



The Sanctuary of Elegius

*For the sake of convenience, the events of this scenario are set in the barony of Roundrock (detailed in the *Agone* rulebook). Eminence, you may transpose this Drama to any other Domain of your choice.*

A very long story...

THE TROUPE OF PERFECTION

Elegius, who lived during the Flamboyance, was a gifted Scander, capable of foreseeing future events. His lengthy poems enabled him to plunge into the depths of time and predict the disruption of the Flame cycle.

He considered this event the destruction of Harmundia, therefore Elegius searched through the libraries of his colleagues in order to discover clues in the legends of the creation of Harmundia that could prevent the disaster. He came upon an ancient ode that told of a fifth Muse: Perfection. Astonished by his discovery, Elegius supposed that this newly discovered Muse could help him save Harmundia.

He then called together three other Concordists, who were specialists of the other Arts. Together, they searched for more information concerning Perfection. They soon determined the Muse's emblem - a mask - but they did not penetrate its true nature. This was their first mistake, and not only did they fail to prevent the Eclipse, but they also hastened their own end.

Perfidy had caught them and they became Damned. Yet, the Master of the Sham never completely controlled them, for the Concordists remained independent and did not take part in the alliance with the Darken against Fall.

On the contrary, convinced of the merits of their efforts, they raised a temple dedicated to the five Muses. The Shaper modeled the site and created its Sentinels. Elegius and the Attuned enchanted the surrounding wildlife, and Imorgo, the Painter, created Pictureworld representations of the SpiritCore influenced by each of the seasons.

Once the temple was erected, the four Concordists gathered before the frescoes and enchanted them just as the Muses had done with Harmundia. But, the Pictureworlds absorbed them and Perfidy made them go mad. They became the insane mas-

ters of these pastiche worlds. Imorgo, whose Flame was the brightest, escaped this fate. He realized the folly of his companions, and he decided to turn to another art he mastered: Demonology. Prisoner of Fall, he studied its shades and inks, which he knew to be particularly dangerous.

One day, he succeeded in calling a High-Devil who agreed to save him. Imorgo was completely consumed by the Darkness and drawn into the Abyss. At the time of the Eclipse, the fresco of fall crumbled away and its Pictureworld was destroyed. Imorgo's companions remained imprisoned in their Pictureworld simulacrum of the SpiritCore.

IMORGO

In a tavern in Abysm, a group of treacherous individuals are investigating the Palace of the Obese. To do so, they have contacted a particularly talented young invoker, Faddice. The latter is so gifted that he discovered a way to invoke deeply Darkened (see «The Darken» in the Agone rulebook).

After having kidnapped the woman Faddice loved, the scoundrels forced him to attempt to invoke Imorgo for their own ends. Faddice then desperately hunted and found the required shadow for his experiment. His invocation fully succeeded, but Imorgo had become extremely powerful after all the eons he spent in the Abyss. Convinced that he was signing a harmless connivance, Faddice gave his body to Imorgo. (Imorgo has gained this possession power from a High-Devil who coveted the frescoes.)

Once Imorgo was freed, he traveled throughout Harmundia in search of the frescoes. (Harmundia has changed much since his times.) He contacted a merchant from the Mercenary Republic and commissioned a boat capable of transporting one of the frescoes. Next, he made golden promises to a preacher, who accepted his proposal and escorted him, with a dozen of his henchmen, through the marshes that border the Liturgical province and Urgamand. Once on the boat for Abysm, Imorgo had absolutely no reason to burden himself with these greedy Liturgicals.

They succeeded in finding the temple raised by the Troupe of Perfection, but as Imorgo was anxious, he forgot one of the traps and freed an evil creature. Only he escaped from the spirit, which fouled the Liturgicals. After defeating one Sentinel, Imorgo could finally enter the temple and search for the fresco detail he would transport all the way to Abysm. But, just as he found it, he was immediately absorbed into its Pictureworld.

