you....") Does a cerebral

magus make an appeal to the guards' reason? For that matter, how does the magus get past the mundanes' revulsion to his Gift? Make your players work for this!

To make the roleplaying more realistic, roll the dice secretly. Then, knowing the result of the die roll, play out a response to the players' overtures. Find a reason in the guards' personalities for their reaction, and show that reason to your players through roleplaying. A guard might be indignant at an attempted intimidation, insulted by a bribe, or repulsed by a would-be seductress. Even a wise priest with a gentle Irish brogue might be hated for that very reason by a guard of English descent.

The Meteorite

However the characters get access to the meteorite, they must use trial and error to discover the secrets the fallen star holds. It is difficult to use Hermetic magic to learn the meteorite's secrets; it has an Infernal Might score of 35, and furthermore, the characters are located within a Divine aura. If the characters are successful, they might be able to discover that the meteorite houses a demon, and that it is currently held in stasis by the Divine aura surrounding it.

Mundane attempts to break the iron meteorite apart are of little use, as the iron has been forged in the sphere of Fire. Hammers, war mauls, or rolling the Iron Tear off a cliff will perhaps be rewarded with small dents or scratches for the characters' efforts. Even if the characters can find a large battering ram or siege catapult, they can do little to harm a solid chunk of pure iron. Also, one must not forget that the noise of grogs or companions hammering on the meteorite may attract much unwanted attention.

The talent Sense Holiness and Unholiness may be focused on the meteorite to good effect. A Per + Sense

Holiness and Unholiness roll of 9+ reveals a disturbing, malevolent sensation. Aed, who unknowingly possesses this talent, has voiced private concerns about the meteorite. The best way he can explain his intuition, namely as a guardian angel whispering in his ear, is not granted much credence by the Church authorities. Anyone with True Faith (their own, not from a relic) recognizes immediately that there is evil in the Iron Tear.



What to Do Now?

If the characters gain some concrete information about the fallen star, they may feel they need to do something about it. There are three clear options, each of which is discussed below.

Recruit the Church

Although they may have gained a short time to examine the meteorite, it remains under Church control. To do anything drastic the magi will have to approach ecclesiastical authorities to discuss their concerns.

The magi could attempt to convince the leadership of the Church that the Tear is dangerous and must be destroyed. Although in reality the meteorite is an egg for a demon, the local priests believe it to be a holy artifact. They will not listen to, let alone believe, nonsense that the Tear from the Virgin Mary is dangerous or evil. Their belief in their own delusion is so strong that they will not even examine the fallen star for any trace of Infernal power. The local bishop tells the characters, "I think you are drinking the same bad wine that Aed is. Aed informed us that his 'guardian angel' told him the holy Tear is some sort of diabolical egg. What nonsense! Anyone can see that



the Tear is a gift from Heaven, therefore it is just impossible for it to be evil!"

It is not impossible to convince the Church the iron tear is dangerous, just extremely difficult. The same sort of roll the characters made to convince the guards to let them approach the Tear will have to be used against the clergy. Most modifiers are the same, although bribes are a riskier course (priests are more likely to take offense at the offer), and require sums 20 times greater. In addition, the bribes must be cloaked in respectable garb, such as gifts to the bishop's office. Only on a roll of 21+ will the priests permit the party to take and attempt to destroy their holy gift from God.

Steal the Meteorite

The magi could attempt to steal the fallen star and/or try to destroy it themselves. Do remind the characters that stealing the Tear would be a serious crime and would worsen the relationship between known Hibernian magicians and Irish society, if they were found out. Alternatively, a character with True Faith could attempt to exorcise the demon with a miracle. If the party chooses to try and deal with the meteorite on their own, go ahead to "The Theft."

Do Nothing

If the characters do nothing, they are still accosted by Aed, as described below. If they still persist in having nothing to do with the situation, just before the magi leave Dublin, they see some commotion in the city streets. If they ask people what is happening, they are told that the Tear of the Virgin was stolen by a man who could fly. While stealing the Tear, this man killed one of the Church guards, knocked the other unconscious, and kidnapped Aed the apprentice. He was last seen flying south, burning with a red

flame and leaving a trail of smoke behind him.

The characters may question the living guard, Conall, who is in his home recovering from wounds. If asked how the Tear was stolen, Conall relates the following story:

"A large man broke down the workshop door, walked in, and told us his name was Cu Chulainn. He said that he needed the Iron Tear to save Ireland from the invaders. He told us to surrender the Tear or fight for it. In the battle, our spears and swords bounced off him! We couldn't hurt him at all! Domnall was killed with one hard punch. I would have been killed too, but Cu Chulainn knocked me over in order to grab Aed. I hit my head on the furnace. When I woke up, the Tear, Cu Chulainn, and Aed were gone."

The Norman rulers of Dublin blame the Irish for the loss of their Holy Tear. Members of the colony are encouraged to beat up or kill anyone they think is Irish. If the characters are Irish or sympathetic to the Irish, this should provide enough stimulus to get the players moving. If they are not, or need more motivation, representatives of the Order of Hermes may pressure the magi into volunteering to settle this matter of obvious importance. The longer the characters delay, the more difficult it will become to thwart Crom Cruach's plans. For the purpose of this adventure, we assume the characters set to work quickly. If your players see fit to act otherwise, modify the story finale accordingly.

Meeting with Aed

As the characters investigate the Tear, Aed keeps a close eye on them. He can likely deduce from their appearance that they are magi, and he suspects they

may be more willing to listen to his stories than the local clergy. Assuming that the characters exhibit at least some modicum of virtue, Linus advises him to approach them and tell them of the situation. Aed arranges to meet with the characters at night on the riverbank near Aidan's shop.

When the characters arrive, Aed tells them of his suspicions about the meteorite, if he has not done so already: that the Tear is really the Infernal egg for a powerful demon who has come to Earth on a mission of corruption. He explains that since the local authorities will not listen to his message, he has decided to ask the magi and their party to help him rid Dublin of the Infernal influence.

After he gets done telling them this, he points up at the sky. Just as he does so, the characters see a fiery cross in the heavens, which streaks across the sky, heading roughly northwest. Speaking again, he tells them it is a sign sent from God; that the characters must find the cross in order to defeat the evil in the glassblower's shop. Aed does not know where they must go to find it, and neither does Linus. Linus does tell Aed, and Aed relays to the characters, that once the cross is found, it must be taken to the holy smith of the Isle of Man.

If the characters question Aed at length about this prophecy of sorts, he eventually confesses that the voice of God whispers in his ear, telling him things. He is very hesitant to share this fact, though, because no one has ever given it credence before.

Aed will answer any other questions that he can to the best of his ability, but he knows no more about the location of the cross, the nature of the demon in the egg, or what exactly must be done to destroy it. Linus is silent on all these questions.

The Theft

Just after the magi have decided upon a course of action, Crom Cruach arrives at the glassblower's shop in the guise of Cu Chulainn to steal the meteorite. In this section, the storyguide's main goal is to guide the characters to discover there is something bizarre about the self-proclaimed Irish savior. By the end of this section, the characters will have lost the meteorite and perhaps even the young apprentice, Aed Allan. Hopefully, they will also be resolved to set out to find the holy cross Aed pointed out in the heavens.



Timing

This encounter happens when the characters have made a plan of action with regards to the Tear. It doesn't matter whether they have decided to attempt to steal it, to destroy it with the permission of the Church, to look for the cross in the sky, or to simply leave the entire situation alone. Just as they are about to implement their plan, Cu Chulainn arrives.

A Hero's Welcome

Crom Cruach, cloaked in his illusion, strides through the doors to the glassblower's shop. He gravely announces:

"My name is Cu Chulainn. I have returned to Earth to complete a holy mission that will end all foreign influence in Ireland. However, I need your help. The Church claims this Heavenly Mote is a special symbol of how God favors all of Ireland. Ha! This so-called Tear from the Virgin Mary is nothing more than a



English plot, concocted by their sorcerers to take over our land. I will uncover this scheme and save Ireland."

After making his speech, he moves over the dais, with the obvious intent to pick up the meteor and leave with it.

Who is this Guy?

The characters may be skeptical of "Cu Chulainn's" claims. They might investigate in several different ways.

Characters outside who observe Cu Chulainn should make simple Per + Awareness rolls of 12+ (15+ if it is night) to notice the walking man's footprints. Instead of the prints of bare Irish feet, there are cloven, goat-like hoof impressions! No prints are left inside, of course, where there is a wooden floor.

Cu Chulainn attempts to stay as far away from the characters as he can. This is because within three or four paces, he feels physically warm. This dry warmth is actually quite pleasant compared to the damp Irish weather. If the characters question Cu Chulainn about this, the demon says that of course people feel warm around him. Every smart Irishman knows Cu Chulainn will save Ireland from the Normans.

If the magi ask Cu Chulainn any questions, he lies to suit his purpose. These lies cannot be penetrated by spells, because demons are immune to truth-detection. Crom Cruach knows enough of the real Cu Chulainn's background to be able to answer any questions put to him to test him (for more information, see "The Legend of Cu Chulainn" on page 57).

Remember that Cu Chulainn is really Crom Cruach, a demon of great might. As demons are masters of deception, so is Crom Cruach. The characters cannot learn about his nature using magic, and in fact, Crom Cruach can manipulate the outcomes of spells that attempt to divine

more about him to make the caster believe whatever he wants. Although the characters can gain useful information, don't make it easy. If you do, they will cease to respect their adversary, which will make the adventure less exciting.

Aed's Questions

If your players are gullible and accept what they're told by the impostor hero, Aed may goad their suspicions. Due to Aed's ability Sense Holiness and Unholiness the disguised demon is making the young apprentice feel very unpleasant. Aed has never received any training with his talent, nor had much occasion to use it, so he does not fully understand the meaning of what he feels. Although Linus is present when Cu Chulainn enters the glassblower's workshop, he does not immediately incite Aed to action, fearing that Cu Chulainn would hurt Aed.

Eventually, however, Aed notes out loud that Cu Chulainn has the same pleasant, warm feeling that the meteorite has. The demon laughs, looks at Aed, and says, "You are very observant and wise. I may find a place for you by my side when Ireland is free from foreigners."

Aed replies, "Why do you desire this holy artifact? Or is the Tear a holy artifact at all? How can the Normans cause a big lump of iron to fall from the sky? Even if what you are saying is true, how will this lump of iron help the Normans take over Ireland?" These are questions that Linus hopes will move the characters to question Cu Chulainn, but will not incite Cu Chulainn to harm Aed.

The demon is surprised by this sharp rebuttal; no one has seriously questioned Cu Chulainn before. After a few seconds of stony silence, he says to Aed, "You are a man who is a traitor to his own people." Aed slinks away, apparently cowed.

Crom Cruach's attention turns to the magi, to whom he again speaks: "The Normans must be driven out of Ireland in order to free my people. For the good of the Irish race, I will take this fallen star."

The Struggle

If the characters offer resistance, Crom Cruach arrogantly says, "If you want a battle for the Tear, a battle you shall have." If the Church guards are present, they might either help the party in the fight or help Crom Cruach fight the party, depending on how any previous parlaying has gone.

The demon's prime goal is to get the meteorite, but he is prideful enough that he would like to make the magi appear foolish and ineffectual, since he believes their magic can't hurt him. He doesn't go out of his way to kill any of the characters, but won't hold back from doing so, either. Combat here is to show the characters what they are dealing with and that they cannot destroy this demon with the spells and weapons they have. Since Crom Cruach is unlikely to be hurt here, his statistics are not provided in this section. They appear in Chapter 4, where he will be encountered again later. You can refer to them on page 56, if you wish. It is important to remember that Crom Cruach's goal is to get the meteorite, not to slay the entire party. If things are going badly, it would be in better form for a few grogs to die than a major character like a companion or magus. That gets the threat across but does not deprive one of the players of a well-loved character. Save great threats like those for the end of the scenario.

If Crom Cruach sees a magus start casting a spell at him, he does not interrupt the casting, since he doesn't think the spell will work. The demon gloats

loudly at the magi, commenting on how their Hermetic magic "seems not to be working today." He may goad and insult the wizards, trying to get them to cast more spells: "Little fool, was that the best you can do? Would you like to try your stage magic tricks again? Ha! I think you should give up magic." The storyguide should make it clear that the demon is toying with them. Remember that Crom Cruach has convinced himself that he is immune to Hermetic magic since his body came from beyond the sphere of Earth. Of course, that is not the case, and after this confrontation the magi may wonder how a demon could create a body in a sphere dominated by God. You should not confirm or deny their musings and questions on this; let them puzzle things out themselves.

Indirect magical attacks, such as opening pits beneath Cu Chulainn's feet or creating rocks above his head should not overly inconvenience him. He can fly over pits, and his body is nearly invulnerable to physical attacks. A weapon or relic with Faith points reduces the demon's Soak by five for each Faith point in the item.

No more than a few rounds should pass before Cu Chulainn picks up the meteor in one arm. He then takes a few steps into the corner, grabs Aed Allan with his other arm, and takes flight, bursting through the workshop roof. As the demon flies higher and faster, he appears like a blazing meteor and leaves a train of smoke. Within seconds he is lost to human sight. This smoke he leaves behind dissipates in moments, making it impossible for the characters to follow the smoke trail. The demon uses Auram spells to slow down anyone who attempts to follow him. The demon can certainly fly much faster than the characters can travel, either in the air or on the ground.

Crom Cruach has taken Aed because sometime during the fight he notices



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Linus' aura of protection around him. He has (correctly) deduced that Aed has a guardian angel, and plans to personally corrupt Aed, since such a corruption would be more valuable than most, and count greatly in his favor in the Tally of Souls (see *The Maleficium*, page 36).

Contingencies

If the characters simply give Cu Chulainn the Tear, or do not oppose him in taking it, he picks it up (after killing or severely wounding the two Church guards, if necessary). Then the demon asks them to join him in fighting all who wish to conquer Ireland. He wishes to keep up the disguise of Cu Chulainn at this time, and only asks that they swear the following oath: "I pledge to defend Ireland against all who would enslave the people and land of Ireland." In the future, of course, he will ask the characters for more, including their souls.

In this instance, Crom Cruach does not take the time to notice Linus' aura about Aed, and does not kidnap the apprentice.

Aftermath

Unless the characters immediately leave the scene once the demon has taken the Tear, Church officials arrive and demand to know what happened. They want to know how and why their holy artifact was stolen. They question the characters at some length, and unless they are fast on their feet, may wind up imprisoned themselves, depending on what actions they took before and during the fight, and on the testimony of any of the surviving guards.



Chapter 3

The Fiery Cross

The characters must find the cross Aed showed them in the sky, and all they know is that it headed over the horizon to the northwest. Possible routes to finding this gift from God are described in detail below.

Starfall on Mount Snaefell

The most likely way for the characters to locate the cross is by asking around. Many people in Dublin saw the cross (including the local Church authorities, who have taken it as an additional sign of the holiness of their Heavenly Mote), but none saw it do anything other than head out over the sea to the northwest. If the characters journey all the way to England or Wales looking for the cross, they find no one there who saw it pass overhead. Some near the coast may have witnessed the phenomenon, but only to the southeast.

That leaves two possibilities—that it landed in the water, or that it landed on the Isle of Man. There are several town on the Isle of Man where the characters could ask about the celestial apparition. Eventually, they find someone who saw

the cross fall in the vicinity of Mount Snaefell. Once the characters get that far, there are several ways they might find the cross' exact location. The event described under "Stray Horse," on page 32, is one way. *Storm the Nymph* (page 34) is another. Alternatively, a simple search of Mount Snaefell is described in the section "Finding the Cross" on page 33.

Alternatively, the characters could use magic to find their goal. *Eyes of the Past* (InIm20) could be used to view the cross' appearance in the sky from different locations and narrow an area for search. Remember that since the cross originated beyond the Lunar sphere (since it was sent by God), it cannot itself be affected by Hermetic magic. Thus, spells similar to *The Inexorable Search* (InCo 20) will not work. Other creative magical solutions certainly exist. Evaluate each carefully, remembering that the cross itself can never be affected.

Finally, a character with True Faith might be able to discover the location of the cross through communion or prayer. Evaluate the success of such an approach by the actions of the character and the needs of the story.

Whatever happens, only allow the search to last while it continues to be interesting. If the scenario gets bogged down in a boring search, your players will become disinterested.





The Isle of Man

Located midway between Ireland, Scotland, England, and Wales, the Isle of Man (or Mann) has been a stepping stone from Ireland to Britain for years. It was never conquered by the Romans, and the Normans have ignored it. Legally the property of the King of Norway, it is currently ruled by Reginald I, King of Man and the Isles (the Inner and Outer Hebrides). Hermetically, the island belongs to none of the three surrounding Tribunals.

