

The King's Bargain

by Ed Stanek



An adventure for the **Isles of the Celts** setting
In the **Pax Lexque** campaign world
For a party of 4th level adventurers

This product is compatible with the
Dungeon Crawl Classics Role Playing Game.



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Overview

A journey to the world of the fey and back, betrayal by an evil king, deals with faeries, tragic tales of love and loss, of darkness and justice - it's the stuff legends are made of.

In part 1, Terms of the Deal, the PCs unexpectedly find themselves in the mystical land of Elphyne, the home realm of the fey. They must navigate its dangers, determine why they are there, how it came to be and what they can do about it.

In part 2, A Deal Undone, the PCs must work with the ever-dangerous dark fey to undo the deal which brought them to this strange world and then make an ally who can return them to their home.

These adventures are set in the Isles of the Celts campaign setting, which is a subset of the Pax Lexque campaign world.

The Isles of the Celts supplement and the Pax Lexque Campaign Guide are available separately:

Isles of the Celts

<https://www.drivethrurpg.com/product/325007/Isles-of-the-Celts>

Pax Lexque Campaign Guide

<https://goodman-games.com/store/product/pax-lexque-campaign-guide-print-pdf/>

Pregenerated characters are included at the back of the module if you wish to use them.

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Part 1 - Terms of the Deal

An adventure for 4-6 characters, level 4
By Ed Stanek
Using the Isles of the Celts campaign setting

GM Introduction

The opening portion of the adventure sets the stage necessary to get the party to Dronoch island and thereby to the fey realm of Elphyne, where the bulk of the adventure takes place. The way in which the PCs become overwhelmed by the circumstance will provide some opportunities for them to pick up clues about what has happened.

Travel in the realm of Elphyne is very different from travel in the world of mortals. Travel in Elphyne is not a simple matter of walking long enough in the given direction. A mortal traveling in Elphyne without a fey guide has little hope of finding their way in this dreamland. To the fey, navigating their world is intuitive; they describe it simply as going the right way. For a mortal, travel without a guide could just as easily result in traveling through the same terrain for years or bringing the mortal to a random region of the realm. If the mortal has a firm idea of where they are going and has traveled between at least three different regions, they may successfully navigate between adjacent regions by making a will save DC 15.

A partial map of Elphyne is included in the back of the module. This is only for the purpose of indicating regions which are adjacent. Thus, going from Contrath to Mórcoill, one goes through Dathra. As indicated above, distance between regions is not a constant.

History

Faeries don't reckon time like mortals do. There is no progression of seasons in Elphyne. Most regions don't even have day and night cycles. Even general concepts such as events being seen as long ago or very recent are nearly meaningless. At best the fey will regard events simply as being before or after other events. Though the faeries are all immortal, there are of course some that are older than others - how much older is exceptionally difficult to determine. All of that being said, there are certainly faeries who are more powerful than others of their kind as a consequence of their relative age. Many of these are well known by name and reputation. Two of these were a pair of elphi, Daire and Ceana. These two were something which is almost unheard of among the fey - monogamous lovers. Some say their relationship was inspired by the significant amount of time they spent observing and interacting with mortals. Many faeries are fascinated by the strange world of men and these two more so than most. They spent long stretches of time in the mortal realm and progressively more and more of that time was spent together, initially as kindred spirits with a shared hobby, then as fast friends. Eventually, their own connection began to mirror that which they saw between married human men and women, to the extent that their fey minds could wrap around the concept.

While not common, it is not unheard of for faeries to be so fascinated by the ways of humans that they wish they could become human, even for a time, to live the human life experience. This wish began to grow in Daire and Ceana more and more the longer they spent living alongside humans, developing lasting friendships with some of them. Yes, they witnessed many of these human friends grow old and die, but still there was something which amazed them about the human experience and they desired that experience for themselves. In particular, Ceana watched quite a few humans whom she had befriended grow from young girls to one day become mothers. Witnessing this process time and again created a great longing in her heart to have a child herself. Daire and Ceana discussed at great length these wishes they both had to live a human life and eventually decided that perhaps this was not out of reach.

Faerie magic does not happen in the manner of human wizards, and when a faerie intends to do something new they don't research it by pouring through dusty old tomes. In the very rare cases where a faerie is looking to forge a new magical path, they push the intensity of their will into a different direction and see what happens. For many years, by human reckoning, Daire and Ceana intensified their study of humans with a renewed purpose. They examined the subtle magic inherent to humans, for all living things have their own unique spark of magic, and sought to understand how it was different from that of the fey. At long last, they felt secure that they had determined a process by which they could cause the desired transformation to happen.

The enchantment they researched would require an emerald cut by human hands. They bargained with King MacÀdaidh of Fidach to receive an emerald which had been in his family for generations, and in return placed an enchantment upon his sword. The other component needed was two walnut shells filled with freshly spilt human blood, one from a man and one from a woman. To this end, they enlisted the help of human friends. They each entered into a bargain with a human, in which the human willingly gave them a small bit of blood and in return asked only that Daire and Ceana become human. And so, in a transition state of traveling between Elphyne and the world of men, the pair began to weave the complex magical fabric of their transformation, using the magic of their bargains to intensify the power of their process.

When their goal was within sight, the emerald began to crack. What was unknown to King MacÀdaidh was that the emerald had originally come from the continent, and had been cut not by a human but by a gnome. As a consequence, the tremendous amount of magic they were manipulating became off balance. Their spell began to twist and warp out of control. In a disastrous rending of magic, Daire and Ceana were cast back into Elphyne, both of them badly scarred and broken. In the process, they lost a piece of who they were, leaving behind their nature as elphi. Daire became Ead the Hunter, a spirit who stalks the skies over the lands of Elphyne, slaying those he finds. Ceana became Telenaris the siribi, a member of the unseelie. Since that time, they have both established a reputation to be feared.

Player Introduction

One month ago, your party of explorers was shipwrecked onto the coast of the land of Catach. Badly injured and clinging to rocks just offshore, they were rescued by sailors from Catach and given shelter in the hall of Chief Onnist. The chief had his people nurse the party back to health and care for them until they were well.

Now that they have recovered, the party has asked how they can repay the Chief and his people for saving their lives. As it turns out, the chief has something in mind. Eighteen years ago, Chief Onnist married the sister of King Dòmhnall MacCiomalain of the kingdom of Circind. Now his brother-in-law needs his help. One of the clan leaders in Circind, one Frangan MacLaren, is waging an uprising against King Dòmhnall. MacLaren is moving to meet King Dòmhnall in battle and has gathered a number of other clans to his side. King Dòmhnall has requested that Catach send reinforcements to help tip the odds in his favor. Chief Onnist does not have a large standing army. He relies on a militia of his clans and his clan chief will not support sending their men to die for Onnist's brother-in-law. However, he has heard that the PCs are pretty good in a fight. He has asked them to aid his brother-in-law in this time of need. Considering that the PCs owe the chief their lives, they take up his request with honor.

The party travels to Dundee, the capital of Circind, and present themselves to King Dòmhnall MacCiomalain. King Dòmhnall welcomes the visitors and tells them they have come none too soon. Frangan MacLaren's army is on the move and the king's army will march out the very next day to intercept.

After a night of sharing ale with the men of Circind, the party gets some rest. They march out the next day and, after six hours on the move, meet MacLaren's force on the field of battle. After an hour of fighting, the superior numbers of the king's forces drive the rebels into a forest and are near to winning the battle.

Fighting men of Circind (both sides): init +1; HD 1; HP 6; AC 15; attack- spear +1d3, damage 1d6+1d3; MV 30'; saves F +1, R +1, W +0, align- neutral

A deal begins

It is at this point that Frangan MacLaren's anger and desperation catch the attention of a nearby siribi, a type of dark fey, by the name of Telenaris (pictured on the front cover). The siribi are always interested in ensnaring humans into a bargain. They have a sixth sense to pick up on human desperation which would make them ripe for the picking, and Frangan MacLaren is, at this point, a desperate man. Telenaris reveals herself to Frangan and asks him if he would like to make a deal in return for victory on the battlefield. "I'll pay any price you ask." he responds. That was music to her fey ears. "Your wife will deliver a child soon. Swear to hand that child over to me and I will give you that victory." With only a little hesitation, MacLaren agreed. Turning her attention to the battle, Telenaris unleashed the magical energy bound up in the faerie bargain. A confusion settled in on large groups of the king's men. An intense curse of ill luck severely hampered their fighting, and in mere minutes afterward, King Dòmhnall MacCiomalain was struck dead on the battlefield. The magically bestowed confusion became an epidemic of panic and fear brought on by the king's death and the ill fortunes suddenly overshadowing the combat. Before long, the king's men were in full retreat.

At this point, play two to three rounds of the combat with the PC's, starting before the curse comes into play. Then, announce that the party sees King Dòmhnall's death and play another several rounds. Add a penalty of -6 to every action the players take to reflect the curse now in place. This, and the breaking of the king's forces leaves an overwhelming number of rebels to focus on the PC's. The battle should continue until all of the PC's are knocked out. It will hopefully be clear to them at some point that a curse or other such impact suddenly tipped the battle, but don't directly point it out to them. If they press for the source of their penalty, the GM can tell them that they seem very unlucky, like there is a shadow of fate over them.

Seeing that they party are not men of Circind, MacLaren has them taken into custody still unconscious and has their wounds bound to prevent them from bleeding out. He wants to be able to find out why they are here.

Four days later, after MacLaren has claimed the throne of Circind for himself, his wife delivers her child. Upon seeing his son, which he considered of no account while on the battlefield, MacLaren now decides he cannot go through with the deal. That night Telenaris comes to him in the fortress of Dundee, ready to collect on his payment. MacLaren begs for reconsideration of the deal. Telenaris is unmoved by his pleas for mercy, but he offers to sweeten the pot if she would be willing to renegotiate, so she hears him out. MacLaren's cousin is with child and her husband died in the battle. He will move her into the castle and see to it that the child is delivered to Telenaris when the time comes. In the meanwhile, he will present to her several other people as a downpayment. She responds by telling him that adults may only be offered in the deal if they come willingly and if they are under his authority. MacLaren assures her that he can make this happen. Telenaris accepts the new terms but cautions the new king against attempting to betray her. He must deliver these other people to Dronoch island within three days. MacLaren's plan is to send the party to Dronoch island as his downpayment.