That same evening, the three sailors on the coast who were awaiting Imorgo's return with his fresco were attacked by the same spirit. Overcome with fear and madness, they fell into the water and nearly drowned, but fortunately, their bodies were washed onto the beach. The next morning, they were found by Captain Ralmin's soldiers.

A summer evening

The sun is disappearing behind the trees of the surrounding forest. The glowing sky is slowly shaded by the tenebrous nightfall that all inhabitants of Harmondia are so familiar with since the emergence of Dancers... since the Eclipse.

The Inspired are settled down at table in the grand salon of the manor with their friends: Lady Ewelf and every other Lady of the Domain, captain Dromion and his lieutenant Melhadior. The baron Arbassin and Malarmel are absent because they left Rockround for Lorgol a week ago to deal with a problem concerning a stolen gem.

All are joyfully banqueting. A large fire heats the room for the afternoon is damp. Suddenly, any Inspired who succeeds a PER + Alertness roll against DIF 20 (15 if the Inspired is seated next to a window), can hear the noise of hooves in the courtyard that borders the residence of the Roundrocks and Gorn's quarters. The Inspired who succeed in their roll are the only members of the assembly to have heard the noise; everyone else is eating, drinking and talking. A few moments later, they can also hear someone knocking loudly on the door.

(We advise you, Eminence, to seat your Troupe so that you know which DIF is applicable beforehand.)

The traveler will knock on the door until someone opens the main entrance. He is a Liturgical. He wears a frock, but, Eminence, you should first specify to your Inspired the following details:

His clothes are drenched, and covered with mud. He gives off an odor of the marshes.

His face has been lacerated by branches and thorns, but he does not seem wounded.

He stares straight at the Inspired who opened the door, panicked. He screams out loud: «We have been attacked in the marshes!»

Nightly visit

THE CONTAGION

The black substance that covers the victim's eyes only appears at night. It confers 15 Perfidy points and alters the victim's memory. Victims of this contamination generally do not remember their own name or the names of their relatives. The only names they can remember are those of the Darkened.

This contagion obliges Concordists and Mages to perform their healing spells or opuses on the victims with a minimum SM of 10 for the magic to take effect. If the SM is at least 20, the contagion is completely cured. The victim then recovers his memory but has forgotten everything concerning the moment he was contaminated. The day following the healing, the victim will throw up the treacle and will endure 2d10 - STA damage points.

Once he is in sufficient light, the Inspired will be able to determine his nationality if they take account of his clothes. The Troupe will probably offer him clean clothes; if so, they will be able to notice strange scars and brandings on his body (the brandings can be recognized as Saint Noven's cross on a successful PER + Alertness roll against DIF 15). An INT + Traditions (Liturgical) roll against DIF 20 will allow the Inspired to identify the scars as the distinctive marks of a Liturgical military order.

The rumor of their discovery will stun all the guests: «Are we on the verge of a new war?», «Will Urgamand be invaded?», etc. Captain Dromion will then decide to cope with the situation, for it has been a long while since he has seen the manor in such a state. His first move is to grab the visitor and to question him. Even though the latter seems terrified, he will try to answer Dromion's and the Troupe's questions. Here are his answers:

A preacher was in charge of him and his nine companions (nine other Liturgicals). Their group was led by a guide. The twelve men had already been in the marshes for several days.

They were attacked in the marshes, but he cannot identify their aggressor. He only remembers having seen strange shadows at the edge of his sight before he fell face down in a puddle of muddy water. He then ran as fast as he could.

He does not know where they were heading, but he is sure it had nothing to do with a war.

He remembers having seen the house of a woodsman next to the marshes while he was fleeing.

They were seeking an ancient temple in the marshes to dig out a massive stone and transport it to the coast, where a boat was waiting for them.

At first, the visitor does not remember any names, not even his own. But after a few moments, he will remember the name Imorgo. He only knows that Imorgo was one of his companions.