The island is about 30 miles from the Calf of Man in the south to the Point of Ayre in the north, and 15 miles across. The highest point is Mount Snaefell, at 2036 feet. Other peaks include Colden, Slieau Ruy, and South Barrule. There are three main towns: Peel, Port Erin, and Ramsey. The highlands of the interior are used to graze sheep, goats, and cattle, but few farmers live among the hills. Christian monasteries founded centuries ago (some said to be founded by St. Patrick himself) dot the coast. "Great King Orry's Road" runs inland from Churchtown to Ramsey. The southern part of the island consists of rolling hills, but north, near Mount Snaefell, the ground gets wilder and rougher.

The government of the island is based on the Viking "Thing" or gathering of freemen. The Tynwald meets on Tynwald Hill, about a mile inland from Peel. All freemen can come forward at the Tynwald to air grievances, suggest new laws, or pursue lawsuits against their neighbors. July 5th is the traditional date of the Tynwald, and new laws from King Reginald are read then. The Tynwald consists not only of the assembly itself, but a market and festival

that are held in late June and early July.

None of the towns on the island have a population of more than 1,000 — not even Peel, King Reginald's seat of power. Overall, the island has a population of about 7,000. Most of the inhabitants are Irish, but the ruling class is Scandinavian in origin. Manx Gaelic is a mix of Irish Gaelic and Norse.

The island is heavily under the influence of Faerie. Two kings of the fey make their home here: Manannan mac Lir rules the sea-folk of the Irish sea, and can be found in caves along the western cliffs. Arawn rules the faeries of Man, and lives in the hills of the interior, surrounded by his court and pack of spectral hounds.

There are many sources of vis, but there are no known covenants on the island. Magi of the continental tribunals figure that, as a Norse island, the Order of Odin has a stronghold here. In 1145, magi from the Stonehenge, Hibernia, and Loch Leglean tribunals met to decide the fate of the island, and to stop the battles that had previously raged when two vis-hunting parties met. The resulting document, the *Partitio Monaviae*, set the rule that the island and all its vis sources would belong to the tribunal that managed to found a covenant on its shores first.

Locations

Point of Ayre

The northernmost part of the island, the Ayres are high sand dunes. The coast of Scotland can be seen barely 17 miles across the sea.

(Isle of Man continued on next page)

(Isle of Man, continued)
Ramsey

The northern terminus of Great King Orry's Road. The harbor is usable, and families nearby use it for their fishing, trading, and raiding vessels.

Maughold

Maughold was a sinner that St. Patrick cast into the ocean, and he washed ashore here. Grateful to be alive, he renounced his old ways and founded a monastery. He was sainted by his followers in the manner of the Irish Church, and legends have grown up around him. A well on Maughold Head is said to be where his horse landed after flying across the Irish Sea. It is said to be a cure for sick eyes and infertility.

Douglas

Another minor harbor used by the local families.

Churchtown

Later renamed Castletown when King Magnus builds a castle here in 1250, this is the southern terminus of Great King Orry's Road. Rushen Abbey lies two miles up the road.

Across the Isle of Man

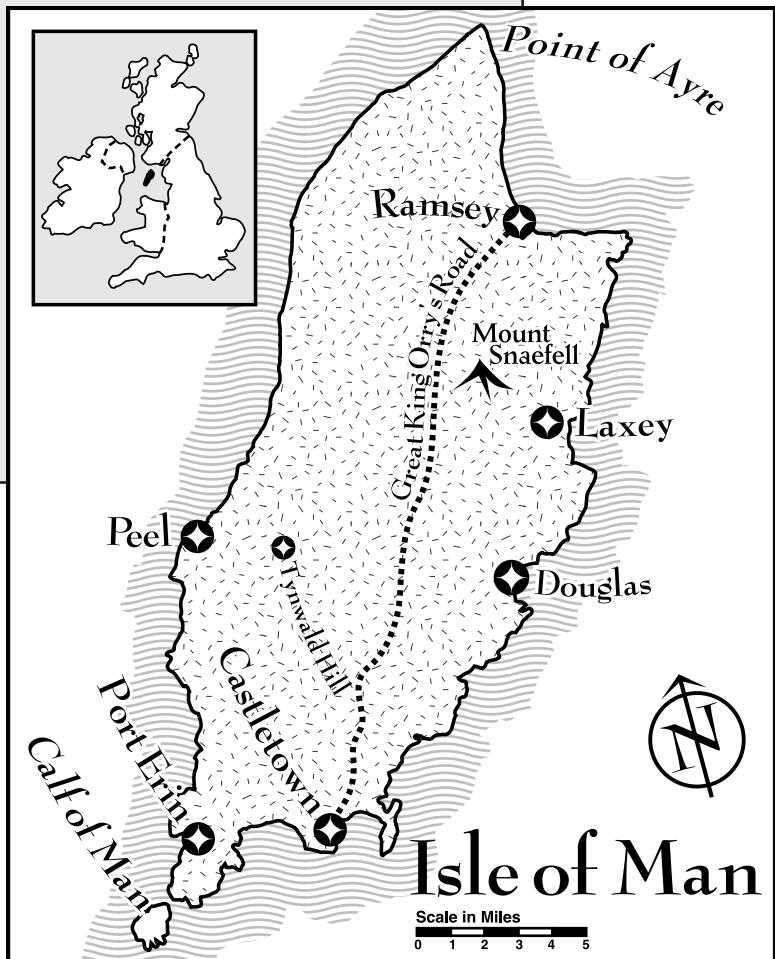
Great King Orry's Road passes to the west of Mount Snaefell, but is more a trail than a road. Travel conditions are medium (see ArM4, page 192). The storyguide may introduce the following three events into the characters' travels as desired, to slow their progress and offer them some additional challenges.

Port Erin

The southernmost town on the island. The only things further south are the ancient tomb of Meayll Circle, the Calf Sound, and the Calf of Man, a small island.

Peel

The only castle on the island, Peel Castle, resides on the steep cliffs of St. Patrick's island, separated at high tide from the mainland. The castle was founded by King Magnus Barefoot. The castle is haunted by the Moddey Dhoo, a black fairy dog. The castle was built on the foundations of two previous monasteries.





Storm

A storm coming from the ocean blows across the Isle of Man, bringing windy, wet, and cold weather. This wreaks havoc with the party's ability to travel quickly, and their ability to navigate accurately.

If they are traveling overland, the character leading the expedition must make a Per + Area Lore (Isle of Man) or Per + Direction Sense roll against an ease factor of 12 to keep on course to the mountain. If the characters get lost, they arrive on one of the island's seashores. Then the navigating character must make a similar roll against an ease factor of 3+ during the day or 12+ at night to recognize landmarks and determine the correct direction to the mountain (navigating during a storm adds 2 to 6 to the ease factor, depending on the storm's intensity). If this roll is failed, the party eventually ends up at Ramsey or Douglas, assuming they do not hit the west coast.

Unless the player characters use magic to keep themselves warm and dry, or they find shelter from the storm, they begin to suffer the effects of hypothermia. For every hour they travel in the storm, each character must make a Stamina + Survival roll against an ease factor of 9 to avoid losing a Fatigue level. Characters with Survival may assist those without by adding half (rounded up) of their level to other characters' rolls. Characters who lose all their Fatigue levels fall unconscious. Further exposure to cold, rain, and wind causes unconscious characters to lose a further Body level every half hour until death. To keep the unconscious characters alive, the party must find shelter. A Per + Survival roll of 9+ allows the characters to find a handy overhang or thick stand of trees to shelter under.

Stray Horse

In the distance, the party sees a chestnut brown stallion wearing both a bridle and a cloth saddle. This is a tame horse that ran away from a local farm when a recent thunderstorm frightened it.

A simple Qik + Athletics roll of 9+ allows a character to get a rope around the horse's neck. Following that, a simple Com + Animal Handling roll of 6+ calms the stallion down enough to take one or two riders on his back. If the characters don't rope the stallion first, a Com + Animal Handling roll of 9+ suffices for the entire operation.

If the characters attempt to find out where the horse came from, a Int + Hunt stress roll of 9+ leads them to the farm of its origin. If the farmers get their horse back, they are very grateful and offer the characters (even any magi, though they are wary of those who obviously have the Gift) a meal and place to bed down.

Furthermore, if the characters question the farmers about the cross they are seeking, they are in luck. The father of the family remembers the event and has a good idea where it landed. He offers to take the characters there.

Ambushed by Pirates

The party encounters a group of shipwrecked pirates. These men have lost most of their possessions and are tired and very hungry. They are sure that robbing a smaller party would put them in a better mood. There are two pirates for each player character. The pirates have poor morale, though, and if they lose 25% of their number, the rest flee.

Use this encounter if your characters are looking to blow off a little steam, or if they are getting bored with the search for the cross.

Mount Snaefell

Mount Snaefell is an isolated and gently sloping hill that reaches a height of 2036 feet above sea level. It and the land around it are covered with a dense mantle of trees, and no castles or human settlements are to be found on the hill itself. From the mountain's summit England, Ireland, Scotland, and Wales can all be seen in good weather.

Finding the Cross

There are three obvious ways to search Mount Snaefell: by land, by air, and by magic. If your players come up with some other method, use your knowl-

edge of the scenario to determine their chances for success.

If the characters simply search the mountain on foot, each separate searching group should make a single Per + Awareness roll based on the statistics of the most perceptive character. On the first day of searching, a roll of 15+ is required. Each day, as the characters cover more ground, the target number is reduced by one. If the characters develop a clever plan for the search, reduce the ease factor by an appropriate amount based on the cleverness of their plan.

If the characters take to the air, they are more likely to spot the cross' landing site. For each hour of daylight a character spends looking for it, he should make a Per + Awareness roll against an ease factor of 12. Success indicates that it is found. Flying about may also attract



Halfdan the Red, Pirate Captain

Characteristics: Int +1, Per 0, Pre +1, Com 0, Str +3, Sta +2, Dex 0, Qik +1

Age: 39

Size: 0

Confidence: 3

Virtues and Flaws: Ambidextrous +1, Enduring Constitution +1, Bad Reputation -1, Magic Susceptibility -1

Personality Traits: Fair +2, Greedy +1

Reputations: Pirate 3 (Man and the Isles), Unlucky 2 (Crew)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+7	+5	+6	+3	+7
Brawling (dagger)	+7	+5	+7	+6	+6
Battle axe	+13	+10	+11	+13	+9
Soak:	+10				

Fatigue levels: OK, 0, -1, -2, -4, Unconscious

Body levels: OK, 0, 0, -2, -4, Incapacitated

Abilities: Awareness 3 (sea), Boating 7 (speed), Brawling 4 (fist), Great Weapon 6 (battle axe), Irish Sea Lore 1 (targets), Leadership 6 (boat crew), Shield and Weapon 5 (longsword and shield), Speak Gaelic 4

Equipment: dagger, half chain, empty purse

Encumbrance: -1

Halfdan's Crew

Characteristics: Int -1, Per +1, Pre 0, Com -1, Str +2, Sta 0, Dex 0, Qik -1

Age: various

Size: 0

Confidence: 2

Virtues and Flaws: Petty Outlaw +0, Low Self Esteem -1

Personality Traits: Tired +3, Hungry +2

Reputations: Pirate (Man) 3, Unlucky (Other pirates) 3

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+4	+3	+2	+4
Brawling (dagger)	+4	+4	+4	+5	+3
Soak:	+2				

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 5 (loot), Boating 5 (shirking duty), Brawling 3 (fist), Irish Sea Lore 3 (pirate crews), Shield and Weapon 5 (longsword and shield), Speak Gaelic 4

Equipment: daggers, sea-stained leather hauberks, empty purses, empty bellies

Encumbrance: 0



unwanted attention. If a flying character ever botches one of his search rolls, he comes to the attention of Storm the Nymph (described below), some local person, or some other individual or group. You will have to tailor any encounter to the actions of your characters.

A magus might want to use some sort of detection or searching spell to find the cross. The cross itself cannot be affected by magic, as it originated beyond the Lunar sphere. Thus, spells cast directly on it will not work. It might be possible to converse with plants and animals on Mount Snaefell in order to gain information. There are certainly other creative possibilities. Because of the many possible magical approaches to the search, you will need to evaluate the chances of success for any plan that is implemented.

The Landing Site

The characters' searching eventually leads them to a small clearing near the very top of Mount Snaefell, where the cross is embedded in the ground so that it stands upright. It glows with a white light; it seems obvious to any who view it that it is holy.

Storm, Nymph of the Air

(See *Faeries*, pages 103-104, for more information on Nymphae)

Characteristics: Int +2, Per -1, Pre +3, Com +1, Str -2, Sta -2, Dex +2, Qik +2

Faerie Might: 20

Size: -2 as gull, 0 as human

Personality Traits: Curious about intruders +3,

Vengeful +1

Weapon/Attack **Init** **Atk** **Dfn** **Dam** **Fat**

Beak (as gull) +12 +8 +6 +2 —

Fist (as human) +4 +3 +4 +1 +6

Soak: +5

Fatigue levels: OK, -1, -3, -5, Unconscious

Body levels: OK, -1, -3, -5, Incapacitated

Powers: (See *Faeries*, pages 92-95, for more information)

The cross is composed of a silver material, about the size of a longsword. A Dominion aura of 6 surrounds it, and magic (Hermetic or otherwise) may not be cast by anyone holding it or standing within three paces of it. All of these effects continue if the cross is removed from the ground (which is an easy task). In addition to all of its other effects, the cross is a relic worth two Faith points to anyone who carries it.

The Nymph

One additional encounter on Mount Snaefell is described below. It could be used for two reasons. The first is if the characters are having trouble finding the cross. Storm, the nymph in the encounter, knows where it is and is happy to tell the characters so they can remove it. The second is to give the characters another challenge. If neither of these reasons fits in with the progress of your story, ignore this optional encounter.

Communicate With Animals 8. Storm can communicate with all manner of animals, and for the most part, they are well disposed to doing favors for her.

Control Element (Auram) 5. Storm can cast any Aurum spells, up to level 25. This is a faerie power; the spells cannot be resisted by normal magic.

Weaknesses: (See *Faeries*, pages 95-96, for more information)

Discomfort from Iron. Storm does not willingly touch iron (but can, if it is necessary). Spells she casts on iron things or on people carrying large amounts of iron are subject to double botch dice. Iron weapons do +2 damage to her.

Storm's Cave

The party finds an entrance to a collection of caves that have been dug into the mountain. The tracks of small animals can be found going in and out at the mouth of the cave. These caves are the lair for Storm, a nymph of the air. Storm uses small mundane animals as scouts, and thus knows the party is coming.

If the party enters the caves, they encounter her about twenty feet in. She appears as an unusually-sized gull, and speaks to the characters. She specifically addresses whichever character seems most disposed to listen to her and take her seriously. Faerie characters fit this bill, as might some magi. She might also directly address particularly handsome companions or grogs.

She wants to know what the characters are doing in her home. She has nothing to hide, and as long as the characters are polite, she does not stop them from exploring the cave complex. See "Exploring the Cave," below. If asked about her home, the nymph tells the party there are some large, old bones in one of the caves. Other than that, she and her animal companions are the only residents.

More importantly, though, Storm knows where the cross fell. If questioned about it, she is more than happy to lead the characters there if they promise to take it off her mountain. She cannot touch it herself, and wants to be rid of the "disagreeable thing."

If the characters attack Storm, she becomes insubstantial and flees the caves. Depending on the level of danger, she might use her powers to harass the characters after they leave her cave, or perhaps even petition one of the faerie lords of the island to take faerie vengeance on the characters.

Exploring the Caves

These caves were the lair of a dragon some time ago. The resident was killed by another dragon, and all that remains are bones and a single gold coin.

There are eight separate caves under the mountain, all of them connected by rather wide tunnels. Most of the caves (all but one) are of medium size, about twenty feet high and thirty feet across. They bear evidence that they are inhabited by all manner of forest creatures. The eighth cave is about thirty feet high, but is much larger than the others: about one hundred and fifty feet across. Unlike the others, animals have not made homes here. Large areas of stone in this largest cave are black and cracked, like the inside of a fire pit after a hot fire. In a few areas the bedrock looks like it was melted. There is one Roman gold coin in the soft mud; it can be found on a Per + Awareness of 9+. All that is left on the partially melted coin is part of a man's face and the word "Nero."