You slowly find yourself regaining consciousness, still in significant pain from the battlefield injuries you received. Your wounds have been bound, though not with much care. Looking about, you see that you are in a dungeon cell. Your hands and feet are shackled. Standing with you in the cell is a group of seven armed guards along with one man who looks to be a druid. One of the guards speaks to you, "King Fragen MacLaren has chosen to spare your lives. He will speak to you now."

Should the party attempt to escape at this point, the odds will be stacked against them. They are outnumbered, unarmed and shackled. However, as there is no predicting what PCs will attempt:

MacLaren guards: init +1; HD 2; HP 14, AC 15; attack- sword +1d4, damage 1d8+1d4; MV 30'; saves F +1, R +1, W +0, align- neutral

MacLaren druid: init +1; HD 4; HP 20, AC 15; attack- sickle +2, damage 1d6; MV 30'; SP Animal shape, Animal summoning, Astrology, Charm person/animal, Control plants, Runic alphabet, Curse, Snake charm, Spider Web, Stinging stone; saves F +0, R +1, W +3, align- neutral

You are brought into the throne room where you had met King Dòmhnall MacCiomalain. Now seated on the same throne is Fragen MacLaren. As guards lead you to stand before their king, he addresses you. "You are not of Circind, but yet you were fighting for MacCiomalain. Why? Were you mercenaries?"

Now that he has a plan in mind, MacLaren is really only asking because he is curious. He doesn't really care what the answer is. As long as it's not an obvious lie, he'll take it at face value. If they tell him the true story, he will respect that they were honoring a life debt and tell them that they should be assured that their debt has been paid.

MacLaren continues "Since you were not MacCiomalain's men, I have decided to spare your lives and release you, but this will come with a price. I have a mission for you. Should you accept the mission, not only are you free to go, but you will be rewarded handsomely upon your return. Should you decline, I'm sure there is still room for you in the dungeon. The mission is a simple one. There is an island off our coast called Dronoch that has been home to a tribe which does not see itself as part of Circind. Our relationship with these people has at times been difficult. I wish to establish profitable trading with these people, but first I need someone to make contact with them and deliver an offer of peaceful negotiations. Relations given what they have been with these people, if I were to go myself, I fear the wrong message might be sent, an overly aggressive one. As you are foreigners, perhaps you are better suited to deliver the message without risk of it seeming to violate our past treaties."

MacLaren has very carefully parsed his words to be technically true. He is unsure if this matters to the terms of the deal, but he's not taking chances. If the party declines, he will order them returned to the dungeon and denied food and water until they perish. If they accept:

"I will send you with a small token of peace to be presented to their negotiator, someone by the name of Telenaris." He holds up an engraved golden brooch. "Present this along with the message that a greater gift shall be sent in the future if positive relations are maintained. A boat will be sent to pick you up in two days time. That should be plenty of time for you to make contact. Upon your return with the reply, I will present each of you with 200 gold coins."

If the party asks about their gear, they will be told that it will be returned to them upon reaching the island. Assuming the party agrees to the mission, they will be immediately escorted to the shore in the pre-dawn hours. There, a boat is waiting at a dock. The contingent of guards boards the boat with the party and the captain pushes off.

The journey to the island takes about an hour. The guards keep a firm eye on you, whereas the captain ignores everyone on the boat and keeps his eyes on the sea. Approaching the island, it is difficult to make out its size or any details because of the thickness of the morning mist. As the boat comes into shallow water, the guards indicate for you to disembark. They throw the keys to your shackles onto the shore. The sea captain begins throwing the bundles of your gear onto the shore. For the first time, he looks you in the eye as he says, "That's all your gear and provisions." With a little more intensity in his gaze he adds, "Everything you need is in there."

Once the party has disembarked from the boat, the captain will use an oar to push away from the island.

Dronoch Island - Trácrío

As you set foot on the island, you can't help but feel different somehow. The air seems to have an almost electric quality to it and your senses seem to all be very slightly intensified. From here, you can see the island more clearly, as the mist is much lighter on the land. Beyond the rocky shore, tall grasses sway in the wind before a woodland which stretches out to the right and left as far as you can see. Glancing back to the water, you see that the boat which brought you has inexplicably vanished. The bundles which hold your gear lay on the rocky shore near your feet. You hear in the distance the faint sound of a child's laughter.

The PC's are not on Dronoch Island, at least not in a physical sense. Dronoch island is a gateway to the fey realm of Elphyne, at the region of Trácrío. From the point of setting foot on the island, the boat which brought them will vanish from their sight, as they are no longer in the world of men. The PCs are trapped in Elphyne until they are released through magic. This will happen in part two, A Deal Undone, if they are successful.

When inspecting the bundles, the PCs will find their weapons and armor, along with about a week worth of rations. It will then be clear that there is more bulk to the bundles, hidden within the leather that wraps them. Digging into the wrapping, they will find a second set of weapons, one for each character of the same type as their primary weapon. This second set is iron rather than steel. In the case of a bow, there will be 30 arrows with iron heads. They will also find a fist sized bag of salt.

The laughter the characters hear is coming from the edge of the woods. A pixie by the name of Threoru is watching them come ashore. She finds the sight of mortals in her realm as very strange. She will fly closer, invisible, to take a closer look, giggling playfully as she goes. Once she is nearby the party, she will dart around them for a few minutes in a makeshift game of tag. After a few minutes of this, or sooner if the PC's ask her to reveal herself, she will become visible.

The source of the laughter comes into view in the air before you. A small, female humanoid with butterfly wings materializes. Her skin sparkles in the daylight and the yellow dress she wears seems to have a glow of its own. She looks at you with great curiosity and addresses you excitedly, "My name is Theoru. How did you get here?"



Theoru - pixie

Init: +7; Atk -; AC 16; DR 5, iron or magic weapon to overcome; HD 4d8; HP 24; MV fly 60'; Act 1d20; SP Color Spray +8, Sleep +6, Magic Missile +10, Forget +6, Phantasm +8, Runic alphabet, fey +10, Slow +6, Blessing +8, Invisible at will, regenerate 1 hp/turn, luck sharing 5/day; SV Fort +3, Ref +7, Will +7; AL G

Pixies are roughly 6 inches tall. They have butterfly-like wings in a myriad of colors and shapes. They wear brightly colored clothing that glows with a light of its own, as does the pixie itself. Somewhat more serious than the smaller sprites, pixies are often thought of by humans as being the adult form of the sprite. They are however two separate types of beings. Pixies are friendly towards humans of goodwill and have been known to exhibit genuine compassion towards humans in distress. They never forget a kindness done for them, repaying the giver many times over. Of all the seelie fey, it is pixies who are most likely to approach a human to offer a bargain, doing so out of a genuine desire to bring a blessing upon the human. Unfortunately, they are often naive in this process, failing to realize that some things which humans desire are not beneficial to them. Evenso, their motives are for good and they will not consciously obscure the terms of a deal.

Theoru is fascinated by the party and curious about their presence here. She initially thinks they are a very strange type of fey, but will come to realize they are mortals. She knows very little about mortals, which only serves to feed her fascination with the party. If the party is friendly with her, she will become a companion and guide for their travels through the fey realm.

At some point in the conversation, Theoru will ask why the PCs have come to Elphyne.

- If they mention their mission from the king, she will assume they have come to meet with Saole, queen of the seelie court. She will offer to take them to the queen's castle, Ailleacht. She will inform them that not just anyone can meet with the queen, but she will introduce them to some friends who might be able to arrange an audience.

- If the party specifically mentions the name Telenaris, Theoru will instinctively recoil in fear.

Telenaris is well known by name among seelie and unseelie alike. She is a siribi, a type of unseelie that particularly enjoys ensnaring mortals in horrible bargains which cause misery for the mortal and increase the power of the siribi. Of the siribi, Telenaris is one of the most well known for her power and cunning.

While the PCs are speaking with Theoru:

Through a gap in the woods, you see a pair of black stags emerge, pulling a black carriage. The stags pull the carriage parallel to the woods to a point 60 feet in front of you. The doors of the carriage open as though issuing an invitation. At the sight of the carriage, a look of fear flashes over Theoru's face just before she becomes invisible. You hear her timid voice, just above a whisper, give you caution.

Theoru's reaction will differ slightly depending on what the PC's have told her.

- If the party has mentioned Telenaris by name, she suspects that the carriage is from Telenaris and she is correct. Theoru will say "She knows you're here."

- Otherwise, she will say "The siribi have found you", siribi being the type of dark fey that Telenaris is. Theoru recognizes the carriage as being of siribi style.

Each PC must make a DC 10 will save or be inexplicably drawn to board the carriage. Those so enchanted will be in a trance-like state, unresponsive to their surroundings, focused only on walking to the carriage and climbing in. Any PC's not affected may snap their allies out of this state by physically jostling them. Theoru will emphatically plead with the PC's to not get in the carriage, assuring them that it can only end in torment. On the off chance that the entire party fails their saves, Theoru will attempt to stop them by using Sleep and Color Spray. If the party decides to board the carriage of their own free will, she will plead with them to reconsider, but will not attempt to stop them. Any PC's who board the carriage will be taken to Telenaris in the dark forest of Ghruama. See the Ghruama section for details.

Theoru will tell the party they should follow her away from this spot. She will make herself visible again for the party's sake and fly towards the woods aiming for about 100 feet behind the black carriage. If the party follows, she will lead them through the woods, specifically choosing a route which is too dense for the carriage to follow.

Theoru darts into the woods with an intense look of purpose on her face. Shortly after entering the woods, she holds her hands up in front of her and says politely, "A path, if you please." In response, the foliage bends to the sides, forming a temporary path which then closes back up behind you. You get the distinct impression that the forest's reaction is sentient. With every step you take, the plants around you seem to react to your passing. It's hard to say exactly how long this passage takes. In some senses, it seems like it's been only a few minutes, but you seem to have traveled an impossible distance for that time. The forest opens up to reveal a village comprised of dozens of mound homes with small wooden doors. Theoru pauses, visibly relieved. She says, "This place is Contrath. The siribi won't come after you here."

Selected Regions of Elphyne

As the party may take various paths, these regions are listed alphabetically, and are not indicative of the order encountered. See the map in the back of the book.