Thus, the Inspired have very few clues. The marshes are huge, so it will be difficult to find any other wandering Liturgicals. If the Troupe does not know what to do - if they do not think of the woodman's house for example - you should use Dromion. The captain is persuaded that Roundrock will be attacked and that the visitor is lying. Why else would he have «forgotten» his name?

As the Inspired are talking about the situation, the visitor's body begins to violently shake before falling down. The Troupe will notice that his eyes are covered by black treacle that is running down his eyelids. It is most certainly at this moment that the mages and the Concordists will use their talents on the nightly visitors. (See «The contagion» above.)

A little more intricate

THE HOUSE IN THE FOREST

Finding the house will not be difficult as long as the Inspired go there with the Liturgical. The woodman is housing two other Liturgicals he found at the outskirts of the forest on his way back from his daily chopping. His two guests fainted a couple of minutes ago and their eyes are now covered by the same sinister treacle. The woodman and his wife are worried, and are glad the Inspired came to relieve them of the Liturgicals. The couple knows nothing of the Liturgicals' expedition and whether there might be more survivors still in the marshes.

At the moment the Troupe decides to leave, a gust of wind rises inside the house, and a figure, surrounded by Dancer sparks, suddenly appears in the middle of the room. He is easily recognizable by his long dark robe - an Obscurantist. The magic produced by his Dancer has enabled him to find the two Liturgicals. He will be contemptuous when dealing with the Inspired, but if the members of the Troupe stand up to him without resorting to violence, he will reveal some important information. He and other Obscurantists have captured eight other Litur-

gicals among whom there was a preacher. After questioning them, the mages realized that none of them knew their own names, only Imorgo's name. Apart from that, the Obscurantists know as much as the Inspired (see above). The mage will then leave in the same way he arrived.

THE OBSCURANTIST ACADEMY

The Inspired will quite probably suspect the Obscurantists of holding back information. In such a case, the Troupe will want to go to their academy in the marshes. It will be difficult for the Troupe to find a guide who will agree to lead them to the Academy of Magic. If and when they reach the academy, the Obscurantists will first refuse to show them the Liturgicals they have captured. Finally, they will accept for they hope the Inspired will be able to discover more information than they have. The mages captured them while they were wandering on the border of what they call their perimeter. Unfortunately for the Inspired, the Obscurantists know nothing more. However, there is one certainty: one of the Liturgicals is missing.

CASTAWAYS ?

At the moment you decide, Eminence, a group of soldiers will arrive at Roundrock manor. They have brought a message from captain Ralmin to Lady Ewelf and captain Dromion: three dazed men were found on the beach. They also have forgotten their own names, but do remember that they were supposed to meet a man named Imorgo on the coast. What happened? The three men do not know or pretend they do not. If the Inspired decide to go to Dremone to question the three castaways, they will find them affected by the contagion (see table above).

LOST IN THE MARSHES

Within walking distance from the Obscurantist academy and from the woodman's house, the Inspired can find trails of the wandering Liturgicals. The Troupe can attempt to follow these footprints into the marshes. To do so, the Inspired must succeed the following series of rolls:

Discovering the trail: PER + Alertness or Hunt against DIF 22

This roll is required to find the footprints at the start of tracking and each time the Inspired lose the trial. We advise you, Eminence, to roll the dice in

secret in order to exploit an interesting situation: if some players fail while the others succeed, they will all think they have spotted the right trial.

Following the trail: PER + Hunt against DIF 17

This roll is required every half-hour of tracking (three successful rolls will be necessary to reach the Sentinels - see below). This roll allows the Inspired to reach the location where the Liturgicals were attacked. Once again Eminence, you should roll behind your screen.

Surviving in the marshes: INT + Survival (marshes) against DIF 20

This roll is required only once per Inspired, but on a failure, the given Inspired will be bitten by a grass snake or will swallow a mosquito that stings his throat. In either case, a resistance roll against VIR 20 is necessary in order not to contract a severe fever. Victims of this fever suffer a -2 penalty on all their rolls until they are healed in a safer environment. This penalty will increase by 1 point each day the victim fails a STA roll against DIF 15. While those who were affected are being healed, they will have to be confined to bed for 1 day per missed resistance roll.

