Finding a Fairy Fort in Ireland

Scenario Description and Roadmap

Context of the story

While visiting Ireland and the lovely countryside, you find the remains of a huge **prehistoric dwelling**. You decide to explore it and find a beautiful **carved stone** in the middle of one of the rooms. You take it and want to leave, only to find out that you are **trapped**. Unknowingly, you were in one of the many **fairy forts** that can be found across Ireland, and by stealing the carved stone, you have **made the fairies angry**. They decided to trap you in the remains of the room where you are forever unless you **prove yourself worthy** of the sacred stone by taking up several challenges. Being a backpacker, you have your **hiking backpack**, with some clothes, a UV flashlight, bandages, a deck of cards, and toilet paper. You also start with the carved stone that you have stolen, which indicates the first enigma (you probably have to find a matching symbol). This is inspired by an idea in the Irish folklore according to which, if you visit a fairy fort, you can find yourself unable to find the exit again if you do not respect the place enough. The fairies play with your senses, and you lose all ability to orient yourself. The fairies will only let you go, if you find a sentence password and say it out loud.

Global explanation

Players will enter the room with one **backpack** filled with many objects (some clothes, a UV flashlight, bandages, a deck of cards, and toilet paper, …) as well as **the stone** they have stolen from the fairies. On this stone, they will **find a symbol** that matches one on **the family tree of some Irish god and goddess** in the **Celtic mythology** that is hanging on one of the walls of the room. They will need to find the **name** of **one of the family members** by filling in the relationships between the different family members. The **four letters of that name** will be used to **open a cryptex** containing a message partly written using the **Ogham alphabet**, an Early Medieval alphabet used primarily to write the early Irish language. On a wall, the players can see a seemingly incomplete translation sheet with Ogham symbols and a column for Latin letters. Using their **UV flashlight** on the incomplete alphabet, they'll be able to decipher the message which will lead them to for **a deck of cards**. The cards will be in their backpack and four of them will have **a drawing of a snake made with invisible ink**. They will need to put them in order thanks to the clue they translated and understand that they need to use the numbers on the cards to open a safe. Inside the safe, they will find material to make **a fishing rod**. The safe walls will be covered **in fish drawings**, directing them towards **the water tank** that is also somewhere in the room, **at the bottom of which is a key** they'll need to retrieve with the magnetic fishing rod. With the key, the students will open a box or cabinet in which they'll find **an audio recording** of a leprechaun telling them **the story of the giant Finn McCool**, as well as **5 pieces of the story** to put in the right order. On the back of the pieces of the story, they will see symbols that can be translated using a pigpen cipher (also sometimes referred to as a masonic cipher)

that will be on a wall in the room. Once they decipher the symbols, they will need to say the sentence aloud as a magic spell to exit the room.
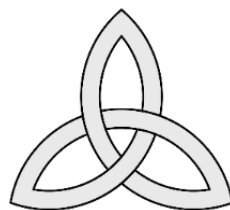
Roadmap

The **diagram** of the detailed steps is available as an **annexed file** ("diagram.pdf"). Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

Phase A – Ogham alphabet

The players will become familiar with a bit of **Celtic mythology** and use the **Ogham alphabet**, a medieval alphabet for the early Irish language, named after its alleged creator, the god of eloquence Ogma.