Áilleacht

The palace of Áilleacht is the home of the leader of the seelie fey, Queen Saole. This vast building is made primarily of a variety of gemstones. Entire walls composed of a single, solid piece of emerald, for example, are the norm. Much like the realm of Elphyne in general, the palace of Áilleacht is not static. It changes and shifts from time to time in a way that would bewilder a mortal visitor. The manner of this shifting reflects the subtle moods of Queen Saolae at any given time. When her mood shifts, so does the makeup of the palace. Though the particulars may change from time to time, the general appearance of the palace from the outside is much like a very large human castle.

A great many seelie faeries of all types inhabit Áilleacht with the queen, engaging in continuous revelry, to the queen's delight. Excepting the occasional time when the queen's mood becomes sad or angry, the atmosphere in Áilleacht is one of light and festivity. Faeries do not need to eat for sustenance, but in Áilleacht, they do so for pleasure. Frequent banquets are held in the main hall, where the delights of food and fey wine mix with energetic music to create festivities that surpass anything in the mortal realm.

There are several events which could trigger the party being welcome to visit Áilleacht.

- The party showed a willingness to put themselves in harm's way to protect the fields of Dathra from the stonehorns.
- The party showed a willingness to put themselves in harm's way to protect the grigs from the Hunter (see the Hunter's encounter).
- The party agrees to do what they can in an attempt to bring Telenaris and Ead back from their darkened states.

These events are in order of increasing impact upon the queen's opinion of the party. In the first case, they will be received at the court and the queen will cloak their shattered aura, at the very least to prevent such problems from recurring. If the party protected the grigs, they will be received as honored guests.

If the party has shown an interest in trying to heal Ead and Telenaris:

While you are approaching the emerald citadel, a pixie flies out from it and into your presence. Her appearance is somewhat similar to that of your guide, Theoru. She faces you and curtsies in mid air. "Greetings fair visitors." You are invited by Queen Saole to visit Áilleacht. Please come with me.

If the party approaches Áilleacht without being welcome, they will find that the palace has no doors, windows nor other means of entry. If they are welcome, there will be a large open door on whatever side they approach. Upon entering, the party will be allowed to walk through various rooms and hallways on their way to the throne room. The particular configuration is not important, as it is never the same thing twice. The palace itself will lead them where they need to go by placing doors in their path. Each room they pass through will be inhabited by a wide variety of faeries engaged in a never-ending party. Whether singing, dancing, eating, drinking, laughing, joking or playing games, each space is filled with a different mix of mirthful behaviors.

The throne room of Áilleacht is a massive open space, very roughly 100 feet long by 60 ft wide by 60 feet high. The walls and floor seem to be made of a mixture of solid emerald and sapphire, gleaming brightly, bathed in the light that fills the room, a light with no particular source. The pattern of green and blue swirls that make up these surfaces appears different each time you look at it, but you don't see it shifting. A light, festive music drifts through the air like a spring breeze. Dozens of faeries fly about in all given directions, beaming with joy and laughter. About three quarters of the way down the room is a sapphire dais on which sits an emerald throne. The throne's inhabitant is an indescribably beautiful faerie woman, looking similar to a short elf, exuding an unearthly presence. Her skin is a light golden color which sparkles of its own light. Her hair is light brown and dotted with small flowers of various colors. She greets you as you walk in, "Welcome to Áilleacht."

Queen Saole will express that it will not be appropriate for the party to move about her realm with this corruption surrounding them tainting her lands. She will cloak this aura of theirs, which will not remove it but will prevent it from being detectable or from creating corrupted magical events around them. She will caution them though that if they do not get the matter of the broken bargain resolved, this aura will dog them permanently, creating a luck bleed for the rest of their lives [-1 to max luck each month until they remain stuck at a 3 luck]. Also, until this aura is completely resolved, it will be quite difficult to return them to their homeland.

As mentioned above, the extent of welcome extended to the party will depend on the actions the PC's have taken to earn their audience with the queen. Regardless, if anyone in the party is injured, she will heal them to full health.

- If the party has earned a minimal welcome, the queen will politely welcome them in and ask Theoru to introduce them. Afterward, she will cloak their aura, share with them some nectar and then they will be escorted on their way.

- If the party is being received as honored guests, the queen will thank them for their courage and have a feast brought in for the heroic friends of the seelie. The feast will go on for what seems like a day or so.

- If the party has taken on the quest for Telenaris and Ead, Queen Saole will likewise hold a feast in their honor, engaging with the party much more casually as though with close friends. She will bestow upon the group a blessing of luck (+2 luck, expires when they leave Elphyne). She will also give each PC a violet taken from her own hair. As long as they are in possession of this violet, they will be immune to the luck stealing power of the unseelie.

Aithes

The little town of Aithes is inhabited mostly by brownies. They live in small, well crafted homes inside tree trunks or carved out of large rocks. Each of these homes holds a workshop where the brownie inhabitant spends most of their time, engaging in some activity that mortals would identify as a skilled trade - carpentry, pottery, baking, tailoring, goldsmithing etc. A mortal coming into Aithes might find it odd to see very few people active outside. This is because the brownies spend most of their time happily working their craft. The brownies are always interested in showing off their craft to admirers of their work. They can generally be convinced to trade something they've already made, but whatever they are working on currently may not even be considered for trade until it's finished. This is sure to be an extremely long wait by human standards, as the brownies are notorious perfectionists in their craft.

The party might pass through Aithes on their way to or from Amharclann or Áilleacht. The brownies here will be very apprehensive about the party until they have met with Queen Saole and will be unwilling to trade with them until that point. If the party has met with the queen, the brownies will offer to trade crafted goods with the party or to train a PC in a skill. If a PC already has a background in a given skilled craft, spending a few hours getting tips from one of the brownies will give the PC a +3 on rolls for that skill.

Amharclann

The village of Amharclann is inhabited mostly by canaith faeries. These masters of music fill their town with a continuous scattering of impromptu concerts, dances and musical theater. The town is composed of houses that are built into the trunks of trees or of enormous mushrooms or in some cases assembled out of logs, stones, leaves and branches. In the center of the town is a bowl-shaped amphitheater that is capable of seating many hundreds of faeries. This space is used when one of the canaith have come up with a composition that they wish to share with the whole town.

The first time the party approaches either the region of Amharclann or Mórcoill (only once overall, not once for each area) they will generate the encounter listed under Ead the Hunter in the NPCs section.

Upon entering Amharclan, Theoru can lead them to the Storyteller, a large treant who usually resides beside the central amphitheater.

If the party has not yet had their aura cloaked by the queen:

They will be given a wide berth. The Storyteller will not completely shun the party but he will initially only speak directly to Theoru. He will inform her that the PC's must demonstrate that they are near to the spirit of the canaith by presenting some kind of artistic performance. If there is a bard in the party, this will be very easy. Otherwise, the party will need to use some imagination. In general, a performance that meets a skill check of DC 10 will be minimally acceptable. Keep in mind to determine if the skill is trained or untrained.

If the party has already met with Queen Saole:

The party's entry into the town will draw immediate attention and will become a parade, heralded by singing and dancing canaith walking before them. This procession will head to the amphitheater, where the party will be asked to present some sort of performance for the gathered crowd. The Storyteller will be happy to speak with the party immediately, if they so choose, but will prefer to allow the indulgence of the gathered crowd. Any sort of performance, regardless of the level of skill shown, will be received with gracious applause and compliments, though higher skill rolls will receive a more intense response.

The Storyteller will tell the story of Telenaris making a deal with Fragen MacLaren in order to win the battle, how MacLaren wanted to renegotiate the deal, and how he offered the party as a downpayment. He will explain that the reason the deal is fractured is that the PC's were not MacLaren's subjects and as such they were not acceptable payment. He will tell them that in order to resolve the broken bargain and fix their aura, they will need to find Telenaris and get her to understand what happened. He suggests meeting with Seangur in Mórcoill for advice on this. If they have not already done so, he will tell them they need to go to Queen Saole in order to get their aura covered before heading into the unseelie lands or else they will be inviting doom.

Contrath

The village of Contrath is a faerie marketplace. Fey creatures of many different kinds, from light to dark and everything in between, come here to trade with each other. Under most circumstances, the seelie and unseelie tend to avoid each other's presence, both being uncomfortable with the other. Here in Contrath though, faeries of all types mill about with little concern for differences. Some trading is done in an organized manner, with rocks set up in front of mound homes to serve as display tables. Other traders simply drift about, holding out a thing that they have found and are offering for trade. The goods being offered are incredibly varied and there is no apparent connection to what mortals would consider a rational scale of value. An acorn might be traded for a gemstone and the recipient of the acorn might feel like they got the better end of the deal.

About three quarters of the faeries trading in the open market will treat the PCs just as they would anyone else. Most of them will recognize that the PC's are mortals, but they don't grasp how different the mortal mindset is from their own. Some of the unseelie present see the PC's as an opportunity to barter for something of real value to them, a mortal's shadow or at least a lock of hair. They will offer sizeable gemstones in trade, knowing that mortals place high value on them. If Theoru is with the party, she will warn the PC's against making any such trade. See the section on Fey Bargains in the Isles of the Celts book.

Theoru will tell the party that they should find a brownie. She knows that these faeries spend more time in proximity to humans and she's sure that one of them will have a better sense of how to address the party's predicament. Give the party some time to work through the marketplace and be approached by various traders. In this process, they will also notice that a few of the faeries will seem very disturbed by their presence and will flee from them. If the party asks Theoru why this happens, she will not know.

After some time of working through the market, Theoru will spot a brownie named Tindie who is selling strawberries. Theoru will greet him by name. Upon the party's approach, he will seem very apprehensive, giving Theoru a worried glance. Theoru will reassure the brownie that the party may look strange, but they're mortals after all. Tindie will explain that the problem isn't how they look, it's the cracks in their shadows. Upon Tindie pointing it out, the party will be able to notice small cracks in their shadows. Tindie will explain that they are somehow related to a broken bargain and as such, dark and twisted fate will follow them until it is resolved. If pressed for more information, Tindie will say that it's beyond his discernment. He will offer two suggestions. The party can seek out the wise one called Seangur who dwells in Mórcoill or they can find the Storyteller in Amharclann. Either of these two might be able to provide the PC's guidance about their circumstance. The Storyteller may be able to tell them what happened to them and Seangur could perhaps tell them how to fix it. Any attempt to go to the seelie court to see the queen will surely not be accepted until they have more information about their shadows and have shown themselves to be friends of the fey. Tindie will also tell the PC's that going into unseelie lands to find the faerie who made the bargain before their corrupted aura is dealt with would be inviting disaster. Those lands are dangerous enough under normal conditions without the amplifying effect of the magical corruption which surrounds them.