The heart

THE SENTINELS

After a long and difficult expedition, (its length depends on you Eminence, but it should not exceed a day and a half), the Inspired will find a curtain of vegetation that veils huge statues bearing the visages of minotaurs. Each 12 foot

high statue is sculpted in a separate rock. They majestically rise from small brackish pools and fetid mud.

The minotaurs are arranged in a circle around the heart itself. The Sentinels will come to life and attack anyone who crosses the boundary, and they will resume their place once the intruders have left this zone. They will attack until the intruders reach the heart.

THE SENTINELS

AGI: 3	CHA: -	CRE: -
DB: + 47	INT: 1	HP: 174
MEL: 10	MOV: 3	PER: 10
SIZ: 2	STA: 30	STR: 25
WIL: -	SWT: 58	CWT: 87

Skills:

Trials: Weapon: horns 7, Weapon: two-handed axe (spe.: «in force attack») 9, Alertness 8, Athletics 4

Weapons

	Init.	Att.	Def.	Dam.
Horns -7	+ 3	0	+ 7 (1)	
Two-handed axe + 1		0	-1	+ 8 (S)

Armor:

Enchanted: Protection 30, Penalty 15

THE HOLLOW STONE

In the center of the circle guarded by the minotaurs, the Inspired will discover a massive stone. Its surface is rough in spite of its regularity. A successful AGI + Climb roll against DIF 13 will enable the Inspired to climb on the top of the stone. There, any SIZ 0 creature can see the entire marshes without being spotted.

On the heart's flank, the Inspired can also notice a well-crafted heavy metallic door, in front of which lie the stone remains of a minotaur. The Inspired who succeed in a PER + Alertness DIF 15 will recognize the symbols of all four elder magical Arts on the dextrously wrought door: the instruments of Tune, the brushes of Vista, the sculpting tools of Shape and the quill of Scansion. The doors open on a dark corridor that leads to a large room. Even though the ground is paved, the room does not seem to have been burrowed. The stone could be naturally hollow or else it has somehow been weathered down from the inside...

In the middle of the room, the Troupe will be surprised to see a large well. Huge steps, are dug in its walls. They lead to the bowels of Harmundia.

THE PICTUREWORLDS

At the bottom of the stairs, after ten minutes of descent, a corridor leads the Inspired to a large square room. On three of its walls, there are frescoes that depict the same scene in winter, spring and summer: a city and its outskirts, built next to a river, surrounded by an abrupt canyon. The wall, from which the corridor emerges, no longer has a fresco - its

pigments have faded away... It was the same representation, in fall. A mask is sculpted on the ceiling, bound by a zodiacal ring on which are carved all the blazons of the Decans. In the four corners of the room, stand the Muses who stare adoringly at the mask on the ceiling.

The large freestone that constitutes the bottom left corner of the winter fresco was unclogged with a tool. The Inspired will discover the clothes and the sack of the missing Liturgical in front of this freestone. If they search the sack, the Inspired can find 30 coins, a trade contract with a merchant from the Mercenary republic for transportation to Abysm, and the connivance. A successful INT + Demonology roll against DIF 25 will enable the Inspired to notice something strange and unusual about the connivance without being able to point out precisely what is wrong.

If one of the Inspired touches one of the three frescoes, he will automatically be sucked into the Pictureworld it depicts. He will then appear as a detail on the fresco. The Inspired will emerge in the Pictureworld completely naked and without any equipment. Shortly thereafter, the victim appears back in the room facing the fresco he entered.

The reign of the Masque

Once the Inspired have entered the Pictureworlds, if they reach the edge of the fresco, they will be able to pass over into the next fresco, from one season to another, as if the frescoes were lying side by side. However, if they try to enter the fresco of fall through another fresco (winter or summer), the Inspired will be blocked by an invisible wall, that seems hot and metallic. The Troupe can thus travel from the winter fresco to the spring fresco, and from the spring fresco to the summer fresco, or inversely.