A large pile of bones, both large and small, lays near the center of this cave. These white bones have no flesh or odor of decay. Examination of the bones reveals that they are light and hollow, like those of birds. Some of the bones are broken, while others have deep scratches, like tooth marks. There is no skull, but a pile of crushed fragments could very well have been a skull once. If they remain at the task for a while, the party can piece together the main parts of a large skeleton. Anyone who can make an Int + Legend Lore roll of 6+ recognizes the reassembled skeleton as that of a dragon. As a group, the bones weigh about eighty pounds. If carried away and prepared in a Hermetic laboratory, they yield four pawns of Ignem vis.





Finding Mael Cais

Once the characters collect the cross they need to find Mael Cais, the holy smith mentioned by Linus through Aed. Once the characters get the cross to his well-equipped workshop, they will have a sword they can use to slay Crom Cruach.

The characters know that the smith they are seeking is on the Isle of Man, but even with a population of only 7,000, it remains a large place to find a single man. Asking churchmen in any town except Port Erin proves fruitless—they know nothing of a “holy smith.” Asking other smiths might prove useful. If a given smith does not know Mael personally, he certainly knows of him by reputation, and can easily tell the characters where to find him.

The clergy in Port Erin know of Mael Cais, and view him with suspicion. Although they do mention him to any characters that ask about holy smiths, they voice skepticism that he will actually be able to help them with any holy questions, and instead suggest that the characters allow actual men of God to solve spiritual dilemmas they find themselves in.

Regardless of the route they take, the characters eventually find Mael Cais and his workshop.

In the Meantime

While the characters have been searching for the cross, Crom Cruach has not been idle. After returning to Castle Chulainn, he has had the members of his



diabolist cult perform a divination ritual. To Crom Cruach's rage, it revealed that his corrupting efforts might well be thwarted by a holy smith of Man. This is true to the extent that Mael Cais will forge the sword that could destroy Crom Cruach. Crom Cruach has dispatched men under the direction of Bloody Ranu, a brigand in his employ, along with Rosby the Magus, to deal with Mael Cais.

The Smithy

Mael Cais' shop is a wooden building, with a set of double doors facing north (usually kept shut and barred), a smaller door facing west, and six window openings with wooden shutters facing west and south. These window shutters are open during the day to let the sunlight in and the workshop odors out. A stream flows next to the workshop and turns an undershot water wheel, which is attached to a drive shaft that enters the workshop through the south wall. Black smoke belches out of a large hole in the roof. There is a small slag dump next to the stream.

If the party enters the workshop or looks through the door or windows, they see a round furnace. A cam drive shaft powers two leather bellows and a trip hammer. Other features include a two foot long anvil, a charcoal bin, and a water trough. Several tables support finished and nearly-finished spears, swords, and axes.

There are three people inside when the characters arrive. The oldest, about forty, is Mael Cais. He wears a hard leather apron over dark clothing and soft leather boots, and is setting tools out on a table while his two apprentices stoke a small forge.

There are not any ostentatious religious items in evidence, in fact, the only item of that sort in the shop is a silver cross that Mael wears around his neck. Even though there are not any visible signs that Mael Cais is a holy man, any character that can sense it can tell that the Dominion aura of Port Erin is slightly higher in and around Mael's shop. Furthermore, anyone who can sense holy things can tell that Mael himself is strongly affiliated with the Dominion.

Talking to Mael

Mael has had a vision of the cross, and when the characters bring it to him, he expresses his knowledge of what he must do. He explains to the characters that God has shown him how to forge it into a sword. If the characters express doubts or have questions, he answers them to the best of his ability, although he doesn't have any knowledge of Crom Cruach, what needs to be done with the sword once it is forged, or anything at all outside his immediate involvement.

He tells the characters that he doesn't know how long it will take him to work on the cross, but that they should stay nearby in case they are needed. (Mael does not elaborate if asked what they might be needed for.) It eventually takes four days for Mael to finish turning the cross into a sword.

The Attack

Sometime during the several days while Mael is working on the cross, the main door to the workshop flies open and a large group of more than a dozen men (tailor the exact number to the size of your group of characters), barefoot and



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wearing grubby leather armor, rushes into the shop. These are mercenary bandits under the leadership of "Bloody" Ranu. Bloody Ranu is on a mission from Crom Cruach, who has had a premonition about Mael. He has been ordered to attack the shop and kill all those found there. If the characters have posted any sort of guard or watch, it encounters the bandits first, possibly even before they make it into the shop.

The brigands have been specifically ordered to kill the smith, and have gotten his description from Rosby. If a player

character happens to be (or just look like) a smith they may hesitate a round, then attack both men to be sure. Once Mael is killed the brigands focus on the witnesses. Of course, individual bandits will turn and fight anyone attacking them.

Characters that are present at the smithy, of course, immediately become involved in the situation. Others nearby (whether staying at a local establishment, staying at Meal's home, or simply lounging in the street) should be allowed Per + Awareness rolls with an ease factor of 6 to hear the commotion of battle.

Rosby, Renegade Magus

Characteristics: Int +3, Per +2, Pre +1, Com 0, Str +2, Sta +2, Dex -1, Qik -2

Age: 54

Size: +1

Confidence: 4

Virtues and Flaws: Magical Affinity (Terram) +3, Susceptible to Divine Power -4, Curse -3, Blatant Gift -1, Minor Magical Deficiency (Ignem) -1, Obese -1, Warped Magic -1

Personality Traits: Contemptuous of mundanes 4, Greedy for power 4, Coward 3

Reputations: Diabolist 3 (Hibernian Tribunal)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+2	+2	+1	+2	+5
Quarterstaff	+9	+8	+9	+5	+7
Soak:	+6				

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0/0, -1, -3, -5, Incapacitated

Abilities: Affinity with Terram 5, Brawling 2 (fist), Certámen 4 (defense), Concentration 4 (moving), Finesse 4 (targeting), Great Weapon 4 (quarterstaff), Order of Hermes Lore 4 (Hibernia), Magic Theory 5 (enchanting), Occult Lore 4 (demons), Parma Magica 5 (Terram), Penetration 3 (Terram), Scribe Latin 5 (speed), Speak Latin 5 (Terram), Speak Gaelic 4 (giving orders)

Arts:

Cr 11	In 11	Mu 8	Pe 7	Re 7
An 4	Aq 4	Au 8	Co 8	He 4
Ig 4 (2)	Im 4	Me 4	Te 12	Vi 8

Twilight Points: 2

Decrepitude: 1

Equipment: full heavy leather armor; enchanted staff: *Earth Split Asunder* (ReTe 30) 1/day, *Earth's Carbuncle* (ReTe 15) 12/day, +4 to destroy things at a distance, +4 to control things at a distance, +3 to missile attacks; various pouches with spell foci

Encumbrance: 0

Spells Known:

(spells in caps are mastered)

Aura of Rightful Authority (ReMe 20/ +13)

BANE OF WEAPONS (ReTe 15/ +26)

R: Personal D: Diameter T: Individual

Deflects all attacks by metal weapons

Clouds of Rain and Thunder (CrAu 25/ +21)

Confusion of the Numbred Will (ReMe 15/ +13)

CRYSTAL DART (MuTe/Re 10/ +27)

Endurance of the Berserkers (ReCo 15/ +17)

Gather the Essence of the Beast (MuVi 15/ +18)

HANDS OF THE GRASPING EARTH (ReTe/Mu 15/ +26)

OBLITERATION OF THE METALLIC BARRIER (PeTe 15/ +26)

Rain of Stones (MuAu/Te 20/ +18)

RUSTED DECAY OF TEN-SCORE YEARS (PeTe 10/ +26)

Scales of the Magical Weight (InVi 5/ +21)

STONE TELL OF THE MIND THAT SITS (InTe 30/ +30)

Teeth of the Earth Mother (MuTe 35/ +27)

The Chirurgeon's Healing Touch (CrCo 20/ +21)

Trust of Childlike Faith (PeMe 10/ +13)

Wall of Protecting Stone (CrTe 25/ +30)

Whispers Through the Black Gate (InCo/Me 15/ +17)

Wings of the Soaring Wind (ReAu 20/ +17)

Vis: 4 Pawns of Terram Vis in a shard of Volcanic stone, 2 Pawns of Auram Vis in an Eagle Feather
(Rosby continued on next page)

As the outlaws attack Mael Cais, his apprentices, and any characters that are present, Ranu himself remains outside the building. He finds it extremely unlikely that the occupants of the building will be able to give his lads more trouble than they can handle. With him is Rosby, who has accompanied him at Crom Cruach' direction. If it looks like the tide of the fight is turning against Ranu's men, Ranu wades into the battle. Rosby only gets involved if he can guarantee his own safety. He is dubious of Mael's ability to interfere with Crom

Cruach's plans, and finds this errand a waste of time.

During the battle, if more than half of the brigands are killed or otherwise taken out of the fight, and their chances of victory look slight, the rest of the bandits attempt to flee or surrender. Ranu and Rosby attempt to escape rather than surrender. Rosby can use *Wings of the Soaring Wind* (ReAu 20) on himself, and may use spontaneous magic to help Ranu, if he is feeling generous. Otherwise, the bandit leader is on his own.



(Rosby, continued)

Rosby is six feet two inches tall, wears his long black hair in a ponytail, and has a wide, bulky, ungainly frame. The magus dresses in the style of the English, in a short green tunic, green trousers, brown gloves, and black boots.

Rosby was born into a wealthy family of Irish freeholders. When Rosby was seven years old, Eureka, a magus at Cliffheart covenant, recognized Rosby's Gift. After several days of negotiations, Eureka brought the young Rosby to Cliffheart, where he apprenticed in the Hermetic Arts.

After finishing his apprenticeship, Rosby desired to gain as much earthly power as he could. Thus he concentrated his studies on powerful combat spells. However, Cliffheart's library did not have all the spells Rosby thought he needed. Rosby's life changed dynamically one day while he was excavating a ruin. Rosby found three copper plates that told of a ritual that would summon a spirit to Mythic Europe which would bring the summoner untold power. Rosby thought that this would be an easy way to fill in the gaps from Cliffheart's library. With the help of a group of wealthy diabolists, Rosby completed the ritual.

The "spirit," of course, was Crom Cruach inside his iron egg. Once Crom Cruach was hatched, the demon gave Rosby the knowledge he wanted. But, while Rosby obtained more skill in Magic Theory, the demon corrupted Rosby's already greedy mind and soul. To protect his secrets, Crom Cruach also cursed Rosby so that he

cannot reveal any details of the demon, his works, or his mortal helpers. The knowledge is just not there when Rosby is asked about any of these things. An InVi 40 spell is required to "see" the curse; it is not detectable normally. Cleansing Rosby of the curse would require much research, a simple Int + Occult Lore roll of 12+, and a successful PeVi 50 spell. Should the character fail to research properly, the curse is not affected in the least. Should the spell casting fail by 10 points or less, the curse is loosened, and Rosby is left with a simple aversion to talking about the subjects of the curse, which he can resist with a Pre + Concentration roll of 6+. Spells like such as *Frosty Breath of the Spoken Lie* (InMe 20) work as normal after partial exorcism of the curse.

Soon after Crom Cruach came to Earth, the older magi at Cliffheart discovered physical evidence that Rosby was consorting with diabolists. For the last few months, Rosby has escaped the Wizards' March called against him by staying close to Crom Cruach. Crom Cruach has given Rosby the task of helping Ranu and his mercenaries kill Mael Cais and anyone else who gets in the way. After Mael is killed, Rosby has been promised a large amount of raw vis. Rosby respects other magi, but has much contempt for mundanes and regularly refers to peasants, grogs, and covenfolk as "slobbering vegetables."



Aftermath of Battle

If any of the brigands that survive the battle are questioned, they can tell the characters that they are hired mercenaries. As they tell it, their leader Ranu had

“Bloody” Ranu, Brigand and Mercenary

Characteristics: Int -1, Per +1, Pre +1, Com +2, Str +3, Sta +2, Dex 0, Qik +1

Age: 37

Size: 0

Confidence: 3

Virtues and Flaws: Infamous Outlaw -4, Ways of the Hills +4, Patron (Cu Chulainn) +3, Lightning Reflexes +2, Ambidextrous +1, Common Fear (Fire) -2, Diabolic Upbringing -2, Hatred (Normans) -1, Obligation (Cu Chulainn) -1

Personality Traits: Cruel 3, Vain 2

Reputations: Outlaw 5 (everyone), Ruthless 3 (everyone)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+6	+4	+5	+3	+6
Brawling (dagger)	+6	+4	+6	+6	+5
Greatsword	+15	+12	+13	+11	+10

Soak: +2

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 3 (escape routes), Brawling 3 (fist), Carouse 3 (drinking), Great Weapon 7 (greatsword), Leadership 5 (Intimidation),

an intense dream. In this dream he was told to ride alone into the Wicklow Mountains following paths he had never seen before to a red manor protected by a wooden palisade. Then someone he could not see told Ranu he would get more

Outlaw Lore 4 (hideouts), Speak Gaelic 5

Equipment: bastard sword decorated with silver and having many notches on the grip (one for each kill), two daggers, expensive and gaudy clothes (newly purchased)

Encumbrance: 0

Ranu is five feet, six inches tall. He wears his light red hair long, and has a well-groomed beard. He currently wears a short jacket and a leine made from imported silk, tooled leather gloves, belt, and boots, and a long cloak made of satin. (This ostentatious clothing is brand new and was bought with some of the money the demon gave him to kill the weaponsmith and the characters.)

“Bloody” Ranu got his nickname as one of the most bloodthirsty mercenaries in Ireland. Ranu will work with any man as long as he gets paid. In a dream, Crom Cruach told Ranu to come to his fortress. Outside the fortress, Ranu talked to a tall man who said he was Cu Chulainn. In the meeting he was given one hundred silver coins as a retainer, and promised more for successful completion of the missions he would be given. Ranu’s current mission is to kill the smith and characters.

Bloody Ranu’s Outlaws

Characteristics: Int 0, Per 0, Pre 0, Com 0, Str +2, Sta +1, Dex 0, Qik 0

Age: about 30

Size: 0

Confidence: 2

Virtues and Flaws: Branded Criminal -1, Enduring Constitution +1, Tough +1, Veteran +1, Disfigured/Missing Ear/Branded (marks of Outlawry) -1, Low Self-Esteem -1

Personality Traits: Lazy 2, Self-centered 2

Reputations: Outlaw 3 (Legal authorities)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+6	+5	+5	+2	+6
Brawling (dagger)	+8	+7	+8	+5	+7

Single Weapon (club)+9 +8 +9 +5 +7

or

Bow (short bow) +6 +6 — +4 —

Soak: +6

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 4 (search), Brawling 5 (dagger), Eastern Ireland Lore 4 (outlaw bands), Speak Gaelic 4, Single Weapon or Bow 5 (club or short bow)

Equipment: an accumulation of clubs, knives and bows; unkempt heavy leather hauberk

Encumbrance: 0

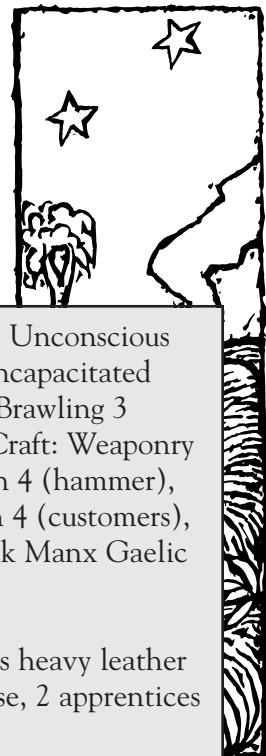
THE FIERY CROSS

wealth than he ever could imagine if he came to this fortress.

The next day, he began to follow the paths he saw in his dream. After three days of riding, he found the fortress. Cu Chulainn, the hero, walked out to talk to him. Chairs, a table, and food were brought out to them by men in black

robes. The rest of the daylight hours were taken up in bargaining. At the end of the day, Ranu agreed that he and his men would work for Cu Chulainn in exchange for more money than they had ever made working for the local Irish nobility.