What Tindie cannot discern is that the taint around them is a consequence of the disruption of the bargain between MacLaren and Telenaris. Because the PC's were not MacLaren's subjects, he did not have authority over them. As such, his effort to have them serve as the partial payment for his bargain was invalid. The fey bargain's innate magical connection was twisted by MacLaren dodging the terms of the deal. This has left the PC's surrounded by an aura of magical corruption which will remain until the deal is resolved in some manner. This aura can however be covered by Queen Saole to minimize its impact. Until that time, certain adverse events will happen simply by the party's presence.

Dathra

The fields of Dathra are vast, expansive meadows which are home to an incredible array of wildflowers. Mortals visiting this region report seeing colors they didn't know existed. The visual intensity of this explosion of color leaves many visitors stunned, literally speechless. It is always daylight in Dathra, and though there is no actual sun in the sky, the direction and intensity of the light does vary periodically as though progressing through different stages of the day. It is said that seeing Dathra at a new "time" is almost like seeing it anew.

A continuous song hovers over the fields of Dathra. The joyous laughter of innumerable sprites and pixies as they flit about in this endless meadow creates a music which is a perfect compliment to the visual beauty. This eternal symphony, always fluctuating in overall pitch and intensity, could seem an intentional composition if one were less aware of the nature of the particular fey dwelling here. The sweet sound is loud enough to be always audible, but never so much as to distract from the visual spectacle.

The party might pass through Dathra on the way to other areas. If this happens before Queen Saole cloaks their aura, their presence will cause three rocks in the field to rise from the ground and transform into stone bulls. These bulls will begin to charge through the field, trampling both the foliage and the faeries.

Stonehorns (3)

Init: +1; Atk +5, gore 1d8+5; AC 19; HD 3d10; HP 18; MV 50'; Act 1d20; SV Fort +6, Ref +2, Will +1; AL N

Ghruama

The shadowy forest of Ghruama is a dark and sinister realm. Dying, rotted trees mix with bushes and vines sporting massive thorns. All of these plants shift and move in a manner that gives any visitor the impression they are being stalked - an impression that is all too true. Even the shadows in Ghruama creep along and threaten to strike at interlopers.

If the party has met with Queen Soale and has had their corrupted aura cloaked, skip this section and proceed to **Ending Part 1**.

Regardless of how the party came here, if they have yet to meet with the queen, Theoru will have pleaded with them to not go. She will however, follow along invisibly, only interacting if a PC's life is in imminent danger.

If the party travels to Ghruama, on foot, they will have the following encounter:

Within minutes of passing into the forest of Ghruama, sinewy shadows slither along the ground like sinister anacondas moving in for the kill.

Shadow snakes (3)

Init: +4; Atk +5, bite +6, 1d6 + luck stealing 1 (DC 14 Will save) + constrict for 1d4 on successive rounds (DC 12 reflex save); AC 15; DR 5, iron or magic weapons to overcome; HD 4d10; HP 20; MV 40'; Act 1d20; SV Fort +2, Ref +6, Will +1; AL E

When the battle ends, Telenaris who was watching from 20 feet away, will become visible and casually walk towards the party.

If the party arrives in Grhuama by way of riding in the carriage that Telenaris sent to pick them up, the carriage will travel directly from the beach to Ghruama. It will stop shortly after entering the dark forest. Move on directly to Telenaris's encounter.

Telenaris

A female faerie becomes visible about 20 feet from where you are. She walks towards you with an air of confidence as though she owns the place, which she just might. She has grey skin and hair, red eyes and unnaturally long clawed fingers. Even the strange sigils on her dress evoke a deep feeling of foreboding. She speaks to the group, "At last, my payment." After just a few moments of eyeing the party, her expression becomes even more bitter. "Something's not right," she says. "You are not MacLaren's subjects, are you."

Assuming the party confirms this, Telenaris will explain that she cannot take the party. As much as she would love to sell the lot of them - any women characters as slave labor and any men to be slaves of Queen Desenach - doing so would validate MacLaren's treachery by accepting his faulty payment. She may be inclined to answer a few brief questions about what is going on if the party speaker makes a DC 15 personality check. However, she will be generally dismissive of the PC's, considering them beneath any merit of her time. She will turn invisible and disdainfully walk away.

At this point, Theoru will reveal herself and offer to lead the party back out, going to Contrath.

Mórcoill

The scale of the forest of Mórcoill is boggling to the mortal mind. The trees are as tall as 40 men and would require 30 men, arms outstretched, to encircle their base. The forest is inhabited by a wide range of seelie faeries - elphi, pixies, sprites and canaith, just to name a few. The region experiences day and night cycles, though these appear to be random to mortal visitors. Given the coverage of the forest canopy, the day times are never terribly bright. During the night, glowing insects and fungi, as well as lights made by playful faeries, create a sparkling glimmer throughout the area that is enchanting to see (figuratively speaking). The forest is touched with the subtle sound of the music of the canaith. Their songs may range from soft tunes that blend with the natural sounds of the forest to energetic dances. Regardless, their numbers within Mórcoill are few and scattered, making their music a component of the background.

The first time the party approaches either the region of Amharclann or Mórcoill (only once overall, not once for each area) they will generate the encounter listed under Ead the Hunter in the NPCs section.

Once in the forest of Mórcoill, Theoru will realize that the party has a new problem. The elphi known as Seangur lives very far up in one of the forest's massive trees. The elphi are extraordinarily skilled tree climbers, moving along the trunk and limbs of a tree no more slowly than walking along the ground.

The party will need to devise some means to get themselves 100 feet up into one of the forest's giant trees. Climbing the tree unaided requires a DC 12 climb check per 30 feet. Requesting Seangur to come down to them is unlikely to work (DC 18 personality check) unless the party has already met with Queen Saole. This is less a consequence of their corrupted aura than of the importance that will be granted to the party's mission by virtue of that meeting.

Seangur is an elphi, a faerie which looks much like a human child, aside from the sparkle of their skin. Seangur in particular would resemble a human boy about 7 years of age. When the party comes to his branch, he is watching with great interest as a canaith is playing a flute. As the party approaches, he looks up, looks first to Theoru and greets her. "Hello, Theoru. It's so nice to see you again." Won't you introduce your friends?

After Theoru introduces the party, Seangur will invite them to join him for a drink. He will bring forth a walnut shell for each person and fill it with nectar by pouring it from a flower on a nearby vine. Each person will receive a small serving, but nevertheless it ought to be sipped. The intensity of the flavor is enough to send the mortal mind reeling. After sharing a drink, he will ask if the party's presence has something to do with their corrupted aura. If the party does not mention Telenaris's name, he will have little to add beyond what they have already heard. He will tell them though that if they do get a name,

they can return to him and he may be able to help them more. He will suggest that they can likely get that name by talking with the Storyteller in Amharclann.

If the party gives him Telenaris's name, he will sink back, looking sad for the first time in their conversation. He will relate to the party the background story of Telenaris as given in the History section of the module. He will tell them that Telenaris can be found at the lighthouse of Bhaoite, deep in unseelie lands. He will touch each PC on the forehead, magically imparting to them an understanding of how to navigate the paths to Bhaoite without a fey guide.

Seangur will also tell them that he thinks their presence here might provide a chance to heal the broken state of Telenaris and Ead and allow those two to return to their original seelie state or perhaps complete their intended journey to humanity. His theory is that Telenaris would have to be persuaded to make contact with Ead, whom she has not seen since their accident. They could perhaps either complete their original spell or conclude and seal its magic. The former would require them to have mortal blood from a new source. If the party would be willing to help make that happen, many of the seelie, including likely the queen herself, would be deeply indebted to the party.

If the party returns to Seangur at a later time and has accepted the quest to help Telenaris or has been received as guests of the queen, he will come down to meet them rather than having them come up to him.

Ending Part 1

Part 1, Terms of the Deal, ends when the party is ready to travel into the unseelie lands to find Telenaris. Ideally, this will be after they have interacted with Seangur and the Storyteller. By necessity, it will be after they have met with Queen Saole. If they move on towards Ghruama before having their corrupted aura cloaked by the queen, go to the section on Ghruama in this adventure.



Part 2 - A Deal Undone

An adventure for 4-6 characters, level 4

By Ed Stanek

Using the Isles of the Celts campaign setting

GM Introduction

In Part 1, Terms of the Deal, the party came to find out that they have been used as pawns by Fragen MacLaren in his corrupt attempt to take the throne of Circind. In Part2, the party must contend with the realms of the dark fey in order to get home.

Travel in the realm of Elphyne is very different from travel in the world of mortals. Travel in Elphyne is not a simple matter of walking long enough in the given direction. A mortal traveling in Elphyne without a fey guide has little hope of finding their way in this dreamland. To the fey, navigating their world is intuitive; they describe it simply as going the right way. For a mortal, travel without a guide could just as easily result in traveling through the same terrain for years or bringing the mortal to a random region of the realm. If the mortal has a firm idea of where they are going and has traveled between at least three different regions, they may successfully navigate between adjacent regions by making a will save DC 15.

A partial map of Elphyne is included in the back of the module. This is only for the purpose of indicating regions which are adjacent. Thus, going from Contrath to Mórcoill, one goes through Dathra. As indicated above, distance between regions is not a constant.

Player Introduction

Betrayed by the cowardly clan chief Fragen MacLaren, you found yourself stranded in the land of Elphyne, the realm of the enigmatic fey. Had it not been for the actions of a sympathetic sea captain, you would have been not just stranded, but also lacking any effective weapons. You've learned that MacLaren made a corrupt bargain with a dark faerie to secure victory over the rightful king of Circind, offering up innocent human lives as his payment, and that you were the first step in that payment. You've learned that you were not appropriate to serve in that role as you were not his subjects and as such, you are surrounded by an aura of corrupted magic. Queen Saole of the seelie fey has cloaked that aura for you, but you will not be able to return to your home world until the aura is fully resolved. To that end, you now find yourself braving a journey into the dark lands of the unseelie fey, looking for the faerie who made the pact with MacLaren, a faerie by the name of Telenaris. You've been given a suggestion on where to find her, but the hunt will not be easy even so. The kindly pixie, Theoru, who guided you through the seelie lands will not be traveling with you.