The three Pictureworlds in which the Inspired can travel are identical, except for the climate variations. These variation rules are detailed below.

THE WASH-HOUSE

There are several men and women on the river's bank who are staring off in the distance. If the Inspired question them, they will relate having seen a strange man going in that direction. They cannot spell out what exactly was odd concerning that man.

THE OUTSKIRTS

The denizens of the outskirts consider themselves Luminaries. They think they are living in the Spirit-Core and that the Masque reigns in the center of the city. They are also convinced that Harmundia was destroyed and that their world is the only one left. The inhabitants will be willing to help the Inspired, for they consider them also to be Luminaries. Eminence, you must not forget that the Inspired are naked; they will quite probably look for clothes, food and maybe even a tavern.

Nevertheless, if the Inspired try to explain their point of view or if they allude to the Eclipse, the denizens of the Pictureworld will consider them madmen and abandon them. The Troupe will not encounter any Seasonlings of the season that rules this Pictureworld in the outskirts - they all seem to have disappeared.

THE CITY

Once the Inspired have passed under the ramparts, they will notice that the population is completely homogeneous. Only Seasonlings of the ruling season live in the city. They have the same beliefs as the denizens of the outskirts and they will only accept Seasonlings of the other Decans in their season. Humans are tolerated but scowled at. If inappropriate Seasonlings enter the city, they will be immediately attacked by its population. There can be only one outcome in such a fight. Eminence, let your players roll a couple dice. After the fourth combat round, the inhabitants of the city will drive them back to the outskirts.

THE TOWER

In the center of each city a windowless tower with a single wooden door has been erected. If they knock on the door, a muffled voice from the interior will instruct them to enter. Once the Inspired have passed through the door, they are in front of a masked man, seated on a wooden throne, who is bearing instruments of Concordists. The tower is in the dark, and the masked man will not accept any source of light.

Their host will introduce himself as the Masque. He claims to be Perfection incarnate. By way of proof, he allowed the Luminaries to survive in the SpiritCore.

The Inspired should be bewildered by such assertions. At this moment, the «Masque» will dismiss them.

If the Inspired visit each of the three masked men, they will begin to understand little by little that these men are Concordists who share the same consciousness and who were once four. The fourth Concordist was named Imorgo; he was the Painter who created the frescoes. Eminence, the Inspired must understand that Imorgo's absence is the cause of their madness.

The Inspired will finally have to realize that one of the three Concordists must take off his mask and stop calling himself the Masque. Let the players explain to him the danger «he» represents for Harmundia. Force them to be eloquent. Try to debate with them - is Perfection truly such a danger? When you think that the discussion is not fun anymore, you should throw off the mask.

The décor around them will then flicker.

The Luminary

Once again, the Inspired are naked in the large square fresco room. A brazier with a blue flame has appeared in the center of the room; it radiates comforting heat. Before the Inspired can question you Eminence, read them the following quote in a sepulchral tone:

«You have saved us. We now know that Perfection cannot be, that the Masque is dangerous. You brought us back to Harmundia and we are now able to accomplish our destiny. We are one in this brazier; we are the Luminary, Elegius. We welcome you, for the combat against Perfidy will begin. The Muses, who are everywhere, rely on you.»

The Inspired have opened a Sanctuary by freeing a Luminary from his torment. Henceforth, he will help the Inspired if they share their struggle for Inspiration with him.

Imorgo escaped just before the Luminary appeared. He will head towards the coast through the marshes to find the boat... but he no longer has his contract with him (either the Inspired took it or else he forgot it in the fresco room). He will also be pursued by the Advocatus Diaboli for he made the mistake of keeping his connivance. But that is another story...

INSPIRATION ALLOTMENT

For this adventure, all the players obtain 3 Inspiration points that they can spend on their Sanctuary or on their Inspired.