Just a few days ago, Ranu was told in a dream to take all his men and travel to



Mael Cais, Weapon Maker

Characteristics: Int 0, Per -1, Pre -1, Com +1,

Str +5, Sta +2, Dex +3, Qik +1

Age: 40

Afflictions: Hard of Hearing 4

Size: +1

Confidence: 3

Faith Points: 4

Virtues and Flaws: Successful Merchant +2, Incredible Strength +4, Piercing Gaze +2, Enduring Constitution +1, Large +1, True Faith +3, Dependent (apprentices) -1, Obligation (to local nobles) -1, Poor Hearing -1

Personality Traits: Hard worker 4, Pride in his work 4, Strict teacher 3

Reputations: Quality Work 4 (Irish & Man nobles), Taskmaster 3 (local apprentices), Holy smith 3 (smiths on Man), Victim of religious delusions 2 (clergy of Port Erin)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+6	+7	+4	+6	+6
Brawling (dagger)	+6	+7	+5	+9	+5
Gr. Wpn. (hammer)	+10	+9	+7	+12	+6
Sng. Wpn. (hammer)	+9	+10	+9	+10	+7
Soak:	+5				

Fatigue levels: OK, 0/0, 0, -2, -4, Unconscious

Body levels: OK, 0/0, 0, -2, -4, Incapacitated

Abilities: Bargain 5 (own work), Brawling 3 (fist), Carousing 3 (dice games), Craft: Weaponry 8 (edged weapons), Great Weapon 4 (hammer), Leadership 4 (teaching), Folk Ken 4 (customers), Single Weapon 5 (hammer), Speak Manx Gaelic 5 (holy language)

Decrepitude: 0

Equipment: hard leather apron (as heavy leather hauberk), smith's tools, shop, house, 2 apprentices (Patrick and Morann, see below)

Encumbrance: 0

Mael Cais is six feet two inches tall, with short blond hair and a thin mustache. He wears a hard leather apron over dark colored clothing and soft leather boots. He is an intensely religious man, though he is neither ostentatious about it nor does he pressure others unduly.

Mael is friendly towards the characters when they arrive and talk to him, since he has foreseen their arrival in a vision sent by God. If the characters treat him well and get along with him, Mael could become a valuable contact for the characters, especially if their covenant is near Port Erin.

Patrick and Morann, Weaponsmith Apprentices

Characteristics: Int 0, Per 0, Pre 0, Com 0, Str +3, Sta +1, Dex 0, Qik 0

Age: 19

Size: 0

Confidence: 3

Virtues and Flaws: Standard Grog +0, Training (Mael Cais) +2, Enduring Constitution +1, Obligation -1, Poor -2

Personality Traits: Hard worker +3, Loyal +3

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+5	+4	+4	+3	+5
Sng. Wpn. (hammer)	+7	+6	+7	+6	+5

Soak: +3

Fatigue levels: OK, 0, 0, -2, -4, Unconscious

Body levels: OK, 0, 0, -2, -4, Incapacitated

Abilities: Bargain 2 (Mael's work), Brawling 3 (fist), Carousing 1 (staying sober), Craft: Weaponsmith 3 (edged weapons), Folk Ken 3 (customers), Isle of Man Lore 3 (Port Erin), Single Weapon 3 (hammer), Speak Manx Gaelic 4 (smithing terms)

Equipment: hard leather apron (as heavy leather hauberk), tools

Encumbrance: 0



the Isle of Man. Once there, they were to kill a weapon smith that would be identified by a wizard named Rosby whom they were to meet in Port Erin. After the weapon maker was dead, Cu Chulainn would pay one hundred silver coins to Ranu and his band. Neither Ranu nor his men have any idea that they are dealing with a demon.

The bandits also know that Cu Chulainn is building up an army somewhere in the Wicklow Mountains, and that he is planning to sweep the Normans from Ireland. They know that many other bands of mercenaries have made camp by his fortress. They don't know where the fortress is located; only Ranu and Rosby have been there.

If Ranu is alive, he will not willingly tell the party anything, as he does not desire to be charged with treason against the Anglo-Irish lords. If the party is able to convince Ranu that Cu Chulainn is a demon and point out to Ranu that he could be burned at the stake for helping diabolists, he attempts to make a deal. For his freedom, Ranu will tell the party everything he knows about where the fortress is and that many outlaws are camped outside the gates.

Rosby is under a powerful curse and his mind is enslaved to evil. While Rosby is under this curse, he cannot tell the party any useful information about the demon, his fortress, or the diabolists. (See his character description for more information.)

Retainers of the local lord eventually arrive, probably in the middle of any questioning that occurs. If the characters think to ask, there is a ten penny reward for each of Ranu's mercenaries captured alive, or three pennies dead. The retainers will not voluntarily tell the characters this information, as they are eligible to collect the reward money, too.

The Sword of God

When the sword is completed, it is a longsword of great beauty, decorated with images of angels. It retains its beautiful silver color and its white glow. Its statistics are improved from those of a normal longsword (as much from Mael's skillful craftsmanship as from its holy origin), to Init +5, Atk +2, Dfn +7, and Dam +6. When used against any demon, the sword completely ignores the target's Soak score (though a roll is still permitted).

As when a cross, no one touching the longsword may use magic, and this also applies to anyone standing within three paces of it. Furthermore, this applies to maleficia (the magic of demons), so if Crom Cruach is engaged by someone bearing the sword, he will be unable to use his abilities to attack or escape unless he can get away from the sword physically. Likewise, the sword is treated as a relic with two Faith points in it.

When the sword is left in one place for a time, it begins to bring a Dominion aura to its surroundings. This could become a problem if it is brought to the characters' covenant after this scenario ends. No hard-and-fast rules are presented here regarding the speed and power of the aura it generates; you should tailor the effect to fit your saga.

Chapter 4

The Wicklow Hills

In this final section of *The Fallen Angel* the characters, armed with a new weapon forged of a cross from God, must find Castle Chulainn and dispatch the demon that dwells within. In addition, they must rescue Aed Allan (if he was kidnapped) and cleanse the area of Infernal power.

Hunt for the Iron Demon

The characters should know, from questioning Ranu and his outlaws after their attack on Mael Cais, that Cu Chulainn's stronghold is in the Wicklow Mountains. The journey south from Dublin takes place in Medium travel conditions, changing to Hard, then to Very Hard conditions as the party enters the mountains. While the characters travel through the mountains, it rains constantly and the area is thick with fog.

The precision of their knowledge about the location of the fortress will vary depending on the success of their interrogation. Even if the character didn't get any good information, there are other ways they could find Castle Chulainn. For starters, it would be easy for a magus

to use detection and location spells. Another way the characters could find the fortress is to track or follow one of the mercenary bands on its way there. Of course, if the characters are spotted they could face a stiff fight. Once the characters find such a group (which could in itself be as difficult as you choose to make it), any character with the Hunting ability can track them with a daily Per + Hunting stress roll of 6+. Following the trail to the demon's fortress takes between three and six days, depending on how far into the mountains the characters are when they pick up the trail. Finally, the characters could hire a guide. See "The Forester," on page 47, for information on that option.

The worst way to look for the demon would be to wander in the mountains, hoping to stumble across Castle Chulainn by chance. Without a guide or other source of information as to the whereabouts of the manor house, it could take weeks to find its location. As they need to cover a large rugged area, give the players a five percent chance (non-cumulative) per day to find the castle.





Wicklow

While the cities of Ireland may have submitted to the King of England, the countryside is another matter. Wicklow is part of the County of Dublin, and thus under the (nominal) lordship of the English king. However, the forested hills of Wicklow are still full of wild and untamed men, free for the most part from the laws of the Sassenach (Saxons). The mailed knights of the Sheriff of Dublin are at a disadvantage when chasing men in the woods and peat bogs of the hills, and as a result rarely venture into them.

There are no roads through the hills, and most north-south traffic goes by way of the coast or around the hills to the west. The hills are rounded granite knobs over 2,000 feet high, with deep valleys cut by rivers running between them. Three rivers reach the coast by directly flowing east: the Vartry, the Dargle, and the Avonmore. The Liffey rises in the western hills and flows north and then east through Dublin. The hills are covered in peat bogs, a product of the moss and near-continual mist and rain. Giraldus Cambrensis states that in summer it is rare to see three clear days in a row.

The men of the hills belong to no kingdom, Irish or English; instead they follow their own chiefs. Their principle trade, like the Irish of old, is cattle-raiding. No herd is safe from them, no matter how close it may be to a town or city. There is rarely any coordination between raiding parties, though an ambush force is often left behind to cover a pass or track through the woods or bogs. It is possible to bribe safe passage through a clan's lands, though the clan may not honor the "gift" fully.

Pieces of gear, animals, and weapons may get "lost" along the way.

With all the broken men in the hills, it is easy for Crom Cruach to hide and recruit men. However, some of the local clan chiefs are beginning to become leery of the army he is gathering, as he could easily begin his purge of Ireland here in the hills. A canny companion might be able to gain the aid of a local clan, should it prove necessary.

Locations

Arcklow Town

When St. Kevin visited the town in the fifth century, he blessed the fishermen, ensuring the village's prosperity. The Vikings used the town as a base during their heyday.

Glendalough

St. Kevin came to this remote valley in the 6th century to live the life of a hermit, but was soon joined by others. The monastery was sacked a number of times by the Vikings, but survived all the attacks. There are several churches, including a cathedral, and a round tower.

Lugnaquilla Mountain

The tallest mountain in Wicklow, it is hidden deep in the hills. North and west of the mountain is the Glen of Imaal, where Crom Cruach has built Castle Chulainn.

(Wicklow continued on next page)

THE WICKLOW HILLS

(Wicklow, continued)

Wicklow Town

Founded by Vikings who wanted a base to raid Glendalough and other monasteries, Wicklow town is now home to the FitzGeralds of the Black Castle. They also founded a Franciscan

abbey, and both buildings have come under attack by local clans, the O'Tooles and O'Byrnes.





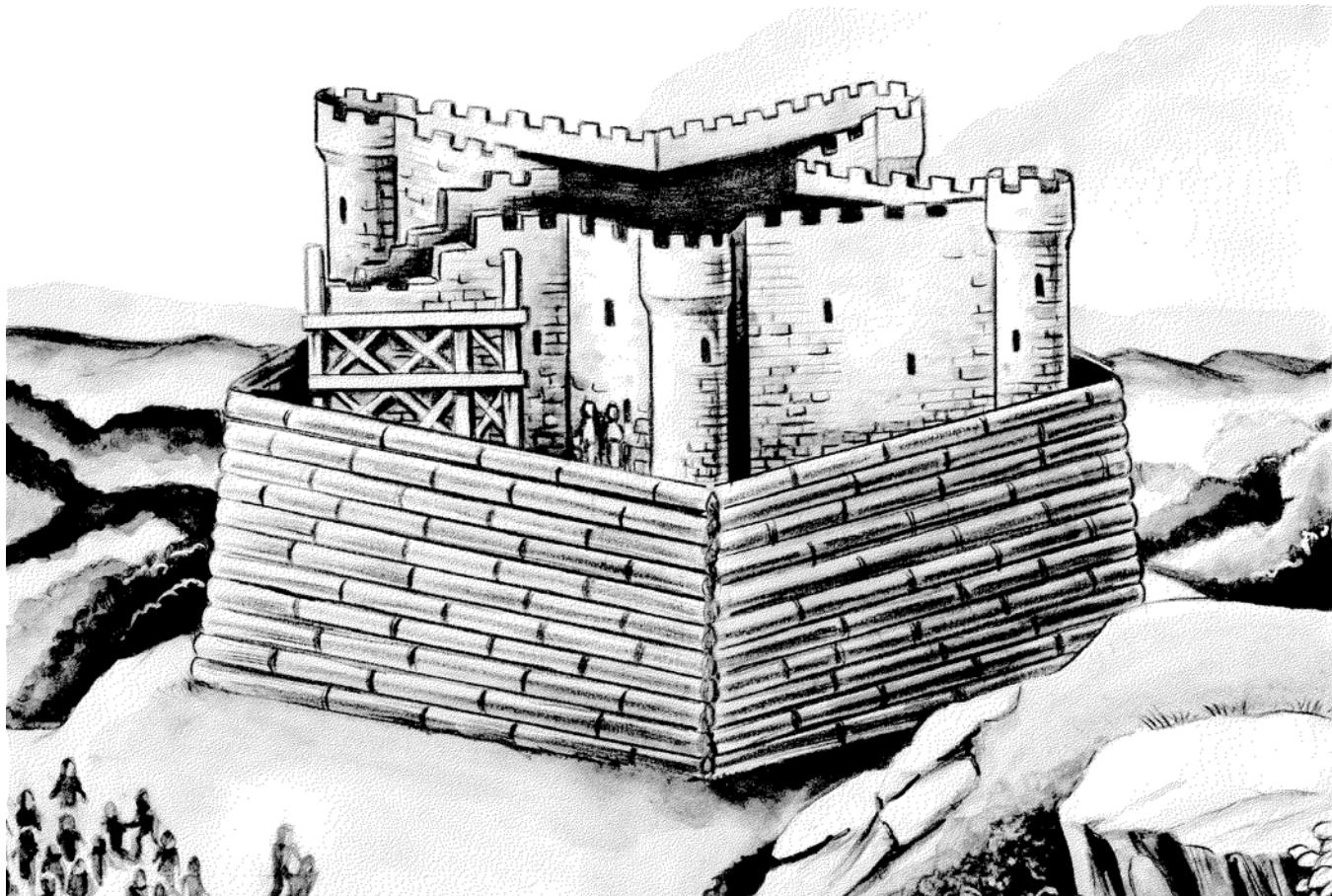
Castle Chulainn

Castle Chulainn, a manor house surrounded by a wooden palisade, is built on one of the vast burial mounds found in eastern Ireland which are called tumuli. All tumuli, this one included, have underground tunnels and chambers for urn burials.

Any character who looks at the manor from one of the nearby hilltops, or who flies over the fortress, immediately notices its strange shape: that of a pentacle (a star with five points). In addition, the manor house itself has been painted light red. A superstitious person might suggest that the manor house walls are covered with human blood, but in reality the pigment used for the walls' paint is nothing more unusual than red clay. Of course, unless the characters ask one of

the builders, they may never know that fact. In any case, any character who has experience with real human blood knows that it dries much darker than the walls appear. The manor is still under construction, although it is mostly finished. One of the manor's points is still obscured by scaffolding, and tools lie about.

There is only one gate in the wooden palisade, which remains closed unless someone enters or leaves the manor. If the party watches for an extended time, they can see several people wearing normal Irish clothing who appear to be riding freely into and out of Castle Chulainn. These people are members of the diabolist cult wearing their normal, day-to-day clothing and going about business outside the castle. Two guards (members of the diabolist cult) are visible on the palisade catwalks. These guards leave the walls rarely, when their watches change, and then only for two or three



THE WICKLOW HILLS

minutes. Outside the wooden palisade, about ten paces from the gate, is an impact crater of about the same size as the one the party saw in the glass workshop. There is nothing but muddy water and trash in it.

A three hundred foot field has been cleared of trees and bushes outside the palisade. This cleared area has become a large encampment of bandits; it is the temporary home for over three hundred seedy-looking mercenaries. Some ten percent have horses and mules. Some look as

if they have been here for some time, others have arrived only recently. This entire clearing has an Infernal aura of 2 (except for the area inside the palisade, which has a higher rating).

Beyond the open area there is an old growth forest around the base and lower slopes of the hill. This forest can make very good cover for the characters to hide in and still be able to watch the fortress.



The Forester

Even if the characters know exactly where Castle Chulainn is, they might want to hire a native guide to help them navigate the wilds of Wicklow. Cormac the Forester is such a character, and his statistics and background are provided below.

Cormac, Forester of the Wicklow Hills

Characteristics: Int +1, Per +1, Pre -2, Com -2, Str +1, Sta +3, Dex +1, Qik 0

Age: 42

Size: 0

Confidence: 3

Virtues and Flaws: Wanderer +0, Ways of the Hills +4, Lightning Reflexes +2, Animal Ken +1, Direction Sense +1, Sheltered Upbringing -2, Terrors (drowning) -2, Dutybound -1, Faerie Enmity -1, Social Handicap (taciturn) -1

Personality Traits: Quiet +3

Reputations: Good Forester (Dublin County) 3, Taciturn 2 (Dublin County)

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) +6 +6 +5 +1 +8

Brawling (dagger) +6 +6 +6 +4 +7

Bow (Short bow) +7 +8 — +4 —

Soak: +3

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Animal Ken 3, Athletics 4 (jumping), Awareness 6 (forest), Bows 6 (short bow), Brawling 4 (fist), Climb 4 (steep hills), Direction Sense 3, Dublin County Lore 7 (Wicklow Hills),

Ride 5 (hills), Speak Gaelic 5

Equipment: hunting clothes, long knife, bow and arrows

Encumbrance: 0

Cormac stands five foot, nine inches tall, has fair skin, and sports shoulder-length curly blonde hair with red streaks. He wears brown and gray traveling clothing and carries a knife and a bow. He also owns a riding horse and a mule to carry his extra equipment.