You've got a daunting checklist. You must find Telenaris and not only get her to realize that you are not valid payment for the debt, but that in fact there will be no forthcoming payment. The deal has been breached by MacLaren and the weight of that must now fall on him. This is the only way to permanently clear up the magical corruption surrounding you. Furthermore, your best bet at returning home may be to convince Telenaris to send you back in rejection of MacLaren's attempt at payment.

Should you decide to take up the cause, there is also the possibility of redeeming both Telenaris and the spectre known as the Hunter, both of whom used to be seelie faeries before their catastrophic magical accident. If you could manage that, several of the seelie fey, including the seelie queen, would be deeply in your debt.

Finally, there is the matter of the betrayal by Fragen MacLaren. His use of the fey bargain to support his uprising against King Dòmhnall MacCiomalain would be seen as greatly dishonorable by his people, voiding any legitimacy around his claim to the throne. Add to that the fact that he misled you so as to send you to the fey realm to cover his debt, and you have score to settle with the would-be king.

If necessary, summarize to the party the sections from Part 1 called “History” and “A Deal Begins”.

Once the party navigates the forest of Ghruama, they must traverse the treacherous crags of Fiaclen and then press through the Pottaca swamp to get to the rocky shore of Bhaoite where Telenaris dwells in a place called the Nightmare Lighthouse. At least one member of the party must succeed in a DC 12 will save every time they are moving from one region to another in order to enter the desired region. Failing to do so will place the party back to the start of the region they are trying to leave, repeating the encounters therein.

Selected Regions of Elphyne

Ghruama

The forest of Ghruama is perpetually dark and shadowy. Like much of the unseelie lands, it has just enough light to allow a visitor to see that they are somewhere they don't want to be. The dead trees look to be looming over every path, seeming ready to reach down and snatch a traveler. Nearly every plant has large, needle sharp thorns, requiring extreme care on the part of travelers. Disturbing sounds echo through the woods, giving any visitor the distinct sense that something malevolent is stalking them.

Passage through this region will result in three episodes of impacting the ubiquitous thorns. Treat each event as though the thorn is attacking the character with a +2 attack, 1d3 damage.

Also, each trip through will result in a combined encounter with whip vines and grimcats. The vines snake in quickly from the foliage and attempt to ensnare. Once the vines attack, the grimcats will join in the next round, hoping to benefit from the entanglement of the vines.

whip vines (3)

The whip vines simply look like thick, thorny vines, blending in perfectly with the rest of the foliage.

Init: +3; Atk +2, constrict 1d4+1; AC 13; HD 2d8; HP 10; MV 40'; Act 1d20; SV Fort +2, Ref +3, Will +2; AL C

grimcats (3)

The grimcats look basically feline, about twice the size of a housecat, but with brown skin that looks more lizard-like.

Init: +3; Atk +6, bite 1d4 + 1 bleed (1/round until wound bound); AC 15; HD 4d8; HP 20; MV 50'; Act 1d20; SV Fort +2, Ref +6, Will +3; AL C

Fiaclen

The region of Fiaclen is a very inhospitable field of dark, rocky ground formed into small hills interspersed with deep crags. Walking through this land is slow going, both because of the unevenness of the terrain and also the unstable footing posed by the shifting gravel that covers much of it. Visibility is relatively clear, but that is actually depressing at points. The field of stones goes on for such a distance in any direction that the scope is quite discouraging. Given the non-static nature of distance in Elphyne though, it doesn't take any longer to traverse Fiaclen than any other region.

Passage through this region will require three reflex saves, DC 10. Each failure indicates the character has taken 1d3 damage from twisted ankles and other such mishaps by virtue of the unstable ground.

Any passage through this region will result in an encounter with assassin stones. These creatures appear to be rocks with eyes and a mouth. They are about 2-3 feet across and blend in seamlessly with the surroundings when their eyes and mouth are closed. They sense vibrations of people walking along the ground from 100 feet away. They can move through solid rock at the same pace as a human walking. They will typically use their tremor sense to judge the path a person is walking and then move themselves to be within that path, opening their mouth to attack when the walker is within a few feet.

assassin stones (4)

Init: -1; Atk +6, bite 1d6+3; AC 18; HD 4d10; HP 32; MV borrow 30'; Act 1d20; SV Fort +5, Ref -1, Will +3; AL C

Portaca

The dismal swamp of Portaca is filled with a mist that carries a stench of decay and rot. The visibility is poor, making it nearly impossible to pick out a dry path or to keep moving in the same direction. What can be seen, at indiscreet distances, are the wil-o-wisps that drift through the mist seeking new victims. Less noticeable are the undead remains of their previous victims, the marsh zombies that haunt this forsaken realm.

The wil-o-wisps will seek to maneuver the party to a pack of zombies. They will attempt first to use their Lotus Stare ability to cause the party to follow them. If the party follows the wil-o-wisps, they will simply lead the party to the spot. If the party avoids them, they will instead herd the party in the appropriate direction. Once in range, the zombies will rise out of the swamp water to attack, gaining 1 round of surprise action (spot hidden DC 16 to notice them beforehand and avoid surprise). Immediately after the end of the battle with the zombies, the wil-o-wisps will attack.

marsh zombie (4)

Init: -1; Atk +4, claw 1d4 + disease (fort DC 10, lose 1 stamina/day); AC 12; HD 2d8; HP 10; MV 20'; Act 1d20; SV Fort +3, Ref +0, Will +1; AL C

These undead operate at an animal intelligence, knowing only the urge to kill living things.

wil-o-wisp (3)

Init: +3; Atk +7 (ignore non-magical armor), withering 1d6; AC 14 (require iron or magic weapon to hit); HD 5d8; HP 25; MV 60'; Act 1d20; SP *Lotus Stare* +5; SV Fort +2, Ref +6, Will +2; AL E

These incorporeal dark fey have one goal in life, to add to the number of mortal corpses scattered through their swamp. They are repulsed by salt and will not cross over a line of salt. Those affected by their *Lotus Stare* effect will follow the wil-o-wisp anywhere it leads.

Dorchadas

Queen Desenach's fortress at Dorchadas, set under an eternally gloomy sky, is a sight that is both impressive and oppressive. Looking like an enormous gothic-style castle made entirely of obsidian, its angular design and razor sharp edges create an impression that the castle itself is aggressive, which in fact it is. If anyone approaches within 50 feet, it will open a doorway in the nearest wall. Once the visitors step in, it will seal off the opening, trapping them inside its impossible labyrinth of pain.

There is no reason for the party to come to Dorchadas in this adventure. If they are foolish enough to do so, they are deserving of the miserable fate that awaits. More information about the citadel of Dorchadas is available in the [Isles of the Celts](#) guide book.

Bhaoite

The rocky coast of Bhaoite borders a restless sea, with chilly winds constantly sweeping in from the water. The region is cloaked in a perpetual state of twilight and mist. Very near to the water, a lighthouse rises 100 feet above the cliff, spilling out a pale green light. During rough seas, the coast and its lighthouse are visible from the world of mortals. The Nightmare Lighthouse serves as bait, drawing sailors seeking refuge from storms. Over the centuries, many sailors have fled sinking vessels and made it onto these shores, thinking they have reached the safety of dry land, only to find that they are trapped in the world of Elphyne, facing a lifetime of slavery at the hands of the unseelie fey.

On top of the lighthouse is perched a massive vulture, twice as tall as a human. It is constantly on the lookout for mortals to grab and deliver to the holding pens on the roof of the lighthouse. This is where the faeries collect the mortals before trading them to other fey, often Queen Desenach, as slaves. Once the party comes within 100 feet of the lighthouse, it will dive on the party. When it becomes clear that the party poses a dangerous threat, the vulture will combat the party rather than attempting to capture. If it goes below 10 hit points, it will flee.

corrupted vulture

Init: +1; Atk +5, gore 1d8+5; AC 17; HD 4d10; HP 40; MV fly 60'; Act 1d20; SV Fort +4, Ref +4, Will +2; AL C

Inside the Lighthouse:

The door to the Nightmare Lighthouse is neither locked nor trapped, at least not from the outside. When looking in from the outside, the door appears to lead to a plain stone room, 30 feet in diameter, with a spiral staircase in the center going up into the darkness. This is merely an illusion (DC 18 will save to resist, must actively attempt to disbelieve). When the party has entered, the door will automatically close and the true nature of the room becomes clear. This space is much bigger than the dimensions of the tower. In fact, like much of Elphyne, it is not truly accurate to speak in terms of its size. Those who step through the doorway enter a maze of thorny hedges. These thorns are razor sharp and the plants are stronger than steel. The maze goes floor to ceiling (10 feet tall). Once the door closes, it disappears to any who are inside.

Navigating the maze requires three consecutive successful DC 15 intelligence checks. These checks each require 12 hours to execute. Each check may be influenced by bonuses that affect skill checks. Other ways to influence the rolls:

- Successfully casting *ESP* on the maze itself will grant an automatic success on a navigation roll, but the caster will suffer the temporary loss of 1d4 points of personality from the disturbing impressions that flood into their mind. As long as the affected person is in the maze, this personality loss will not recover without magical aid.
- Successfully casting of *Knock*, *Locate Object*, *Protect from Evil* or *Second Sight* will add +4 to the roll.
- Successfully casting of *consult spirit* will add +6 to the roll.

The GM may allow bonuses for other magic as appropriate. The party must select one individual character who will make each navigation check, i.e. a given character may make any number of attempts, but any given check may be only attempted by one character.

Though they will not attack, the hedges seem very sinister, as though they just might. Each day spent in the maze requires a DC 10 will save to avoid the temporary loss of 1d4 points of personality from the oppressive sense of malevolence that permeates the maze. As long as the affected person is in the maze, this personality loss will not recover without magical aid. Any dark faerie can automatically navigate the maze in 10 minutes.

When the end of the maze is reached, the PC's will come into a 50 foot diameter clearing.

After so long in the claustrophobic maze, coming into an open area ought to be a relief. However, this space is unwelcoming for other reasons. Across the clearing is an ornately carved wooden chair. Seated in the chair is a female dark faerie with grey skin and hair, red eyes and unnaturally long clawed fingers. Even the strange sigils on her dress evoke a deep feeling of foreboding. She is sipping some green icor from a glass goblet, but pauses to speak to the group, "Oh good, you've come to me. That saves me the trouble of having to fetch my payment myself."