Step A.1 – Matching symbols

The students will start with the **stone marked with a symbol**, that they were mistakenly stealing from the fairies. The symbol is a "triquetra", the Celtic symbol for family. It serves as a clue indicating that the players should take a look at the **family tree** on the wall, on which the same symbol is displayed.
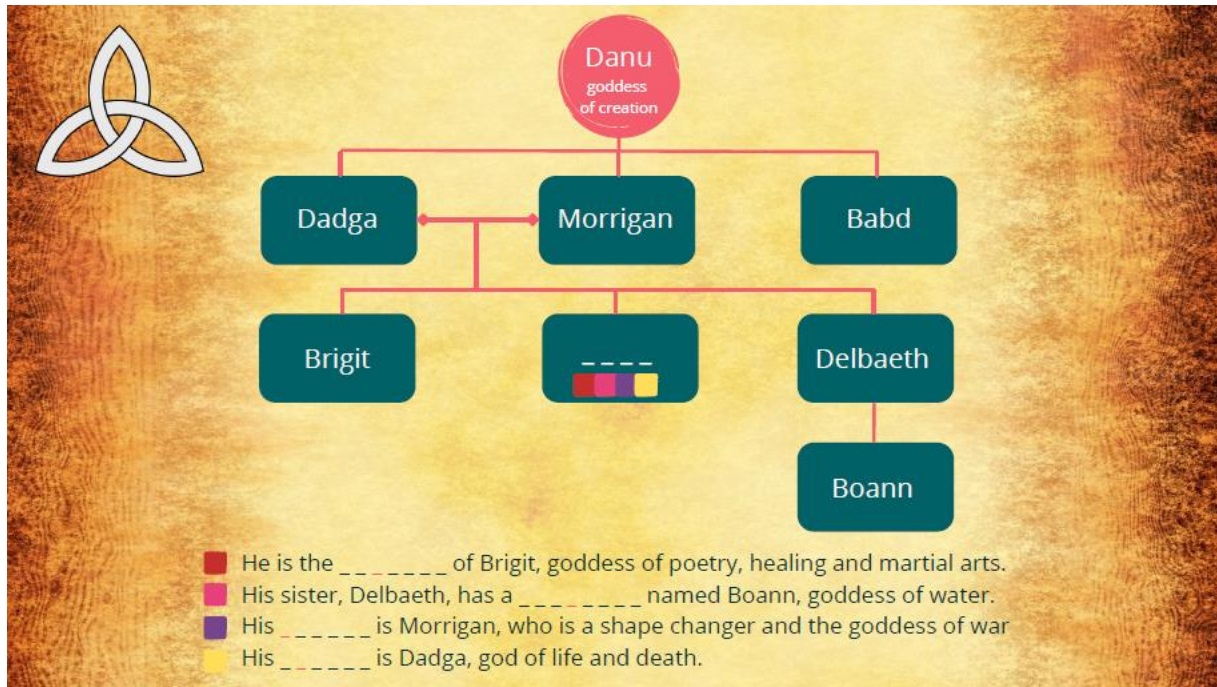

1 - The "triquetra", celtic symbol for family

Step A.2 – Fill in the blanks

Players will see that the **family tree** has **one missing name** with four letters. There is also a text, with blanks to fill with the family relationship that is referred to. Some place of the blanks are highlighted and will form the name of the missing god in the family tree: Ogma. Colours under the letters will be useful for the next step.

2 - Preview of annexe N°1, the family tree to fill in

Step A.3 – Open the cryptex

A cryptex with **four wheels** will be placed somewhere in the room. Players will need to **use the name** they have found to open it and find two objects inside: **a message written partly in Ogham.** Players will then turn to **a translation sheet for the Ogham alphabet** that is hung on a wall, which seems to be missing the Latin letters.

Step A.4 – Decipher the message

Using their **UV flashlight** from their backpack on sheet with the Ogham alphabet on the wall, they will **see the Latin letters** appear and will be **able to translate the message** in English. The message will say:

> "Saint Paddy chased snakes from Ireland they are now in your spades, hearts, diamonds and clubs"

Phase B – Chasing snakes and fishing for keys

The students will use the clue to **chase the snakes out of their deck** of cards and will need **to fish** for a new item.

Step B.1 – Chasing the snakes

The players will use the UV flashlight **to find the cards that were marked by snakes** in the deck of cards that's in their backpack. Once they find them, they will see that there is also **a safe** with the words "spades" "hearts" "diamonds" "clubs" on top of **four-digit wheels**.

Step B.2 – Opening the safe

In order to open the safe, the players will put the **numbers of the cards that carry a snake** on the wheels, in the order indicated by the symbols on the cards (spades, hearts, diamonds and clubs). Inside the safe they will **find a magnet**, a **rope**, and a **wooden stick**. The walls of the safe will be completely covered in fish drawings.

Step B.3 – Getting the key

The fish drawings will direct them towards a water tank in the room in which a key has sunk and is stuck in a box. They will need to make a fishing rod with the three items in the safe in order to **retrieve the key using the magnet**.

Phase C – Finn McCool's story

In this phase, students will get familiar with **Finn McCool's story** and get the **final password to exit the room**.

Step C.1 – Finding the Leprechaun

The students will **use the key to open a cabinet/box** in which a figurine of a leprechaun (with a small speaker) will tell them the **story of Finn McCool**. In the same place, they will **find five pieces of paper** with a **sentence** with **symbols** at the back.

Step C.2 – Ordering the story

They will **listen to the Leprechaun** and **put the pieces of the story in the correct order**. Then, at the back of the full sentence, the **symbols will form a new sentence** which they will need to translate using a pigpen cipher (also sometimes referred to as a masonic cipher) that will be hung on the wall.

Step C.3 – Exiting the room

Once they have managed to translate the pigpen cipher, they will use the sentence as a password to exit the room. The sentence is a famous Irish saying:

If you're enough lucky to be Irish... You're lucky enough

Erasmus+