“Curious about everything in nature,” is the best way to describe Cormac. Born to a family with a tradition of forestry, Cormac learned about the forest from his father. His works most often as a game tracker for the hunting trips nobles hold on their estates.

Cormac knows outlaws are gathering south of Dublin. He also knows that somewhere in the mountains an old fortress is being rebuilt; he has heard Cu Chulainn’s name mentioned in the same breath.

He negotiates a fair price for his skills, and, if the characters can demonstrate their case sufficiently, can be brought around to their way of thinking regarding the demonic taint of Cu Chulainn. He’ll try to avoid placing himself in the direct path of the demon’s wrath, but will not shirk the tasks he’s being paid to carry out. On the other hand, the characters may not want to tell their guide everything they know about their antagonist.



Getting In

For the characters to get to the wooden palisade or the gate, they must first get past the mercenary camps which surround the palisade. This shouldn't pose a challenge for characters who naturally look like or are disguised to look like mercenary warriors. They could conceivably be hailed or challenged by some of the mercenaries as they approach the castle. This may strain the disguises of characters who don't know how to swear, spit, and boast about their prowess.

Characters who approach the castle who do not appear to be mercenaries are certainly challenged, both by mercenaries and members of the cult. At that point, they must explain their presence and intentions to the satisfaction of whoever has confronted them. Any characters that appear to be magic-users (Hermetic or otherwise) are brought before Cu Chulainn, who may be willing to recruit mages depending on their eloquence.

Any character who manages to sneak up next to the palisade can try to sneak over the wall. This requires a stress Str + Climb roll of 6+, then a stress Dex + Stealth roll of 15+ during the day, 9+ after dark, or 4+ on a night with heavy fog to avoid attracting attention. Any character who fails a roll attracts the attention of either some mercenaries or one of the guardsmen. Characters who are unable to talk their way out of the predicament by making a Com + Guile stress roll of 9+ are imprisoned within the castle. If a character is captured, the camp is restless and watchful for the next several days, as everyone is on the lookout for more Norman spies.

Once a character makes it inside the walls, he could sneak to the gate and open it, though this requires a further Dex + Stealth roll of 9+ in order to avoid catching the attention of the catwalk

guards. He could also attempt to infiltrate the castle on his own. Entering through the unfinished southwest wing of the castle is the easiest route. This requires a Dex + Stealth roll of either 6+ or 9+, depending on how active the guards are and what sort of plan the character follows.

There are many other ways that the characters could attempt to gain entrance to the manor. For characters skilled in Hermetic magic, it should not be a difficult task. Use what you know of the castle and its inhabitants to determine the success or failure of options not explicitly discussed here.

The Mercenaries

The mercenaries surrounding Castle Chulainn are a mix of English, Irish, and Scots. Each group has its own style of dress, arms, and armor, but all are united by their love of loot and their small regard for the niceties of Norman law. A few of the mercenaries have signed up out of a genuine interest in expelling the Normans, but most are in it solely for the chance of loot, rape, and plunder. Most of the mercenaries are either Anglo-Norman knights, English footmen, Irish footmen, or Gallowglasses.

The English troops are armed and armored like their brethren in Britain. The knights have full chain armor and carry lances, shields, and swords. The footmen wear leather or chain hauberks and carry spears and shields or crossbows. They often have swords or axes as secondary weapons. These men are here for the money and chance to grab loot. The knights are disinherited younger sons, black sheep, or men on the run from the law.

The Irish rarely use armor of any sort, and many do not even carry shields.

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Their main weapons are two-handed axes, short spears, and light javelins (two or three are the normal complement). Rather than bowmen, the Irish use slingers, who are able to injure even the most heavily armored knights. Nobles and other champions may have swords and round shields, and even wear helmets and light chain (equivalent to a chain hauberk). Irish horsemen are rarely used in battle; horses are used for transportation rather than combat.

Gallowglasses are a new innovation in Irish warfare; they are Scots and Islemen mercenaries of Scandinavian descent. They are armored in long chain or padded shirts and helmets. They use two handed axes, javelins, swords, and shields. They have the discipline and armor to stand up to even Norman knights in the open field.

The statistics provided below represent an average character of the appropri-



Anglo-Norman Knight

Characteristics: Int 0, Per +1, Pre +1, Com -1, Str +1, Sta +2, Dex 0, Qik 0

Age: various

Size: 0

Confidence: 3

Virtues and Flaws: Hired Sword -1, Heir +1, Indentured Servant +1, Veteran +1, Black Sheep -1, Infamous Family -1, Oversensitive (Cowardice) -1

Personality Traits: Brave +3

Reputations: Ruthless 3 (Irish), Black Sheep 2 (Anglo-Normans)

Weapon/Attack*	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+3	+2	+2	+1	+4
Brawling (gauntlet)	+4	+3	+4	+2	+5
Lance and shield	+10	+13	+11	+7	+8
Axe and shield	+7	+7	+11	+7	+7
Lngswd. and shield	+8	+8	+14	+5	+8
Longsword	+8	+6	+9	+5	+7

*All statistics assume mounted. When on foot, add Enc to all Init, Atk, Dfn, and Fat modifiers.

Soak: +14

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 2 (battle), Brawling 2 (gauntlet) 2, Carouse 1 (feasts), Dublin County Lore 1 (castles), Longshaft Weapon 5 (lance), Noble Families Lore 1 (Anglo-Irish), Ride 4 (battle), Shield and Weapon 5 (longsword and shield), Single Weapon 4 (longsword), Speak English 4 (commands)

Equipment: weapons, kite shield, full chain armor and helmet, riding horse, battle horse, squire

Encumbrance: 0 on horseback, -7 on foot

English Footman

Characteristics: Int -1, Per +1, Pre -1, Com 0, Str 0, Sta +2, Dex +1, Qik +1

Age: various

Size: 0

Confidence: 3

Virtues and Flaws: Hired Sword -1, Keen Vision +1, Rapid Convalescence +1, Versatile Sleeper +1, Bad Reputation -1, Judged Unfairly -1, Missing Ear (or other scar) -1

Personality Traits: Greedy +2

Reputations: Ruthless 2 (civilians)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+3	+4	0	+4
Brawling (long dagger)	+6	+5	+6	+3	+5
Spear and shield*	+9	+12	+9	+6	+6
Light crossbow*	-1	+7	—	+10	—

*Each soldier carries either a spear and shield or crossbow, not both.

Soak: +4

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Athletics 2 (run), Awareness 3 (loot), Brawling 4 (dagger), Carouse 3 (drinking), Climb 1 (steep hills), Hunt 2 (deer), Ireland Lore 1 (mercenaries), Survival 3 (hills), Speak English 4, Speak Gaelic 3, Shield and Weapon 5 (spear and shield) 5 or Crossbow 5 (light crossbow)

Equipment: weapons, heavy leather hauberk

Encumbrance: -2



ate type. Virtues and Flaws will vary, as will individual statistics.

The Games

The mercenaries in the field are engaged in an athletic competition. If the characters ask one or two of the competitors, they discover that the games are being held to determine who will win well-paying jobs as guards for Cu Chulainn. The games are just starting as the characters arrive, and will take at

least two weeks to finish. Should the characters wish to infiltrate the guard, they may join the games. As there are only one hundred openings and three hundred applicants, the characters must get into the upper third of this group.

The mercenaries are being tested for a number of attributes. In addition to weapon skills, the diabolists require strength, endurance, and the ability to move across country quickly. Perhaps more important is willingness to follow orders without question.

Irish Mercenary

Characteristics: Int 0, Per +1, Pre -1, Com -2, Str +1, Sta -1, Dex +0, Qik +1

Age: various

Size: 0

Confidence: 3

Virtues and Flaws: Petty Outlaw +0, Rapid Convalescence +1, Secret Hiding Place +1, Sharp Ears +1, Judged Unfairly -1, Outsider (Irish) -1, Oversensitive (insults) -1

Personality Traits: Greedy +1

Reputations: Outlaw (Anglo-Normans) +2

Weapon/Attack*	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+5	+3	+4	+1	+4
Battleaxe	+6	+9	+7	+11	+2
Short spear	+9	+9	+5	+7	+2
Javelin	+4	+6	—	+10	—
Sling	+7	+7	—	+3	—

*Assumes carrying all weapons. If equipment is shed, increase Init, Atk, Dfn, and Fat.

Soak: -1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Athletics 2 (running), Awareness 3 (loot), Brawling 5 (fist), Carouse 1 (drink), Great Weapon 5 (battle axe), Hunt 2 (deer), Ireland Lore 2 (Irish families), Single Weapon 5 (short spear), Speak Gaelic 4, Survival 3 (cold rain), Thrown Weapon 5 (javelin)

Equipment: clothing, axe, spear, 2 javelins

Encumbrance: -3 carrying all weapons

Gallowglass

Characteristics: Int 0, Per 0, Pre +1, Com -2, Str +3, Sta +2, Dex +1, Qik 0

Age: various

Size: 0

Confidence: 3

Virtues and Flaws: Hired Sword -1, Enduring Constitution +1, Long-Winded +1, Tough +1, Overconfident -2, Disfigured -1

Personality Traits: Overconfident +3

Reputations: Ruthless 3 (civilians), Good Soldier 2 (mercenaries)

Weapon/Attack*	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	0	0	-1	+3	+1
Battleaxe	+6	+5	+4	+13	+3
Lngswd./rnd. shield	+2	+3	+7	+7	+2
Javelin	0	+2	—	+6	—

*Assumes carrying all weapons. If equipment is shed, increase Init, Atk, Dfn, and Fat.

Soak: +10

Fatigue levels: OK, 0, 0, -2, -4, Unconscious

Body levels: OK, 0, 0, -2, -4, Incapacitated

Abilities: Awareness 2 (battle), Brawling 4 (fist), Carouse 1 (drinking), Great Weapon 6 (battle axe), Ireland Lore 1 (mercenaries), Mercenary Lore 1 (leaders), Shield and Weapon 5 (longsword and shield), Speak Gaelic 4 (intimidation), Speak Norse 2 (jokes), Thrown Weapon 5 (javelin)

Equipment: battleaxe, sword, round shield, 3 javelins, half chain armor and helmet

Encumbrance: -6 carrying all weapons

Strength

Each contestant must lift a heavy stone. Irish and Scottish characters know this as the Clach Neart (*clach niarst*, stone of strength), a popular pastime where men show off their strength. Characters must make a simple Strength roll against an ease factor of 9 to lift the stone. Each man gets three tries. If he cannot lift it at all, he is rejected from further competitions unless he can convince the judges he has other useful skills.

Endurance and Speed

This test consists of a ten mile race run over the hills, which continues until the first two hundred men have crossed the finish line. A given character's initial place in the pack is determined by his Athletics score. Roll a simple die on the following chart for each participant.

die + Ath.	Placement
1	300
2	275
3-4	250
5-6	200
7-8	150
9-10	100
11-12	50
13-14	10
15+	1

Each character must make the following rolls each mile.

- Sta + Athletics – Fatigue against an ease factor of 5 for the first mile, 6 for the second, etc. If a roll is failed, the runner loses one Fatigue level. If a character wishes, he may “take it easy,” by subtracting any number from the ease factor for this roll. However, he is automatically passed by a number of men equal to the amount he modifies the ease factor by.
- Dex + Athletics – Fatigue: Simple roll of 5+. If the character is successful, he passes a number of men equal

to his modified die roll. If the roll is unsuccessful, he is passed by a simple die of men.

The first man to cross the finish line receives a reward of 10 pennies, and the next 20 men receive 1 penny each. The last 100 men are ejected from further competitions.

Ambushes, tripping, and other dirty tricks will certainly be practiced by the hard-core mercenaries. Such tricks include the following.

- Tripping: Attacker rolls Dex + Athletics – Fatigue, Defender rolls Per + Athletics – Fatigue. If the attacker wins the defender is tripped and is passed by a simple die of men.
- Punching/Pushing: Brawling attack and defense. Loser is passed by a simple die of men, and may be injured.
- Shortcuts: A character rolling Per + Direction Sense or Int + Area Knowledge (Wicklow Hills) of 9+ can pass up to two simple dice of men up to three times during the race. If he fails his roll he is passed by three simple dice of men while he backtracks to the trail.

At three places during the race, characters may attempt to take a more difficult trail than the main one in order to gain time.

- The River: While most mercenaries run to a ford downstream, some try to swim. A Qik + Swim stress roll against a target number of 6 allows the swimmer to pass two simple dice of men. Failure results being passed by the same number of men.
- The Cliff: The trail skirts the edge of a cliff. Characters may attempt to roll Dex + Climb of 9+ to climb it instead, passing a simple die of men. Failure results in the character sliding back to the bottom of the cliff, being passed by two simple dice of men, and taking a Quality Die in falling damage (see ArM4 page 180). No modi-





fiers are added for height, as the character is sliding down the slope.

- The Chasm: The trail goes to a low spot where characters can cross easily, but an adventurous character may wish to jump the chasm. The characters must make a Dex + Athletics stress roll of 9+ to pass a simple die of men. Failure results in a twenty foot fall (see ArM4 page 180).

Weapon Skills and Obedience

The judges tell the remaining men that they must fight to the death for the one hundred openings. Those mercenaries who question the need to kill their fellows, or who show remorse or disgust, are not suitable material for the diabolists' needs, and are rejected. The rest must each fight a one-on-one combat to the death. The winner of each pairing is accepted into the guard. The fight is on foot (a serious handicap for the Norman knights), and pairings are random.

If a player character has made it this far, roll on the following table to determine his opponent. A Pre + Intrigue roll of 6+ allows the character to choose his opponent rather than rolling on the table. On the other hand, if you are feeling particularly vile, pit two characters against each other.

<u>Simple Die</u>	<u>Opponent</u>
1	Norman Knight
2-3	English footman
4-8	Irish mercenary
9-10	Gallowglass

The Map

A detailed description of the interior of Castle Chulainn follows. A map of Castle Chulainn appears at the right.

The Palisade

This unpainted twenty foot wall is made of tree trunks embedded into the ground. There is a catwalk on the inside, which can be reached via rope ladders located at each of the four corners of the wall. Once inside the palisade, the first thing the characters notice is that no grass or plants grow inside the walls. The ground is packed clay that somehow stays dry even in heavy rain.

The entire area inside the palisade has an Infernal aura of 4 (save the manor house, which has a higher rating).