The faerie is Telenaris, pictured on the front cover of the adventure. Her stats are given in the NPCs section at the back of the module. It is incumbent upon the party to convince Telenaris that they are not a valid payment for MacLaren's debt, because they were never his subjects, a fact that MacLaren knew. If they can present this information convincingly, Telenaris will hold the deal to be broken, and as such the corruption will fall on MacLaren; the corrupted aura will be removed from the PC's. At this point, Telenaris will inform the PC's that she will not take them captive, as that would validate MacLaren's attempt at payment. She will suggest that they remove themselves from unseelie lands because the other locals will not be under any such reservation. Likewise, if she sees them again, all bets are off.

If the party wishes to make an attempt to redeem Telenaris, now is the time. Depending on the argument used, a personality check may be required. One PC must be selected to make this check.

- If the party appeals to her history as a seelie, this will be a difficult sell. She considers that part of her to be dead. The DC is 20.
- If the party mentions the possibility of completing her spell and becoming human, the DC is 10.
- If the party addresses her by her original name, Ceana, they receive a +2 bonus. If they mention Ead's original name, Daire, they receive a +3 bonus.
- If the party mentions the prospect of freeing Ead from his state of darkness or the notion of her dream of having a baby, success is automatic.

If the party fails, or does not attempt this, they must leave immediately. She will open the path of the maze for a quick exit. From there, they are on their own getting back to the seelie regions. Go to the module section titled **A Way Home**.

If the party suggests that she send them back to MacLaren as a direct rejection of his payment, she will find this fitting and amusing and will agree, immediately sending them back to the shore of Circind. Go to the module section titled **Justice**.

If the party succeeds in swaying her to complete her spell, she will explain to them that she would need blood from two mortals to complete the spell. She will not directly ask for their help, being far too traumatized and guarded, but she hangs the point out there with the request being implied. If none of the PC's volunteer, she will go back to being resolved that the situation is hopeless and suggest that the party be on their way. Go to the module section titled **A Way Home**.

If two PC's volunteer to provide blood, her demeanor will change from cold and bitter to hopeful. She will thank the party through barely restrained tears, then gather them up to lead them back to the shore of Trácrío where the party first entered the realm. With Telenaris escorting the party through the unseelie regions, none of the denizens will harm nor even approach them. Go to the module section titled **The Spell is Completed**.



A Way Home

Having failed to secure the assistance of Telenaris, the PC's must come up with a new exit plan if they want to return home. Their options require first returning to the seelie regions. Some possibilities are:

- The party can make a bargain with Seangur to send them back. To this end, see the section on Fey Bargains in the Isles of the Celts guide book. If the party has performed heroic deeds for the seelie in Part 1 (eliminating the stonehorns, protecting the grigs from the Hunter, Seangur will likely be willing to make this deal for a small payment, such as a lock of hair which he could then use as a component for an enchantment. Otherwise, he will require some open ended promise of a future service or quest. GMs can use this as a mechanism to hook in another adventure.

- If the party has at least one male character with a personality score of 13 or greater, or a strength score of 16 or greater, Queen Saole will make an offer to transport the party home if said male character will agree to be her personal servant for a period of 1 year, as reckoned by humans.

If the party makes an arrangement to return home, they will be delivered to the waterfront outside the city of Circind, close to where they departed. Proceed to the section titled **Justice**.

The Spell Is Completed

As the party approaches the coastline of Trácrío, the shore where they first came to Elphyne, Telenaris stops and faces the party. She says, "We haven't much time. The Hunter will be here soon." To each of the two characters who offered to supply blood, she hands an empty walnut shell. She then pulls out a razor sharp stiletto and hands it to one of the characters. After both have cut themselves, and filled the shell with their blood and closed it up, she takes one shell in each hand. Again on the edge of tears, she silently mouths the words "Thank you."

Only moments later, the sky begins to darken. The sounds of faeries skittering about in the grass become silent in an instant. A crescent moon rises quickly above the horizon, with its open end facing up. Soon after, a spectre of a warrior, Ead the Hunter, descends from the sky like a bird of prey. His sword is drawn as he dives towards the fields, like a reaper bringing down a scythe. Before he reaches the ground, Telenaris shouts, "Daire!" The Hunter immediately halts his descent and turns to face her.

Telenaris begins to sing a song of intense beauty in the language of the fey, her voice carrying on the wind as though driven by a magic all its own, (<if a party member speaks fey> "Together we will walk that bridge, you hand always in mine."). The Hunter hovers just above the ground as though transfixed by her song while she walks closer to him. Telenaris reaches out her right hand towards Ead, which he reaches out to take hold of. In that instant of contact, a bright light begins to emanate from the two of them. Ead begins to appear solid rather than incorporeal and Telenaris's skin shifts from grey to golden. She holds up her left hand, crushing the two walnuts, and you see blood run down her arm. She starts reciting a rhyme in a language long forgotten by mortals. The light surrounding them intensifies to near blinding and then forms into a great arc extending out over the waves. As the light fades, Telenaris and Ead are gone.

You barely have time to soak in what you just saw when you feel yourself becoming lighter as you drift off the ground and start floating towards the coastline, accelerating with each moment. As you begin to move out over the water, you look back at the shore and catch sight of your friend and guide, Theoru,

hovering over the field, waving farewell to you. The sight of the shore becomes consumed in a flash of multicolored light. As the light fades, you find yourself standing on another shore, the shore of the Kingdom of Circind, just outside the city of Dundee, near to where you departed. Standing right beside you are a human man and woman. Their faces hint at the faces you knew as Telenaris and Ead. They look at each other and then lock into an excited embrace.

The man and woman, now once again Daire and Ceana, rather than Ead and Telenaris, look to you and smile. Daire speaks up for the first time, "Thank you for all you've done, for us and for our people. Now I believe there is a score to settle with Fragen MacLaren."

Proceed with the section titled **Justice**.

Justice

When one clan leader challenges another for the throne, even a sitting king, and is able to defeat him, the victor is recognized as having earned the right to rule. The other clans may or may not support him, they may have preferred the prior ruler, but they do not dispute the legitimacy of his claim to the throne, for he has shown himself to be stronger as a leader. There are of course exceptions to this. There are dishonorable victories. If a usurper defeats a king by dishonorable means, this essentially is considered cheating and is seen as cowardly. Worse yet, it is treasonous to his tribe, for he has taken the role of king by a lie. He has led the people to believe that he is the stronger leader, when in fact he is a coward. These dishonorable means would include such things as poison or assassination, but would also include involving the power of the druids against his own tribe... or involving the fey.

Fragen MacLaren now sits on the throne of Circind under false pretenses. Additionally, he said he was sending you on a mission of peace, when his actual intent was to deliver you up to the dark fey as slaves. As far as he knows, he also still needs to deliver his cousin's newborn child to these same dark faeries. Now is your opportunity to bring justice to Fragen MacLaren.

With or without Daire and Ceana, the PC's have a window of opportunity to set things right in Circind. There are of course a host of ways to go about this.

They can fight their way past the group of warriors from clan MacLaren who are in Circind (of which there are 40) at the keep, but this is a tall order. Even if they could do so, they would need to convince the remaining clans of the tribe about MacLaren's deception, or find themselves hunted by an entire tribe.

Fighting men of Clan MacLaren (40): init +1; HD 1; HP 6; AC 15; attack- spear +1d3, damage 1d6+1d3; MV 30', saves F +1, R +1, W +0, align - neutral

Fragen MacLaren: init +6; HD 5; HP 50; AC 16; attack- sword +1d7, damage 1d10+1d7; MV 30', saves F +5, R +3, W +2, align - neutral

The more effective and easier route is to convince the people in Dundee, especially the clan leaders, that MacLaren cheated the system, and was prepared to sacrifice infants to the fey in the process. They can meet with clan leaders in secret or they can confront MacLaren in his hall in front of the clan leaders. Regardless, if Daire and Ceana are with the party, they will not be interested in engaging in combat unless absolutely necessary, nor using their magic to sway the process. Unless pressed into no alternative, their role will strictly be to have Ceana provide testimony against MacLaren. The exception is that Ceana will be ok with using a Hallucination or Phantasm spell to show herself in her prior form, recognizing that her story of once having been a dark faerie will come across as quite fantastical. In her favor, Ceana does still have an inhuman personality score, making it easier to present her story as believable. If Ceana is asked about a preference, she would rather confront MacLaren publicly in front of the clan leaders, because his crime was a public one against his entire tribe.

The clans of Circind are MacCiomalain, MacLaren, Ciogach, Donnachaidh, Lovat, and Ruthven. Convincing the clan leaders of MacLaren's treachery, whether privately or publicly, is handled as follows:

- MacCiomalain - This was the previous king's clan. Convincing them is automatic.
- MacLaren - Fragen's own clan will not turn on him unless he confesses.
- Ciogach - Sided with MacCiomalain. Personality check DC 6.
- Donnachaidh - Sided with MacLaren. Personality check DC 18.
- Lovat - Sided with MacCiomalain. Personality check DC 9.
- Ruthven - Sided with MacLaren. Personality check DC 15.

If confronted publicly, MacLaren can be browbeaten into an offhand confession ("I did what I had to do for the sake of the kingdom") with a personality check DC 20. If this happens, the entire tribe will turn against MacLaren and execute him.

The party must sway four of the six clans to cause the tribe to turn against MacLaren. Though Ceana will provide testimony (if she is present), by her own admission she was a faerie at the time and as such will be considered ineligible to make the case against MacLaren. The personality check must be made by a member of the party. If Ceana is present, her testimony, delivered by the force of her incredible presence, will add a +2 to the PC's roll. The GM may of course add additional modifiers if the PC's presentation seems particularly strong or weak.

Should the PC's decide to approach the clan leaders in private, they can do so after dark easily enough. Trying to do this during the day will be very difficult unless the party can manage to keep their identity concealed (a difficult thing if there are any dwarfs or halflings in the group). If they want to confront MacLaren publicly, they can enter the fort just before dinner time when he will be gathered with the clan leaders in the main hall of the keep. At that time, there is much foot traffic into and out of the keep, allowing them to enter unhindered.

If MacLaren is unseated, the current clan leader for MacCiomalain will be given the throne. The PC's will be hailed as heroes for revealing the treachery in their midst.

Resolution

If the party exposes MacLaren but fails to unseat him, they would be advised to get out of Circind immediately, as they will have few friends in that kingdom. Should they need help getting out of the country, clan MacCiomalain will help them.

If the party exposes MacLaren and succeeds in getting a majority of clans on their side, they will receive the gratitude of the people of Circind. There will not be much appetite for festivities, as the kingdom still has endured an insurrection resulting in much loss of life, treachery most foul from a clan leader and the loss of a good king, Dòmhnall MacCiomalain. Instead, the council of clan chiefs, along with the new king MacCiomalain will meet privately with the party. They will reward each member of the party (as well as Ceana) with gems worth 500 gp and the promise of friendship from the clans of Circind, should they ever need assistance. If Daire and Ceana came with the party, they will remain in Circind, reconnecting with the families they had befriended as faeries years ago. They will use part of their reward to buy a field and begin the building of a farmhouse.

If the party helped Daire and Ceana complete their spell, at some point when the party is not around the Circindi locals, they will receive a visit from Queen Saole. She has come to express her gratitude for what the party has done for the seelie. If any of the party are still injured or down in ability scores, she will restore them to full. This includes restoring any luck they spent while in Elphyne. She will bestow upon them a spark of fey nature. As a consequence, they will be able to freely come and go between Elphyne and the world of mortals by using areas where the connection is strong, such as Dronoch island where they came at the start of Part 1. Also as a consequence of the fey spark, they will regenerate luck at the rate of 1/week, up to their maximum. They are all welcome to visit her palace of Áilleacht at any time and join the ever-present festivities.

The end



NPCs

Ead the Hunter

Init: +8; Atk sword +12 (ignores non magical armor) (1d10+12); AC 20; DR 10, magic weapon to overcome; HD 8d10; HP 96; MV fly 60'; Act 1d20; 1d20; SP *Scare* +16, regenerate 2 hp/round, luck stealing 4/day; SV Fort +10, Ref +8, Will +8; AL E; Strength 20, Agility 19, Stamina 20, Personality 16, Luck 15, Intelligence 12

The hunter is feared throughout Elphyne by all types of fey. At unpredictable times, he will enter a region to stalk its inhabitants. The warning of his coming is called the Hunter's moon. Even regions which are normally always in daylight will become as night and a thin crescent moon appears in the sky, with the open side of the crescent facing up. Once he appears, he will fly down and move along the ground like a reaper before disappearing back into the sky.

Ead appears as a spectral humanoid form, wrapped in solid looking cloths with patches of armor and carrying a longsword.

Ead's wolves (Cu sidhe)

Init: +5; Atk claw x2 +5 (1d8), bite +5 (1d10); AC 18; DR 8, iron or magic weapon to overcome; HD 5d12; HP 70; MV fly 60'; Act 1d20; SP *Sneak & Hide* +10, *Lotus stare* +8; SV Fort +7, Ref +4, Will +4; AL E

The initial encounter:

The first time the party approaches either the region of Amharclann or Mórcoill will generate the following encounter (only once overall, not for each area).

As you are walking through an open grassy field along your way, you notice that the tall grass is alive with activity. Countless grigs, small faeries with a humanoid upper body and the lower body of an insect, dart throughout the grass, filling the field with music and laughter. Theoru flies down into the grass intermittently to exchange hugs with the grigs. A short while into the crossing of this field, the sky begins to darken, as though moving from day to night, but over the course of mere seconds. Theoru takes notice immediately looking up to the sky. When she sees the thin crescent moon, her face fills with intense fear. Frozen in terror, she looks to the party and barely manages to get out the words, "The Hunter is here."

Just moments later, a ghostly warrior descends from the sky, flanked by two massive black wolves with glowing red eyes. The three approach for a pass over the grassland, clearly intending to cut through the grigs like a scythe. In a moment, Theoru's expression changes from fear to determined resolve. She begins flying towards the space above the grigs at full speed, apparently planning to give the Hunter another target.

Theoru's focus is solely on protecting the grigs and she means to put herself in harm's way to do it. She knows she has no hope of defeating these foes, but hopes to distract them long enough for the grigs to escape. The Hunter and his wolves will make one pass along the ground before flying back up and disappearing into the night sky. This pass along the ground will last for two rounds. At the onset of combat, the party will be within 40 ft of intercepting the Hunter's path. If the party engages these foes in combat, all three will focus their attacks on the party, rather than on Theoru or the grigs. If this happens, the party's courage in protecting the faeries will earn them an audience with Queen Saole.

Telenaris

(pictured on front cover)

Init: +4; Atk claw +4 (1d4); AC 18; DR 5, iron or magic weapon to overcome; HD 8d6; HP 64; MV 40'; Act 1d20;1d20; SP *Seduce* +12, *Flaming Hands* +16, *Phantasm* +18, *Runic alphabet*, *fey* +16, Invisible at will, regenerate 1 hp/round, luck stealing 4/day; SV Fort +6, Ref +7, Will +10; AL E; Strength 11, Agility 19, Stamina 18, Personality 20, Luck 16, Intelligence 14

Telenaris is a stronger than average siribi, a type of unseelie. These dark faeries look somewhat like slightly smaller versions of mortal elves, with grey skin and black hair. They dress in dark colored fabrics adorned with strange sigils. Of all the dark fey, they are the most likely to engage a mortal in a bargain. In fact they spend much of their time in the mortal realm actively seeking out mortals who seem desperate enough to entertain making a deal for what they want. The terms of such a bargain are always obfuscated and twisted to bring maximum misery upon the mortal for minimal investment from the siribi.

Ceana

fey-touched human wizard

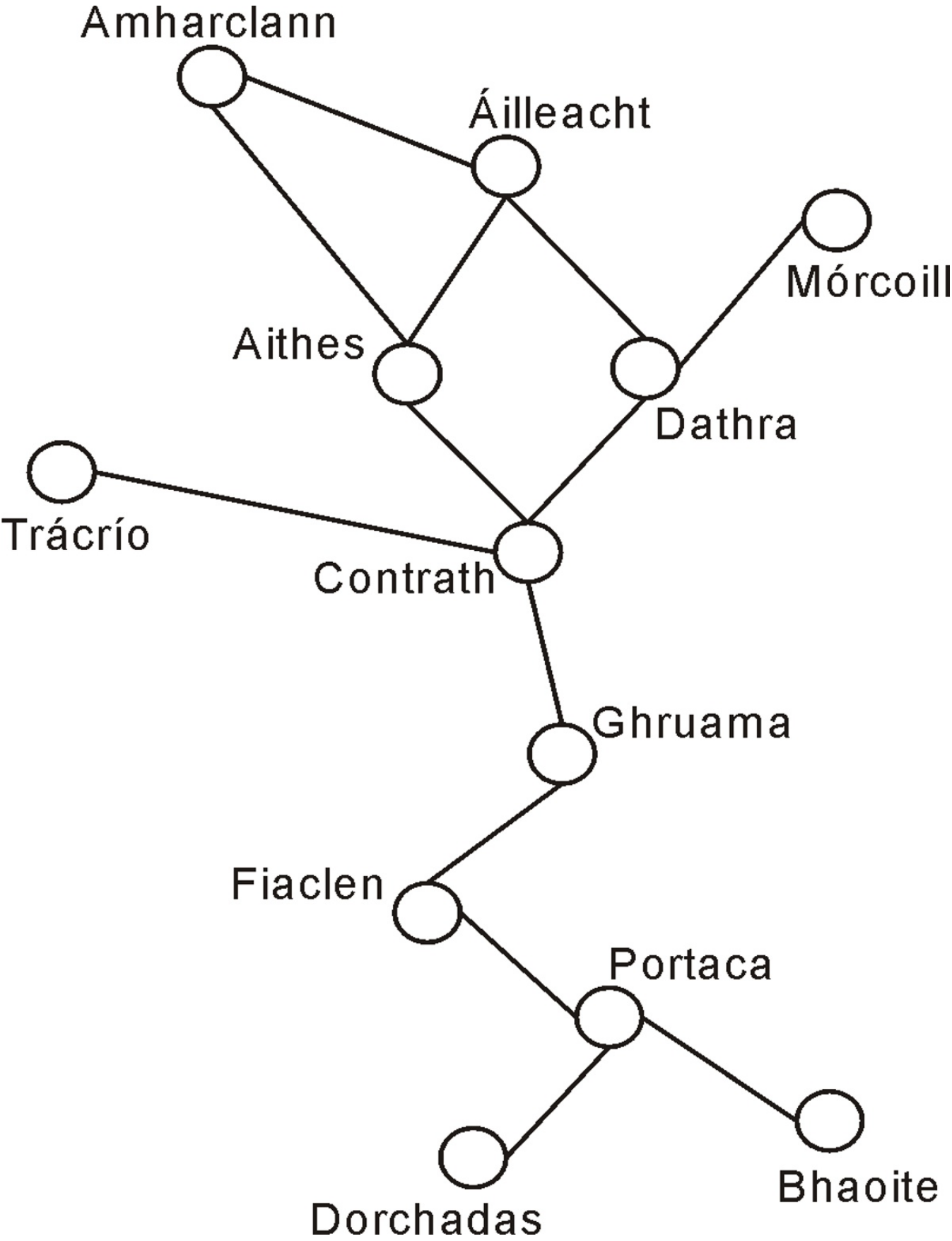
Init: +4; Atk dagger +4 (1d4); AC 14; HD 4d4; HP 25; MV 40'; Act 1d20;1d14; SP spell check +8: *Charm Person*, *Color Spray*, *Detect Magic*, *Flaming Hands*, *Hallucination*, *Magic Missile*, *Sleep*, *ESP*, *Forget*, *Invisibility*, *Phantasm*, *Seduce*; regenerate luck 1/ week; SV Fort +5, Ref +4, Will +7; AL G; Strength 8, Agility 16, Stamina 18, Personality 20, Luck 16, Intelligence 14

Daire

fey-touched human wizard

Init: +6; Atk sword +6 (ignores non magical armor) (1d8+4); AC 14; HD 4d4; HP 32; MV 40'; Act 1d20;1d24; SP spell check +6: *Cantrip*, *Chill Touch*, *Color Spray*, *Enlarge*, *Magic Missile*, *Magic Shield*, *Fire Resistance*, *Mirror Image*, *Nythuul's Porcupine Coat*, *Scare*, *Scorching Ray*, *Spider Web*; regenerate luck 1/ week; SV Fort +5, Ref +5, Will +5; AL G; Strength 18, Agility 19, Stamina 20, Personality 16, Luck 15, Intelligence 12