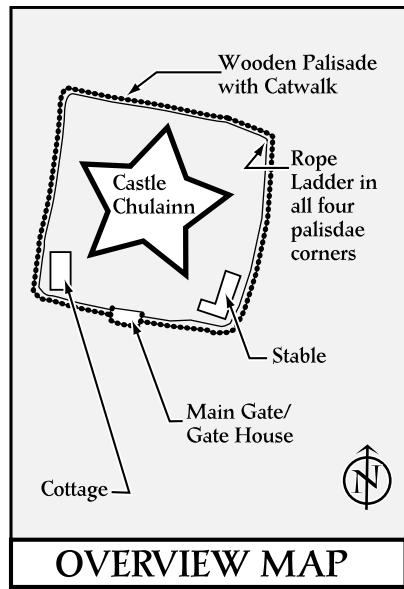
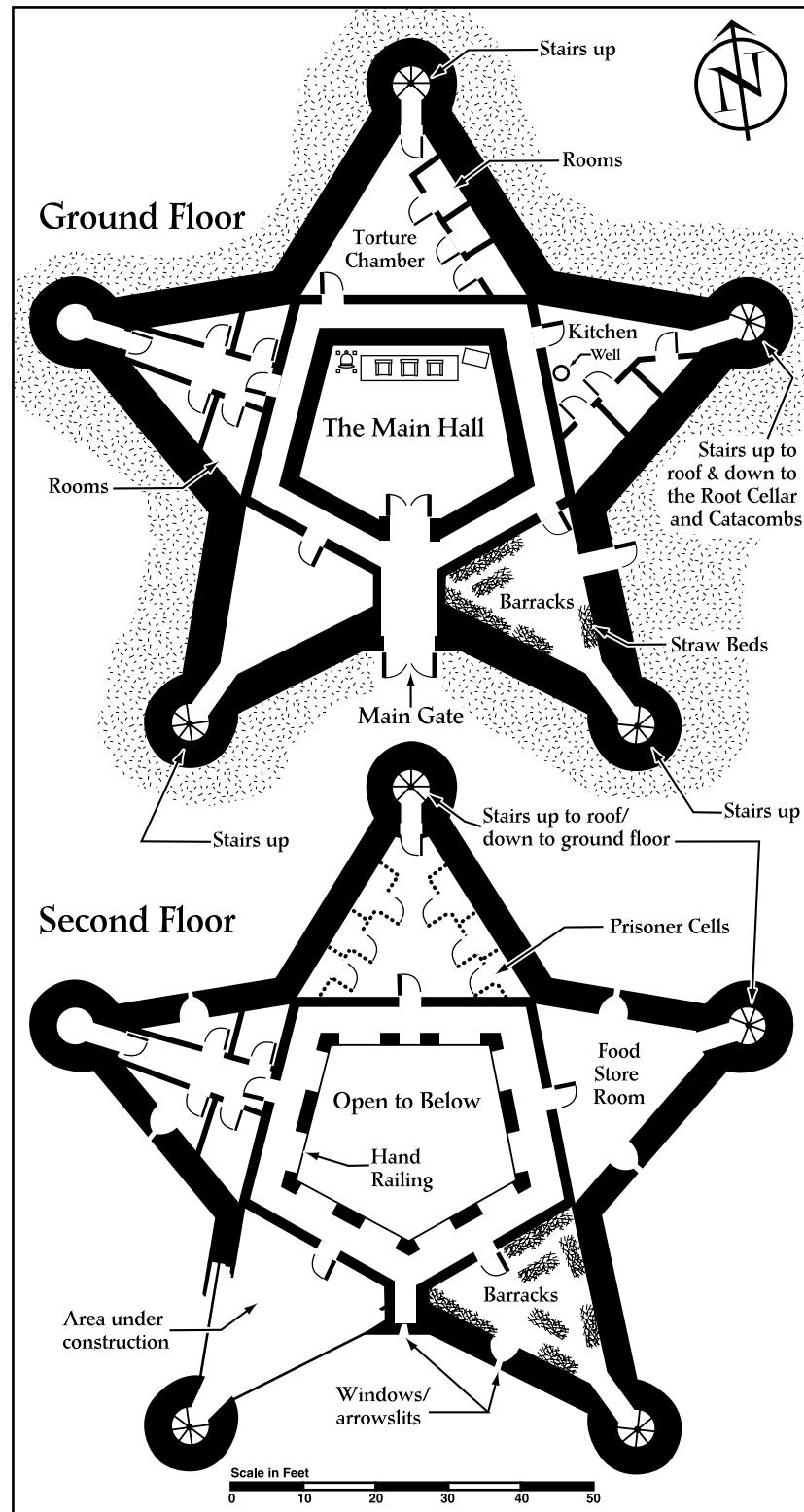
Stables

This building is located at the southeast corner of the encampment. About fifteen horses are stabled here, and a dozen chickens and half a dozen pigs can usually be found here as well. Feed for the animals, horse blankets, Norman-style saddles, bridles, reins, harness fittings, and the tools to fix them are all found within.

Cottage

This building in the southwest corner of the encampment is a small, clean cottage with log walls and a thatched roof. In the center of the cottage is a fire pit for cooking and heating. There is also a low table for communal meals. Four small rooms lie off this main room, each with a bed large enough for two occupants. This building is a general-purpose area. Prisoners may be locked up here if the prison area in the north wing of the manor house is full. Hedge wizards hired by Cu Chulainn might be housed here, as might the captain of the mercenaries when one is chosen.

Castle Chulainn



Castle Chulainn



The Manor House

Viewed from above, the manor house looks like a five pointed star, with its main hall in the center. A passage surrounds the main hall, linking the wings together, so passage between the points does not need to travel directly through the center. On the second floor, this passage is more of a balcony, and overlooks the main hall. The main hall is about fifteen paces on each side, with the ceiling reaching the top of the two-story structure. Each wing (all are the same size) stretches out about thirty-five paces from the center of the manor to the point, and each is two stories tall.

The manor house is an uncomfortable area for magi and clergy alike; this entire building has an Infernal aura with a rating of eight. The air inside the building has a yellow character and an odor of strange herbs and incense. In many places the walls are adorned with unsettling artwork featuring demons and mortals burning churches, killing members of the clergy, and engaging in other violent acts.

The Southwest Wing

This part of the manor is still under construction; sawdust and cut timbers are everywhere. Only the walls are in place on the ground floor and the second floor is merely a framework. These will be living quarters when they are finished. None of the doors leading to the main structure are locked, they are nailed shut instead. To pull the nails out and open the doors without noise, a character must make a either a Strength roll of 6+ or have appropriate tools. Characters can enter either on the ground floor or the second floor, but characters moving around on the second floor (which can be accessed from the outside via the scaffolding) need to make Dex + Climb rolls of 3+ to avoid plunging through the con-

struction framework to the lower floor, taking falling damage and attracting attention.

No one occupies this wing at night. During the day three to ten people work here, depending on the needs of the day's construction.

The West Wing

The bottom floor of this wing consists of small living rooms, where many members of the diabolist cult make their homes. Rosby has the entire top floor as his living quarters. If Rosby was not captured on the Isle of Man, he can be found here when he is not attending to other business.

The North Wing

The bottom floor of this wing of the manor house is a torture chamber, which houses a host of implements of pain. There are also quarters for a staff of torturers, but since Crom Cruach delights in inflicting pain himself, they are currently unoccupied. In a chest in one corner of are the personal effects of previous prisoners. The chest has been thoroughly picked over by the diabolists, so there is nothing of value contained within it, unless torn shirts are of interest to the characters.

The second floor on this wing is a prison, with many small cells lining the walls. There are also quarters for a jailer. There are no living prisoners here at this time.

The East Wing

The ground floor consists of the cooking facilities and kitchens, along with a fifty-five foot deep well and living quarters for a number of kitchen staff. Some food is stored underground in a small root cellar, while other food and more general

items are stored on the second floor of this wing, which is a large, open storehouse.

The Root Cellar and Catacombs

This root cellar, in addition to providing storage for some perishable foods, has a solid, locked door that leads to a series of twisting underground tunnels and chambers. These were once burial chambers, but have been appropriated by the diabolists for their uses. Somewhere in the tunnels is a small room where the diabolists keep their treasury. Since these tunnels are rarely occupied, and then only by people moving from the cellar to the treasury and back, characters could easily hide underground for any length of time they chose. They would only be in danger if they made undue noise when others entered the tunnels.

The treasury itself contains a large collection of unsettling artworks and books, similar in style to that found on the walls of the manor house. There are a number of locked chests here, as well. Secured within are more than four hundred (433, to be exact) coins from around Mythic Europe, a large number of gold ingots, and a number of items of valuable jewelry. You should tailor the worth of the treasure to be found here to how much you want your characters to have. If the player characters' covenant is in desperate need of cash resources to survive the next few years, be generous — looting this treasure could solve a lot of their problems. On the other hand, if the characters do not particularly need a large stash of cash, limit the total worth to a smaller amount. Do the same for other resources. If the covenant is in desperate need of a decent summa on Ignem, allow them to find one here.

In addition to whatever else you might place here, there are two other important things. First is a tome on divi-

nation, which the cult uses from time to time to guide them in their activities. Called simply *Divination*, it describes infernal methods of seeing into the future. Any character who studies the book (which takes three seasons) imperils his soul, but gains the Exceptional Ability *Divination*, as per the +4 Virtue. Second are the three copper plates, wrapped in a velvet cloth, that allowed Rosby to summon Crom Cruach to Mythic Europe. The ritual inscribed on them is not Hermetic, but could be cast by a Hermetic magus after one season of preparation.

The Southeast Wing

Both floors of this wing are furnished as a barracks. About a hundred straw beds lie on the floor, all empty and unused, since the diabolists are currently selecting the guardsmen-to-be. There is a door leading directly to the courtyard, and the doors leading further into the manor house have strong locks. This will prevent the newly hired guards from poking their noses where they don't belong, unless they are specifically invited.



Looting Rosby's Sanctum

Rosby's quarters may be of special interest to magi characters. He has a small library (whose contents are described below), a full set of laboratory apparatus (which is of average quality), and fine furniture (which is not magical).

Creations (summa on Creo, level 11, quality 8)

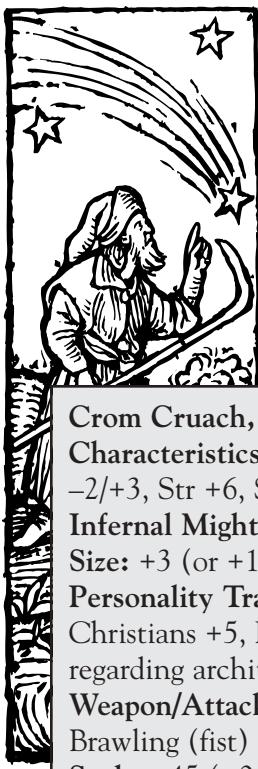
Glowing Ash (summa on Perdo, level 8, quality 6)

Summa on the Exploration of Secrets (summa on Intélego, level 14, quality 10)

Arguments About Demons (liber quaestيون on Vim, quality 12, target level 8)

Why Should We Control? (liber quaestيون on Rego, quality 10, target level 10)

On the Nature of the Infernal (tractatus on Occult Lore specialized in demons, quality 4)



The Main Hall

The main hall, which is a chapel dedicated by the diabolists to the veneration of the denizens of Hell, is a dark, windowless room lit by dozens of hanging oil lamps. The wooden walls are painted bright red and are covered with tapestries that depict demons and their human allies engaging in all sorts of depraved

Crom Cruach, Corrupting Demon

Characteristics: Int +4, Per 0, Pre +3/+2, Com -2/+3, Str +6, Sta +3, Dex 0, Qik 0

Infernal Might: 55

Size: +3 (or +1 as Cu Chulainn)

Personality Traits: Overconfident +5, Hates Christians +5, Hates Hermetic magi +4, Vain regarding architecture +3

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+15	+12	+10	+15	—

Soak: +45 (+0 vs. holy sword)

Body levels: OK, 0/0/0, -1/-1, -3/-3, -5, Incapacitated

Abilities: Bargain 6 (worldly power), Charm 8 (lies), Leadership 5 (military)

Encumbrance: 0

Vis: The remains of Crom Cruach's body contain 8 pawns of Auram vis and 10 pawns of Vim vis, gathered in his horns and antlers. This vis is tainted with Infernal power, and corrupts spells cast with it. This manifests itself as a strong smell of sulfur as the spell is cast, the tendency of unexpected and Infernal consequences of the spellcasting, and triple the normal number of botch dice if the spell is botched.

Powers:

Molten Blood: Each time a demon takes damage from a physical attack, molten iron squirts from the wound. Anyone in the immediate area must make a Qik + Soak stress roll against a target number of 9. All those who fail the roll take +5 damage from the molten iron.

Powers of the Air: As Crom Cruach fell to earth through the atmosphere, he gained the ability to cast spontaneous Auram spells of up to third magnitude at the cost of one point of Infernal Might per spell. In addition, he can cast any Imáginem

behavior. Painted on the dimly illuminated ceiling is a large map of Ireland.

A raised stone dais dominates the north side of the hall. Three large, polished stone chairs sit upon it. The center chair is for Crom Cruach, and each of the other two chairs is home to a teardrop-shaped meteorite. Of course, one of them was stolen from the glassblower's shop in Dublin (unless, of course, the party some-

spell that disguises his physical form (again, at the cost of one point of Infernal Might per spell).

These illusions have a Magic Resistance equal to Crom Cruach's Infernal Might at the time of casting.

Crom Cruach's obsession is the corruption the Irish population. He has made attempts at taking over and corrupting Ireland in the past, but has always failed. Although his current plan of conquest is not significantly different from his previous plans, his incarnation in meteoric iron is. He believes that where in the past he has been foiled by powerful individuals who have defeated him personally, now he will be able to overcome any who attack him and continue to lead his forces to conquest.

Crom Cruach's metal body has the appearance of a powerful humanoid with iron scales for skin, small antlers growing from his forehead, goat hooves for feet, a long hooked tail, and large wings which neatly fold onto his back (while the demon is flying, he has a 26 foot wingspan). When out in the open or dealing with mundane society, the demon hides his true nature under a powerful illusion of a muscular human dressed in the clothes of a hero out of legend. Any living being within ten feet of Crom Cruach feels his warmth. His skin is quite warm to the touch, but is also hard, like a suit of armor.

Strangely enough, Crom Cruach also thinks of himself as a great architect. He designed his red manor house and is very vain about it. Even during a battle, Crom Cruach may stop what he is doing to listen to anyone who praises the structure. In a similar vein, Crom Cruach might be goaded into concentrating his attacks on anyone who is critical of his great fortress.

how managed to thwart Crom Cruach by destroying it before he could take it — in that case, there is only one here). To the left of the chairs, supported by a timber framework, is a large brass bell. Behind the dais and to one side is a small iron cage where Aed Allan is imprisoned, if he was kidnapped.

Crom Cruach spends almost all of his time here, tormenting Aed, creating plans of conquest, and directing the members of the cult that come to ask him for direction from time to time.

Defeating the Demon

It is most likely that the characters will attempt to infiltrate the manor house and confront Crom Cruach there. If the characters are able to make it into the church undetected, Crom Cruach is lounging in the center chair, idly stroking a red-stained, many-thonged whip. He is

in his winged and horned form, not disguised as Cu Chulainn, though when the characters come within 10 feet of him, they feel the same dry heat they did in Cu Chulainn's presence.

Crom Cruach's reaction to the characters depends on the context of their appearance. If the characters are invisible or otherwise disguised, he takes no action until he discovers that the characters are present. If the party moves immediately to attack him, he stands up, moves to the bell, and knocks his iron knuckles against it. He also takes any opportunity he is given to ridicule the characters for their idiotic presumption that they can cause him harm.

As the bell rings, diabolists begin to flood the main hall. Any diabolists present in the west wing rush to the main hall at the sound of the bell, and if Rosby is present at the manor, he arrives in short order as well.

The diabolists attempt to form a protective wedge around the dais, forming a



The Legend of Cu Chulainn

Crom Cruach is using the legend of Cu Chulainn to inspire the Irish to rebel and throw foreign invaders from Ireland's shores. The demon plans to lead his followers to revere him above other powers, and hence corrupt the hearts and souls of the entire Irish race.

The epic story of Cu Chulainn is written in *Tain Bo Cuailnge*, “The Battle (or Cattle Raid) of Cooley.” It tells of a boy named Setanta. Setanta's uncle, King Conor, had plans to go to a feast with a wealthy smith named Cullan who lived in a strategically located fortress. Setanta had been invited to the banquet, but was in the middle of a hurling match when the King's retinue set out.

Setanta set out when the match was finished, but by the time he got to Cullan's fortress he found the only gate barred and guarded by a large mastiff. As Setanta tried to get in, the dog attacked the him. Before Cullan and his guests could stop the

fighting, Setanta had grappled the dog by the neck and slammed its head into the gatepost, killing it. The people treated the boy like a hero, but he was miserable that he had killed Cullan's ferocious watchdog.

After the feast, Setanta asked to guard the gate as honorably as the mastiff had done until another dog could be trained to replace the first. Setanta was given weapons and armor, and after he had guarded Cullan's home, Setanta was renamed Cu Chulainn, which means, in Gaelic, “Cullan's Hound.”

Cu Chulainn was taught the arts of battle by the goddess Scathach, and was reputed to be able to stir his body and mind into a battle frenzy in which he could kill a hundred champions in one battle. As a man, he lived and died as an ideal Celtic hero.

THE FALLEN ANGEL



shield for the two unhatched celestial wanderers, while Rosby and Crom Cruach casts spells. The diabolists fight to the death as long as the demon remains standing, but Rosby attempts to flee if his death appears imminent. No help arrives from the brigands outside the walls — the demon does not wish to be unmasked, and his standing orders to the catwalk guards are that none of the mercenaries are to be let inside the palisade.

Crom Cruach believes that direct Hermetic attacks can not hurt him, but he is on guard for indirect magical attacks. Rosby is also aware that such attacks are a possibility, and is smartly on the lookout for them.

Likewise, the demon knows that his iron skin will protect him from most mundane blows, but has made no plans to protect himself against attacks from holy swords sent from God. When he is ultimately attacked the holy sword, he is enraged, though not to the point that he makes stupid decisions. He directs the cultists to swarm the character bearing the offending weapon, and backs off himself.

Of course, there are other options than attacking the demon in his sanctum. Burning the manor is certainly an option.



Subservient Demons

Characteristics: Int -2, Per 0, Pre +3, Com -2, Str +4, Sta +3, Dex 0, Qik 0

Infernal Might: 35

Size: +2

Personality Traits: Overconfident +5

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) +10 +8 +8 +10 —

Soak: + 46 (+0 vs. holy sword)

Body levels: OK, 0/0, -1/-1, -3/-3, -5,

Incapacitated

Abilities: Bargain (worldly power) 3, Charm (lies) 4

Powers: Molten Blood and Powers of the Air as Crom Cruach, page 56.