Partial map of Elphyne



Pregenerated Characters

Baltair - Warrior

Level: 4
Alignment: Lawful
Occupation: hunter

Hit Points: 37 wounds: _____
AC: 17 (half-plate, fumble d16)

Strength 17 mod +2
Agility 10 mod +0
Stamina 14 mod +1
Personality 10 mod +0
Luck 15 mod +1
Intelligence 9 mod +0

Ref Save +2
Fort Save +3
Will Save +1
orig. luck 15 (+1)

Initiative: +4

Action dice: d20

Crit table: 4

Weapons: 2 handed sword (+d6+3 attack, d10+d6+2 damage)
(lucky weapon)

spear (+d6+2 attack, d8+d6+2 damage, x2 if mounted)

short bow (+d6 attack, d6+d6+1 damage)

Critical Threat: 19-20

Lucky Roll: ranged weapon damage (already factored in)

Languages: Celtic

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 week rations, weapon care kit, lantern, 1 vial holy water, 1 flask oil



Cedric - Halfling

Level: 4
Alignment: Good
Occupation: baker

Hit Points: 19 wounds: _____
AC: 13 (padded, fumble d8)

Strength 7 mod -1
Agility 17 mod +2
Stamina 9 mod +0
Personality 13 mod +1
Luck 15 mod +1
Intelligence 10 mod +0

Ref Save +4
Fort Save +2
Will Save +3
orig. luck 15 (+1)

Initiative: +2
Action dice: d20
Crit table: 3
Hide, sneak: +10

Attack: +3
Crit die: d10

Weapons: short swords (+2 attack, d6-1 damage, d16 if dual wielding)
short bow (+6 attack, d6 damage)

Lucky Roll: ranged weapon attack (already factored in)
Languages: Halfling, Celtic

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 week rations, 1 vial holy water



Clasrok - Dwarf

Level: 4 Hit Points: 37 wounds: _____
Alignment: Lawful AC: 18 (half-plate, shield, fumble d16)
Occupation: gemcutter

Strength 16 mod +2
Agility 10 mod +0
Stamina 16 mod +2
Personality 8 mod -1
Luck 12 mod +1
Intelligence 9 mod +0

Ref Save +2
Fort Save +5
Will Save +1
orig. luck 13 (+1)

Initiative: +0

Action dice: d20

Crit table: 4

Attack: +d6

Crit die: d16

Weapons: hand axe (+d6+3 attack, d6+d6+2 damage)
(lucky weapon)

spiked shield (d16+d6+2 attack, d6+d6+2 damage)

crossbow (+d6 attack, d6+d6 damage)

Lucky Roll: fortitude save (already factored in)

Languages: Dwarven, Celtic

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 week rations, weapon & armor care kit, lantern, 1 flask oil, 1 vial holy water



Eleri - Witch

Level: 4
Alignment: Good
Occupation: herbalist

Hit Points: 19 wounds: _____
AC: 12 (padded, fumble d8)

Strength	9	mod +0	Ref Save	+3
Agility	13	mod +1	Fort Save	+1
Stamina	10	mod +0	Will Save	+2
Personality	9	mod +0	orig. luck	13 (+1)
Luck	12	mod +1		
Intelligence	18	mod +3		

Initiative: +1
Action dice: d20
Crit table: 1
Weapons: dagger (+1 attack, d4 damage)
short bow (+2 attack, d6 damage)

Attack: +1
Crit die: d8

Lucky Roll: find secret doors
Languages: Celtic, Elven, Fey, Germanic, Halfling, Dwarven, Gnomish
Corruptions: purple eyes



Spell Check: +7
Patron: Tyfia

<u>Spell</u>	<u>Level</u>	<u>Check</u>	<u>Mercurial</u>
Charm Person	1	+7	flowers appear in area when cast
Craft Fetish	1	+7	
Detect Magic	1	+7	caster sweats blood
Flaming Hands	1	+7	
Hallucination	1	+7	
Invoke Patron	1	+8	
Patron Bond	1	+7	d24 during day, d16 during night
Protect from Evil	1	+7	
Invisibility	2	+7	chain casting +1 up to +3 (72)
Seduce	2	+7	whimsical patron (38)

Familiar: white cat named Nesta, grants +10 move silent
HP 6; AC 14; saves as caster; attack +1, 1d3; cast Hallucination +7

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 week rations, 1 vial holy water, 10 sheets of parchment

Feronia - Druid

Level: 4
 Alignment: Lawful
 Occupation: acolyte

Hit Points: 25 wounds: _____
 AC: 14 (mithril scale mail, fumble d10)

Strength 6 mod -1
 Agility 11 mod +0
 Stamina 9 mod +0
 Personality 16 mod +2
 Luck 13 mod +1
 Intelligence 9 mod +0

Ref Save +1
 Fort Save +2
 Will Save +4
 orig. luck 14 (+1)



Initiative: +0
 Action dice: d20
 Crit table: 3
 Weapons: longsword (+1 attack, d8 damage)
 longbow (+2 attack, d6+1 damage)

Attack: +2
 Crit die: d10

Lucky Roll: damage rolls (already factored in)
 Languages: Celtic
 Disapproval: _____

Spell check: +6

Patron: Thada

Spells: Level 1 - Animal Shape⁺, Astrology, Calm Emotion, Control Plants⁺,
 Detect Evil, Food of the Gods, Protection from Evil
 Level 2 - Banish; Curse, Neutralize Poison or Disease; Spider Web;
 Unholy Bane

+ = Spell is cast using D24 and modified by current luck.

Healing:

check roll:	<u>12</u>	<u>13</u>	<u>15</u>	<u>20</u>	<u>22</u>
same alignment	1 die	2 dice	3 dice	4 dice	5 dice
adjacent	1 d3	1 die	2 dice	3 dice	4 dice
opposed	1 hp	1 d3	1 die	2 dice	3 dice

1-damage, broken limbs / 2-organ damage, disease
 3-paralysis, poison / 4-blindness, deafness

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 week rations, 1 vial holy water, first aid supplies

Lesla - Bard

Level: 4
Alignment: Lawful
Occupation: shepherd

Hit Points: 24 wounds: _____
AC: 14 (leather, fumble d8)

Strength	6 mod -1	Ref Save	+3
Agility	13 mod +1	Fort Save	+2
Stamina	9 mod +0	Will Save	+4
Personality	17 mod +2	orig. luck	14 (+1)
Luck	13 mod +1		
Intelligence	13 mod +1		

Initiative: +1
Action dice: d20
Crit table: 2
Weapons: short sword (+2 attack, d6-1 damage)
 short bow (+5 attack, d6 damage)

Performance check: +6 (Fascinate, Inspire, Countersong)

Songs: Level 1 - Charm Person, Detect Magic, Hallucination, Sleep
 Level 2 - Compulsive Dance, Phantasm, Scare

Lucky Roll: ranged attack rolls (already applied)
Languages: Celtic, Fey, Latin, Mauretani, Dwarven, Elven

Equipment: harp, flute, 1 candle, flint & steel, rope 50', waterskin, 1 week rations, lantern, 1 flask oil,



Petrus - Thief

Level: 4
 Alignment: Neutral
 Occupation: farmer
 Strength 10 mod +0
 Agility 17 mod +2
 Stamina 10 mod +0
 Personality 8 mod -1
 Luck 13 mod +1
 Intelligence 13 mod +1

Hit Points: 24 wounds: _____
 AC: 13 (padded, fumble d8)

Ref Save +4
 Fort Save +2
 Will Save +0
 orig. luck 13 (+1)

Initiative: +2
 Action dice: d20
 Crit table: 2
 Weapons: short sword (+2 attack, d6 damage)
 dagger (+2 attack, d4 damage)
 short bow (+4 attack, d6 damage)

Lucky Roll: save against traps
 Languages: Celtic, Elven, Latin



Skills (total)	base	ability
+8 Backstab	+8	-
+9 Climb sheer surfaces	+7	+2
+9 Disable trap	+7	+2
+2 Disguise self	+3	-1
+9 Find trap	+8	+1
+9 Forge document	+7	+2
+2 Handle poison	+2	+0
+10 Hide in shadows	+8	+2
+9 Pick lock	+7	+2
+4 Pick pocket	+2	+2
+4 Read languages	+3	+1
+10 Sneak silently	+8	+2
d12+1 Cast from scroll		

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 vial holy water, 1 week rations

Sundamar Ravaberos - Elven Ranger

Level: 4 Hit Points: 26 wounds: _____
Alignment: Good AC: 14 (leather, fumble d8)
Occupation: mead maker

Strength	7	mod -1	
Agility	16	mod +2	Ref Save +4
Stamina	11	mod +0	Fort Save +1
Personality	10	mod +0	Will Save +1
Luck	13	mod +1	orig. luck 13 (+1)
Intelligence	6	mod -1	

Initiative: +2
Action dice: d20
Crit table: 2
Weapons: longbow (+d4+2 attack, d6+d4+1 damage)
(mighty deeds, no friendly fire chance)
short sword (+d4-1 attack, d4 damage)

Lucky Roll: damage (already factored in)
Languages: Celtic, Elven, birds of prey
Corruptions:

Natural Empathy: +8
One with the Forest: +10
Stealth: +10

Spell Check: +3 Patron: Tanalis

<u>Spell</u>	<u>Level</u>	<u>Check</u>	<u>Mercurial</u>
Animal Summoning	1	+2	silent cast
Control Plants	1	+3	skeletal appearance
Invoke Patron	1	+3	
Mending	1	+2	
Patron Bond	1	+2	

Equipment: 1 candle, flint & steel, rope 50', waterskin, 1 vial holy water, 1 week rations



A journey to the world of the fey and back, betrayal by an evil king, deals with faeries, tragic tales of love and loss, of darkness and justice - it's the stuff legends are made of.

In part 1, Terms of the Deal, the PCs unexpectedly find themselves in the mystical land of Elphyne, the home realm of the fey. They must navigate its dangers, determine why they are there, how it came to be and what they can do about it.

In part 2, A Deal Undone, the PCs must work with the ever-dangerous dark fey to undo the deal which brought them to this strange world and then make an ally who can return them to their home.

These adventures are set in the **Isles of the Celts** campaign setting, which is a subset of the **Pax Lexque** campaign world.



This product is compatible with the
Dungeon Crawl Classics Role Playing Game.