Encumbrance: 0

If the characters take too much time finding Castle Chulainn the two additional eggs hatch, producing two other demons, similar to Crom Cruach, but less mighty.

If the demons have not hatched, their eggs are easy to dispose of using the holy sword. The eggs have Molten Blood power described above, but once shattered into several pieces, there is no danger of their hatching. It is also possible to dispose of them using *Demon's Eternal Oblivion* (PeVi Gen) or other spell, since the eggs have a lesser Infernal Might than Crom Cruach. Of course, if ignored, they hatch on their own on the next unholy night.

THE WICKLOW HILLS

If the characters try that route, the will discover that precautions against fire have been taken (buckets filled with water and sand are scattered throughout the manor), though mundane preparations against Hermetic fire turn out to be less effective than the diabolists might hope. Of course, Crom Cruach and Rosby have other alternatives than water and sand.

If forced out of the manor in this or some other way, Crom Cruach disguises himself as Cu Chulainn and takes imme-

diate action to find out what has happened. He is accompanied by a guard of diabolists and Rosby, who are ready to defend their master, to the death if necessary. The two unhatched demons are placed under guard in some safe place.

No doubt your characters will come up with other plans. Use what you know of Crom Cruach's motivations to determine his response, or the response of his followers. Play the situation by ear, but always remember that the antagonists are evil, not stupid.



Diabolists

Characteristics: Int 0, Per 0, Pre +1, Com 0, Str 0, Sta +1, Dex +1, Qik 0

Age: various

Size: 0

Confidence: 3

Virtues and Flaws: Petty Criminal +0, Higher Purpose +1, Dark Secret -1, Obligation -1

Personality Traits: Lust wealth and power +5, Fear of divine power +3, Selfish +3

Reputations: various, few are known as diabolists

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+4	+3	+0	+4
Brawling (dagger)	+5	+5	+5	+3	+4
Longsword	+6	+5	+7	+4	+4
Mace	+6	+6	+6	+5	+4
Spear	+8	+10	+4	+6	+4

Soak: +1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Various. All cult members should be assumed to have Awareness 3, Area Knowledge of the Wicklow Hills 3, and Occult Lore 4. Most cult members are adequate fighters; the combat statistics presented above do not imply that each cultist is familiar with all of the weapons listed. Rather, an individual cultist has those statistics with one or two weapons. Additionally, each cultist has the professional skills he uses in everyday life at a level of 4 or 5. Various crafts, farming, and animal handling abilities are examples of such professional skills.

Equipment: weaponry, various

Encumbrance: 0

The diabolists are members of a cult that had little practical effect or power until Rosby came to them with the three copper tablets. Since their success, they have fallen firmly in line with Crom Cruach's plans, and have been successful in recruiting others to join them.

Some of the members are missing from their homes and presumed dead, having joined the cult in secret. Some members still live as part of civilization, forming the cult's eyes and ears among the mundane world. At least one is a noble who funds the cult's activities and provides for some measure of political influence when it is needed. If such a character exists in your saga, it would be easy to incorporate him here. Regardless of rank or station, though, all diabolists know the full extent of what they are doing.

The cult itself is not presented as a powerful force in this scenario, though that need not be the case if you wish to involve it more. It could be that the player characters confront members of the cult before you run this scenario. Of course, if the players manage to defeat Crom Cruach, they have gained an enemy of some means in the cult.

The cult is composed of 32 members (which includes low-ranking members like cooks and stableboys), but some are away from Castle Chulainn at any given time. Assume that 15 + a simple die of cultists are available for combat or other activities at any given time. Others are away from the castle, working on important jobs, guarding the walls, or doing other tasks.



Conclusion

When the demons are destroyed, the Infernal aura of the manor house decreases by three. As they have suffered a demoralizing defeat, the diabolists scatter and run away. They may reorganize to fight another day, but for the time being, the characters will have the run of the manor. Of course, there is still an army of hard-bitten mercenaries outside, who will want to know who won the coveted places in the manor guard.

Even once the demons have been killed, the area retains an Infernal aura with a strength of five. This hilltop is contaminated by Infernal powers that are as deadly to the human soul as a viper's poison is to the human body. Anyone can

burn down the manor house, but the cleansing of the land of such Infernal influence will take a great deal of ecclesiastical power. The prayers of the holy, after a long enough period, should gradually reduce the Infernal presence. Any holy structures built decrease the time required.

The players might also bury the sword here, which would cleanse the area all by itself after a time. This option has the added bonus of ridding the magi of an item of the Dominion for which they have no use.

It is possible for the players to ignore the problem, but if they do, the storyguide should have their inaction come back and give the covenant problems a year or two in the future.



Appendix 1

Stories from the Stars



The Fallen Angel is a story about a meteorite, a meteor that has fallen to the earth. It demonstrates one way to make use of meteorites in an **Ars Magica** saga. But there are other ways to use “falling stars” in your saga. This chapter explores some of those possibilities. Many of these ideas can be adapted into other fantasy adventures, no matter what game system you are using.

When modern people think of meteors, it is usually from the perspective of science or science fiction. We imagine bits of floating rock in space, entering the Earth’s atmosphere, slipping into the gravity well, and then burning up in a glorious blaze across the sky, thanks to friction from the air. It may be hard to forget the scientific truth — yet for this scenario that is exactly what we’re asking of your troupe.

Ars Magica is a game about the Middle Ages. To play the game, we try to set aside our 20th century ideas and substitute the views — the “paradigm” — of the medieval mind. Meteors existed in the Middle Ages, but to the people of those centuries they were something different, in substance and meaning, from what we understand today.

Real Meteorites

In the real world, meteors are chunks of solid minerals from space that are falling through Earth’s atmosphere. More than 99% of all meteors burn up in the atmosphere, never reaching the Earth’s surface. A meteorite is a meteor that has landed on the surface of the Earth. In size, meteorites can be as small as dust or as large as several miles in length. One iron meteorite that has been found is six feet high, eight feet long, and weighs over 14 tons.

Meteorites are made of iron, nickel-iron, rock, or glass; the latter are sometimes called tektites. Some iron meteorites are more than 90% iron, the rest of the meteorite being composed of 9% nickel and trace amounts of sulfur, copper, and chromium. This almost pure iron makes meteorite metals easy to work with simple hand tools. In the 20th century, archaeologists have discovered that several civilizations forged tools and weapons from iron meteorites before learning to mine and smelt the earth’s mineral deposits. Historically, many different types of weapons have been forged from iron meteorites.

Most modern players know that any object passing through the Earth’s atmosphere builds up a great amount of heat by



friction. However, in space the entire meteor remains very cold before entering into the atmosphere. Thus, while falling through the atmosphere, only a thin outer layer of rock or metal is heated. This layer melts off in small droplets; superheated to a glow, these droplets become the meteor's long tail. This action happens many times before the meteor hits the Earth's surface. Because meteors have a very low overall temperature in the extreme cold of space, these visitors are almost always cool or warm, very rarely burning hot to the touch, after landing on Earth. When recovered, meteorites are completely covered with a thin layer of black soot, created by friction with the Earth's atmosphere.

Mythic Meteors

In Mythic Europe, things are very different. The heavens are perfect and unchanging, and made of a substance fundamentally different from anything found below the lunar sphere. Opinions differ as to what this substance is: the Aristotelians believe it to be a fifth element, while Robert Grosseteste held that it was light in a perfect state of rarefaction. Everyone agrees, however, that the constant rotation of the heavens and the phases of the moon are the only changes that occur in this realm.

Meteors, meteorites, and comets, therefore, are all phenomena of the atmosphere. It is believed that there is a sphere of fire immediately below the lunar sphere, and comets and meteors occur when bits of this fire pass into the sphere of air below and become visible. (The reason for the normal invisibility of the sphere of fire was hotly debated.) The fact that comets rotate around the earth in twenty four hours was taken as evi-

dence that the lunar sphere imparts some of its motion to the sphere of fire below.

Of course, not everyone in Mythic Europe holds the scientific view. To many people, including many educated people, comets and meteors are signs from God, or tricks of the devil. For example, Halley's Comet appears in the Bayeux Tapestry because it appeared in 1066 and was believed to presage the fall of Harold Godwinson. In Mythic Europe, they may well be right.

Signs and Wonders

The mere appearance of meteors or comets can be used to drive stories, without having anything fall to earth.

- An unusually intense meteor shower is seen the night before some event happens. The event ultimately proves to be extremely significant. (For example, a demon in disguise joins the covenant, the lost waif is the true king, a Bonisagus discovers the secret of immortality.)
- A botch with a powerful Ignem spell results in an extremely intense meteor storm, or in a comet in the shape of the magus' sigil.
- A comet takes on a significant shape (a cross, a coat of arms, a magus' sigil) and crosses the sky regularly for a few days. Then, while the characters watch, it falls from the heavens like a meteor and vanishes. Most people would interpret this as a warning: perhaps it precipitates a rebellion against the holder of the arms, or a great increase in devotion.
- The number of meteors and comets seen across Europe increases steadily over several years. Magi investigate and discover that the sphere of fire is growing for some reason (an infernal

plot?). If they don't stop it, the world will perish in fire.

- A comet appears, hanging directly over some place rather than rotating with the heavens. Many pilgrims, recalling the Star of Bethlehem, travel to the place, which could be inconvenient if it is the covenant.

but the clergy doubtless have their own opinions about it. Can the magi recover it?

- A magus discovers, or tries to invent, a way to draw meteors down and trap them for their vis. If it goes even slightly wrong, this could be disastrous. It also gives the characters the chance to meet a Flambeau theoretician.



Fallen Stars

Spirits of the Air

As in this scenario, things can actually fall from the sky. There are a number of possibilities (neglecting such things as rain and dead birds), all of which can give rise to stories.

Falling Fire

The meteor itself could fall to earth, as a bolt of pure elemental fire. Since the natural place of fire is just under the lunar sphere, it will try to rise again, but it may not be able to.

- An Ignem botch results in a meteor storm, and one of the meteors actually strikes the offending magus before rushing back into the sky.
- The comet hanging over the covenant initially looks like a cross, but slowly resolves itself into a sword. The magi realize that it might fall, and have to decide on a course of action. Meanwhile, the peasants are starting to mutter that the place is not holy after all, that in fact it is a haunt of the devil.
- A meteor strikes a large stone building, and then gets trapped under the roof as it tries to rise again. The structure is almost certainly a church, as very few other structures have stone roofs. The meteor is pure Ignem vis,

The spirits of the air, whether magical or faerie, can also drop things out of the sky. These may appear to be meteors, but they need not be made of fire.

- Playful faeries drop rains of flowers, frogs, and fish on the covenant.
- A faerie child is dropped from the heavens. He is inside a golden egg, which shines as it falls to earth. It doesn't break when it hits the ground, and the child must be released. This story could go many ways.
- Earth spirits and air spirits go to war. The earth spirits throw stones at the clouds, while the air spirits batter the ground with winds. Some of the stones are flung out of the chaos and land on the covenant. The magi must stop the fighting somehow.
- A fire faerie takes to falling through the air near the covenant, pretending to be a meteor, and faking signs and wonders. The characters need to stop him somehow.

Infernal Plots

Demons are described as the powers of the air in the Bible, and they certainly have affinities with fire. As described in this scenario, demons may cause things to



fall out of the sky in many ways, and for many reasons.

- Demons produce a stationary comet, and when many people have gathered a black stone, inscribed in Latin, falls from the sky. The inscription, of course, incites the people to evil actions.
- A demon drops infernally tainted fire on a region. This does not rise again, weighed down by its nature, and is raw vis, albeit infernally tainted.

Divine Gifts

God can have anything he likes fall from the sky: he is God, after all. The cross/sword in this scenario is made of the same stuff as the heavenly spheres, but Divine gifts can also be made of more mundane substances. Holy fire, which only burns the wicked, might fall in response to a saint's prayers, or to punish a covenant that has been getting truly out of hand (although not without some prior warning). Manna, incredibly nourishing food, might also fall. An angel could even be sent from heaven in some apparently inanimate form: the Divine plan is not always transparent to mere mortals.

Divine gifts will be completely immune to Hermetic, Faerie, and Infernal magic in most cases, and may prevent them from being used around them, as the cross/sword does. The storyguide should consider carefully before introducing them, as direct evidence of Divine intervention is rare. If the storyguide decides that he made a mistake, the gift can always be recalled to heaven.

Adventure Structure

Meteorite falls are infrequent events. Each sighting of a fallen star should be planned by the storyguide with a specific purpose in mind. Many ideas for adventures that can grow out of meteorite landings and sightings are given above. Of course, you won't be able to use all of them — the infrequency of actual meteorite landings would strain the credibility of your stories.

Sightings

The way that the characters see or hear about a fallen star will tell you a lot about how associated scenarios will develop.

- The characters do not see a meteorite themselves, but read an account of a fallen star from tens or hundreds of years ago. This could give a new twist to the archetypal treasure hunting scenario.
- The magi see a meteor streak through the sky, but it disappears over the horizon. They must then engage in some detective work to discover what happened to it. Others who saw it must be interviewed, astrological records must be checked, and wilderness searches must be undertaken. After all that, it may not have fallen to earth.
- The characters see a meteor land, but they are not the only ones, nor even the closest. The magi should be very curious, but everyone else will feel similarly.

Landings

The place a meteorite lands will determine the course of any scenarios that are sparked by its arrival. Possible landing sites include Church land, land claimed by a feudal landowner, or land claimed by a covenant. A meteorite might land in vineyards, churches, castles, forts, farmhouses, towns, cities, faerie wildernesses, or anywhere. Those who control the land where the meteorite fell would certainly claim it as their property.

Equally important, the meteorite could be easy or difficult to reach, depending on where it lands. This environmental obstacle could simply be an area without roads or paths. Thus, the only way the player characters can get to the landing area would be on foot or riding horses or mules. The player characters could have to cross or go around a fast flowing stream, a high cliff, or a deep swamp. A sudden rain or snow storm could slow their trek or cover up the meteorite and its landing crater. If the fallen object can move itself, it may be long gone by the time the characters get to the remote landing site.

- A meteorite lands very near to the characters' covenant. Associated adventures would be more about the characters' attempts to fend other seekers off or to actually deal with the meteor than about finding or acquiring it.
- A meteor landing could become a race between opposing factions who all seek to control it. These factions could be nobles, other covenants, students from a university, or officials of the Church.
- If a player character were struck by a meteorite, he might be target for persecution by God-fearing non-player characters, since God has obviously singled him out for punishment. If

the meteorite was, in fact, of infernal origin, this could be exactly what the demons want people to believe.

- The characters see a meteorite land, but it is near another covenant. They go to investigate, but the other magi deny that anything happened. Interviews with peasants yield initial confirmation, but checking back later reveals that they no longer remember it. Of course, the covenant has a Mentem specialist. The magi of the other covenant start acting a little strangely: secretive, and rather paranoid. The characters decide to find the truth.





Appendix 2

Alternatives

This scenario is set firmly in 1220, but the storyguide may wish to run it as part of a campaign set in other times. Ireland suffered many invasions by Norse, Danish, Norman, and English armies over the centuries. With each invasion, parts of Ireland and the outlying islands were ruled by conquerors. Many of the invaders took up Irish customs and were slowly assimilated into native Irish culture. Each period of hostility, however, represents fertile ground for Crom Cruach. The demon impersonates a national hero and seeks support, ostensibly against foreign invaders, while in fact trying to corrupt souls.

Three alternative eras are detailed below: the time of the war against Dav'nalleous, the time of Brian Boru and the Schism War, and the period surrounding the Norman invasion of Ireland.



814-816: The War Against Dav'nalleous

The war against Dav'nalleous took place mostly in England and Scotland. However, the renegade had agents in Ireland, and the Order of Hermes sent expeditions to root them out.

In 814, Dublin is still Atha Cliath, an Irish fishing village. Viking raiders harry the coast, but it will be three decades before they build their Longphort on the site. The entire island is a patchwork of little kingdoms (over 150 men claim the title "king"). The Church in Ireland is still independent of Rome, and is in the throes of monastic reform of the Cele Dei.

Changes to the Main Scenario

- Rosby, the renegade mage, is one of Dav'nalleous' followers, sent to Ireland to eradicate the few Irish magi of the Order. He discovered the copper tablets and became a minion of Crom Cruach. Crom Cruach does not yet know about the Order. His mete-

oric iron body was in response to his experience with Druidic magic.

- Dublin is a small village. Instead of landing in a glassblower's shop, the meteor lands inside the bounds of a small monastery. The monks label it a Tear of God and have guards from the local king.
- The Isle of Man is controlled by the Norwegian Vikings, who use it as a raiding base, striking out against monasteries in the surrounding islands. Mael Cais makes weapons for his Viking masters. Great King Orry's Road has not been built yet, so the player characters will have to move overland to reach Mount Snaefell (Hard travel conditions, see ArM4 page 192).
- Bloody Ranu is the Viking chief Bloody Hrolf, and has pledged his men to Crom Cruach. He carries a battleaxe rather than a greatsword, otherwise use the statistics as presented in Chapter 3.

- The mercenaries being recruited in Wicklow are Irishmen and Vikings. No Normans are present. The Irish use spears, javelins, slings and a few swords. They have not yet adopted the use of the battleaxe from the Vikings. The Irish are still lightly armored, with only nobles having leather or chain armor, or shields of any kind. The Vikings use spears, swords, axes, two-handed axes, javelins, and a few bows. The leaders and champions wear half chain armor. The remainder of the boat crews wear quilted or hard leather hauberks. Everyone wears a helmet and carries a shield.



Vikings

Typical Viking Chief

Characteristics: Int +1, Per +1, Pre +1, Com 0, Str +2, Sta +2, Dex 0, Qik 0

Age: 53

Afflictions: None

Size: +1

Confidence: 4

Virtues and Flaws: Wealth +3, Inspirational +1, Large +1, Self-Confident +1, Strong-Willed +1, Tough +1, Fury -3, Enemies (in the surrounding lands) -2, Enemies (another Viking leader) -2, Infamous -2, Overconfident -2

Personality Traits: Overconfident +3

Reputations: Viking +5 (in the surrounding lands), Lucky Leader +3 (other Vikings)

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+3	+2	+1	+3	+4
Brawling (dagger)	+4	+3	+3	+6	+4
Lngswd./shield	+7	+7	+11	+7	+7

Spear/shield +8 +6 +8 +6 +6

Axe/shield +6 +6 +8 +9 +6

Battle axe +10 +8 +7 +13 +7

Javelin +3 +5 +5 +6 +5

Soak: +14

Fatigue levels: OK, 0/0, -1, -3, -5, Unconscious

Body levels: OK, 0/0, -1, -3, -5, Incapacitated

Abilities: Athletics 5 (balance), Bargain 5 (loot), Boating 6 (navigation), Brawling 5 (dodge), Great Weapon 7 (battle axe), Irish Sea Lore 5 (targets), Leadership 7 (shiphandling), North Sea Lore 5 (trade routes), Shield and Weapon 7 (long sword), Thrown Weapon 5 (javelin)

Equipment: weapons decorated with gold and silver, half chain, decorated helmet, round shield, arm rings and other jewelry, longship

Encumbrance: -3

(Viking statistics continued on next page)



1003-1014: The Schism War and Brian Boru

The Schism War hit the Hibernian tribunal harder than most, as the bulk of House Díedne were Irish. Battles raged over the whole island as the Roman magi of Tremere, Flambeau, and Guernicus

battled the Druids. The most destructive magic yet seen was unleashed by the conflict; covenants were incinerated in a heartbeat, or overgrown by magical forests in the space of an eyeblink. Over half of House Flambeau was destroyed in the conflict, while the Druids of Díedne were rooted out and destroyed — all except the leaders, who disappeared. Whether they retreated into an enchanted forest, fled across the sea following the path of St. Brendan, or entered a regio to bide their time is unknown. Many in the order fear the return of the druids, not knowing what new magical techniques

Viking Champion

Characteristics: Int -1, Per +1, Pre +1, Com -1, Str +3, Sta +4, Dex +3, Qik +3

Age: 34

Size: +2

Confidence: 3

Virtues and Flaws: Giant Blood +3, Great Stamina +2, Lightning Reflexes +2, Berserk +1, Enduring Constitution +1, Tough +1, Enemies (another Viking leader) -2, Infamous -2, Overconfident -2, Tainted with Evil -2, Compulsion (bragging) -1, Disfigured -1

Personality Traits: Braggart +3, Overconfident +3

Reputations: Viking +4 (in the surrounding lands), Berserker +3 (Vikings)

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) +12 +11 +9 +5 +12

Brawling (dagger) +12 +11 +10 +8 +11

Lngswd./shield +14 +14 +17 +9 +13

Spear/shield +15 +13 +14 +8 +12

Axe/shield +13 +13 +14 +11 +12

Battle axe +17 +15 +13 +15 +13

Soak: +17

Fatigue levels: OK, 0/0/0, 0, -2, -4, Unconscious

Body levels: OK, 0/0/0, 0, -2, -4, Incapacitated

Abilities: Athletics 5 (balance), Awareness 4 (battle), Brawling 7 (fist), Great Weapon 8 (battle axe), Shield and Weapon 8 (longsword)

Equipment: weapons decorated with gold and silver, half chain, helmet, round shield, arm rings and loot

Encumbrance: 0

Typical Viking Crewman

Characteristics: Int -1, Per 0, Pre 0, Com -1, Str +2, Sta +2, Dex +1, Qik 0

Size: +1

Confidence: 3

Virtues and Flaws: Enduring Constitution +1, Large +1, Tough +1, Infamous -2, Obligation -1

Personality Traits: Ruthless +3

Reputations: Viking +4 (British Isles)

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) +6 +6 +4 +3 +7

Brawling (dagger) +6 +6 +5 +6 +6

Lngswd./shield +8 +9 +12 +7 +8

Spear/shield +9 +8 +9 +6 +7

Axe/shield +7 +8 +9 +9 +7

Battle axe +9 +8 +6 +13 +6

Javelin +4 +7 +6 +6 +6

Short bow +4 +5 +6 +4 +6

Soak: +7

Fatigue levels: OK, 0/0, -0, -2, -4, Unconscious

Body levels: OK, 0/0, -0, -2, -4, Incapacitated

Abilities: Awareness 4 (loot), Boating 5 (long distance), Brawling 4 (fist), Carouse 3 (games), Great Weapon 3 (battle axe), Shield and Weapon 5 (longsword), [Thrown Weapon 3 (javelin) or Bow 3 (short bow)]

Equipment: weapons, quilted hauberk and helmet, shield, loot

Encumbrance: 0

they may have perfected in the ensuing two centuries.

At the same time the Schism war was going on, Irish politics were being rocked by the rise of Brian Boru. Brian started as King of the Dal Cais in Munster, but soon began a career of conquest. He made the Kings of Munster and Leinster his subjects, then forced Mael Sechnaill II, the nominal High King of Ireland, to give up his claim to the south of the island. In 1001 he attacked the lands of the powerful Ui Neill tuath (extended clan), and in 1006 he made a royal tour of the North without opposition. He paid off the Church with gifts and thus was able to prevent Church support for his rivals.

However, things were not going all Brian's way. The east, especially Leinster and Dublin, rejected his lordship. In 1014, King Sitric of Dublin raised his army with the support of Jarl Sigurd of the Orkneys, the Vikings of Man, and Mael Morda, King of Leinster. High King Mael Sechnaill refused to join Brian's army, and on the 23rd of April battle was joined outside the village of Clontarf just outside Dublin. The Irish won the day, but Brian and his son Murcadh were killed, and his remaining son, Donncadh, proved to be a lesser man than his father. On the opposing side, King Mael Morda and Jarl Sigurd were killed, while King Sitric's power was broken.

Changes to the Main Scenario

- Rosby the renegade mage is of House Tremere, sent to Ireland to fight the Druids of Driedne. He found the copper plates, and is now a minion of Crom Cruach. Crom Cruach knows of the Order from a previous encounter.
- Dublin is a great town, ruled by King Sitric, a Norwegian Viking. The town is surrounded by a palisade of timber, Dublin castle is a timber fort, neither

of the two cathedrals have been built, and the river has not been bridged. The town is Christian, and several churches and a wooden cathedral serve the populace. The town has many craftsmen; use the glassblower's shop as written.

- The Isle of Man is still a nest of Vikings, but they are now Christian, and many abbeys and monasteries can be found on the island. Sometimes one chief manages to claim the kingship, but most often the island is under the rule of the King of Dublin. Mael Cais is weaponsmith for Viking masters. Great King Orry's Road has not been built yet, so the player characters will have to move overland to reach Mount Snaefell (Hard travel conditions, see ArM4 page 192).
- Bloody Ranu is the Viking chief Bloody Hrolf, who has pledged his men to Crom Cruach. He carries a battleaxe rather than a greatsword, otherwise use the statistics as presented in Chapter 3.
- The mercenaries being recruited in Wicklow are Irish and Vikings, with no Normans. The Irish use spears, javelins, slings and a few swords, and have adopted the use of the two-handed axe from the Vikings. Most of the Irish are still lightly armored, but nobles field their men in Viking-inspired half or full chain armor. The Vikings use spears, swords, axes, two-handed axes, javelins, and a few bows. The leaders and champions wear half or full chain armor. The remainder of the boat crews wear quilted or hard leather hauberks. Everyone wears a helmet and carries a shield.





1169-1171: The Norman Invasion

The roots of the Norman invasion of Ireland lie in the fragmentary nature of Irish politics, and a woman. During the decade between 1156-1166 the struggle for the High Kingship was carried on between Murtagh MacLachlainn of Ailech and Rory O'Conor of Connacht. One of Murtagh's supporters was King Dermot MacMurrough of Leinster, while his rival, King Tiernan O'Rourke of Breifne, supported O'Conor. MacMurrough had kidnapped Devorgilla, wife of O'Rourke, in 1152, some say with Devorgilla's assistance. O'Rourke recovered her in 1153, but retained a hatred of MacMurrough that, in 1166, compelled him to continue attacking MacMurrough even after he had been defeated by O'Conor. MacMurrough fled to Britain and France, seeking help from Henry II, King of England.

Henry had previously thought of an Irish conquest, and had even approached Pope Adrian IV and received the Bull *Laudabiliter* which gave the English king the task of "reforming" the Irish Church, though it had cleaved to Rome since the early years of the twelfth century.

Henry had other concerns when MacMurrough approached him, but he accepted MacMurrough's fealty, and gave him an open letter to Henry's subjects inviting them to join MacMurrough. The Welsh lords were the most promising recruits, and the earl of Strigoil, Richard FitzGilbert de Clare (also known as Strongbow), was the first noble to join his cause. Soon other nobles saw the oppor-

tunity to seize land in the turbulent isle. Dermot returned to Ireland early with only a few followers, and was defeated by O'Rourke and O'Conor. He was forced to pay reparations, but secretly sent letters to his supporters in Wales.

The first Normans landed in May of 1160, and were quickly joined by MacMurrough. They immediately marched on Wexford, and defeated the Norse in battle. O'Conor hastened south with his army, and came to terms with MacMurrough, in return for MacMurrough's recognition of O'Conor's claim to the title of High King. MacMurrough agreed to the terms, but sent letters to Strongbow urging him that Ireland was his for the taking. The Normans poured over the Irish sea, first constructing a motte and bailey castle near Waterford. This was attacked by an army of Irish and Norse, but they were defeated when a herd of cattle was unleashed against them.

In August, Strongbow himself landed near Waterford and quickly captured the town. He was married to MacMurrough's daughter Aoife just days after the capture of Waterford and marched on Dublin soon after. O'Rourke, O'Conor, and King Askulf of Dublin raised their troops and an ambush was attempted by O'Conor and O'Rourke on the main route to Dublin, but MacMurrough led the Normans through the trackless Wicklow Hills, and brought them to the city before the High King knew what had happened. King Askulf began negotiations with the Normans using Bishop O'Toole as his intermediary, but the Normans burst into the city unexpectedly. Askulf and many of his men escaped in their ships, fleeing to their kinsmen in the Hebrides and Man. The city fell to the Normans on September 21, 1170.

MacMurrough died in late April 1171, and Strongbow inherited his kingdom. The Leinstermen revolted, support-

ing MacMurrough's nephew, Murtough. The Norse returned to Dublin, and were only defeated after hard fighting. Askulf was captured and beheaded in his own great hall. Soon after, Rory O'Conner, supported by O'Carroll of Ulster, Murtough MacMurrough of Leinster, and O'Rourke of Breifne arrived near Dublin, while a fleet of Viking ships from Man and the Isles cut off access to the harbor. For two months the Normans withstood the siege, finally deciding to break out when their food ran low. A surprise attack by the Normans caught Rory O'Conner off guard (he was bathing in the river when the attack came). The siege was lifted, and O'Conner and the other lords fled back to their own lands.

With Strongbow's victories, the Normans in Ireland were undisputed masters of the lands they had conquered, except for their liege lord, Henry II. He was worried that the Irish adventure would produce a kingdom to rival his own, so he landed at Waterford in October to bring his lords to heel. He marched up the coast, accepting the homage of Irish, Normans, and Norse alike. The Churchmen and Bishops of Ireland made submission to him at Cashel.

Changes to the Main Scenario

- Rosby the renegade magus is a member of the Hibernian tribunal, wishing to rid the country of the



Henry's Army

Mounted Man at Arms

Characteristics: Int 0, Per 0, Pre 0, Com -1, Str +1, Sta +1, Dex 0, Qik +1

Age: 38

Size: 0

Confidence: 3

Virtues and Flaws: Standard grog +0, Patron +2, Reckless +1, Overconfident +2, Oath of Fealty -1

Personality Traits: Overconfident 3, Reckless 3

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+3	+1	+2	+1	+2
Brawling (dagger)	+5	+3	+5	+4	+3
Lngswd./shield	+9	+8	+15	+5	+7
Spear/shield	+10	+7	+12	+4	+6
Lance	+12	+12	+8	+7	+7

Soak: +2

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 4 (battle), Carouse 2 (games), Ride 6 (evade), Speak 4 (English), Brawling 3 (dagger), Longshaft Weapon 5 (lance), Shield and Weapon 5 (longsword)

Equipment: weapons, hard leather hauberk, kite shield, helmet, purse

Encumbrance: 0 on horseback, -2 on foot

Welsh Archer

Characteristics: Int 0, Per +1, Pre 0, Com -1, Str +1, Sta 0, Dex +1, Qik +1

Age: 32

Size: -1

Confidence: 4

Virtues and Flaws: Standard grog +0, Cautious with Bows +1, Direction Sense +1, Self-Confident +1, Small Framed -2, Outsider -1

Personality Traits: Pride in good shots +2

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+8	+7	+8	+0	+6
Brawling (dagger)	+8	+7	+9	+3	+5
Bow (longbow)	+7	+9	+9	+9	+7

Soak: -1

Fatigue levels: OK, -1, -3, -5, Unconscious

Body levels: OK, -1, -3, -5, Incapacitated

Abilities: Athletics 3 (running), Awareness 5 (forests), Bow 6 (longbow), Brawling 5 (fist), Carouse 2 (eat), Climb 5 (steep hills), Speak Welsh 4

Equipment: Weapons, purse

Encumbrance: 0

THE FALLEN ANGEL



Normans. He found the copper tablets and is now a minion of Crom Cruach. Crom Cruach knows of the Order from a previous encounter.

- Depending on when the scenario is run, Dublin is controlled by either the Irish or the Normans. In either case, there is a lot of anxiety about attacks, and the city is swarming with armed men. A belligerent attitude on the part of the player characters will likely land them in a lot of trouble.
- The Isle of Man is ruled by Godred II, king of Man and the Isles. Great King Orry's Road has been built, giving access to the center of the island and Mount Snaefell. Mael Cais is an independent smith, bound to no man.
- The mercenaries being recruited in Wicklow are Irish, Vikings, and Normans. The Irish use spears, javelins, slings and a few swords, and have adopted the use of the two-handed axe from the Vikings. Most of the Irish are lightly armored, but

nobles field their men in Viking-inspired half or full chain armor. The Norse use spears, swords, axes, two-handed axes, javelins and a few bows. The leaders and champions wear half or full chain armor. The remainder of the army wears quilted or hard leather hauberks. Everyone wears a helmet and carries a shield. Norman knights wear full chain armor, with a kite shield, lance, and sword. There are also lesser-armored horsemen, armored in hard leather hauberks with lances, swords and shields. There are contingents of foot soldiers; archers from Wales, and footmen with spears. These footmen are armed with spear, sword and shield, or crossbow and knife. The Welsh archers have the predecessors of the famed Welsh longbows. Use the Irish and Norman mercenaries statistics from Chapter 5, and the Viking statistics above for this period.

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