

Someone or something has greatly angered the faerie court in the forest near the village. Now the fae are sowing discord among your friends and family, and village life has been turned on its head. You and your friends must find a way to appease or coerce the fae in order to sort out the mess.

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, characteristics of the fae and their lord, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily Celtic names for this scenario pack.

1d6	Village Name
1	Afonwen
2	Caerleon
3	Glynneath
4	Hay
5	Pembroke
6	Tywyn

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Ailise	11	Keelin	1	Ambrose	11	Kerwin
2	Arianhod	12	Liadan	2	Arawn	12	Killian
3	Cait	13	Mabh	3	Arden	13	Llew
4	Clare	14	Marta	4	Baird	14	Math
5	Deirdre	15	Melusine	5	Cedric	15	Owen
6	Delaney	16	Morgan	6	Desmond	16	Pwyll
7	Enid	17	Rhiannon	7	Ewan	17	Ruarc
8	Erin	18	Rose	8	Fearghus	18	Telor
9	Fiona	19	Tara	9	Glenn	19	Weylan
10	Gweneth	20	Yseult	10	Gwydion	20	Wynne

THE CAUSE OF THE FAERIES' ANGER...

Someone unwittingly drew the attention of the fae to your home last week. As the characters roll on their first three tables for their childhood backgrounds, fill in the following table with some interesting people. One of them is responsible, though they may still not know it.

1d8	Who or what has betrayed the characters?
1	
2	
3	
4	
5	
6	
7	
8	A stranger from another place is actually the one who loosed the fae.

1d6	How did the character above bring this problem upon your village?
1	They broke an ancient seal of protection which had been hidden for long years somewhere in the area.
2	In anger, they uttered a foolish curse that carried with it the weight of power. Now the curse is being answered.
3	They accidentally offended a hooded stranger passing on the road.
4	When the fair passed through town last autumn, they purchased a bauble from a strange merchant.
5	They committed a murder and still hide their crime. The goblins have been attracted by this hidden taint in the village.
6	The family has long kept the fae back with old rituals; thinking them superstitions, the current generation ceased to perform them.



THE STRANGE NATURE OF THE FAERIE COURT...

1d6	Who is the local lord of the fae?
1	A kindly ogre hoping to find a consort and gain an heir.
2	A frightening and regal lord or lady who is having trouble with unruly faerie subjects.
3	A deadly hunter who rides out on the wild hunt and is hoping that someone else will rule his kingdom for a year in his stead.
4	Somehow Pukka became the lord of this court, and he hopes that someone will depose him in glorious fashion.
5	A beautiful, ancient water spirit. Recently widowed after her human husband's betrayal, she is not glad to have returned to power.
6	The Shadow lies like a pall over this faerie court. When it whispers the light falters, and fae and human alike cower and obey.

1d6	What is this faerie lord's secret weakness?
1	The fae lord has fallen in love with a mortal from the village
2	The lord is vulnerable to something common to humans, such as salt, woven cloth, wine, or even sunlight.
3	Because of a past event, the lord secretly owes a huge favor to a minor faerie in its court.
4	The lord's true name is part of a local fairy story, which the characters or other villagers may already know.
5	Due to a magical prohibition, the lord cannot act directly against humans, whether with magic or force.
6	The lord is highly addicted to something which humans can easily produce, such as baked goods, music, or storytelling.



1d6	What strange rule of etiquette or whimsy is enforced in this court?
1	A faerie can always find someone who owes him a favor. If any character accepts a gift from a faerie, she will owe that fae a favor.
2	The faeries of this court love speaking in rhyme; anyone not doing so will have a -2 to all Charisma checks when dealing with the fae.
3	If a character eats any fae food, she starts to become a native of the Faerie Wood. The character must make a saving throw vs. spell or be unable to return to the mortal until she has gained a level.
4	These fae have a taboo subject whose mention gives the offender -5 to all Charisma tests with fae for the rest of the adventure. The topic is something humans consider common, like sneezing, logging, money, or eating meat.
5	The faeries here have a strange and strict code of behavior. Anyone in the forest must make a saving throw vs. spell in order to lie, betray, or steal.
6	All promises, even vague ones, carry the force of mighty oaths in this forest. Anyone who says that he will do something while in the forest is unable to gain Fortune Points until he has done so.

EVENTS DURING THE GAME

Near the beginning of the session, while the characters are trying to piece together what is going on, an unrelated complication arises in the village. Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast roll on its own, but you can still use the result later if things slow down.

1d6	What problems are the neighbors having?
1	A random character's parents are having marital difficulties, and the relationship is dissolving due to financial problems. Both sides come, separately, for help.
2	Someone of import to the characters is going through an extremely difficult delivery. The witch needs help of some sort to get her through it.
3	As if the faeries weren't problem enough, a band of wild men from the north attempt a raid on the village.
4	There is a thief about! Several craftsmen and merchants have reported stolen goods, and tempers are flaring at the inn. One of the character's relations is the most recent victim.
5	A disaster befalls the village on market day, such as a cattle stampede or a flood or fire.
6	An ancestral feud has been rekindled, and the entire village is split over the matter. Worse, the characters' families are on opposite sides of the quarrel.

Just as the characters are getting a handle on all the problems in the village, a message arrives from the faerie lord, who is willing to negotiate with the villagers. Introduce this message around an hour into play, or earlier if the characters are at a loss as to what to do about the faerie problems.

1d6	How does the faerie lord summon the characters?
1	An emissary from the faerie lord arrives in town. Angry villagers surround the creature, but he has a proposal for peace.
2	Two villagers go missing from their beds. Bundles of twigs and a note of summons to the faerie court are left in their place.
3	A small band of faerie warriors seize a villager's home by force and refuse to leave until someone accompanies them back to the fae lord.
4	Every time the characters open a door of any sort, it opens onto the fae lord's court. Yes, even the cupboards lead to faerie now.
5	Beautiful nymphs come to the edge of the forest and sing a bewitching song. All who fail a saving throw vs. spell are compelled to follow them back to the court.
6	The white stag is seen by all hunters, and even enters the village. It seems to want to lead the characters to the court. If the stag is attacked, the faerie lord will be angered all the more.

THE FOREST QUEST

There are many means by which the players might end the faerie madness: they could leverage the fae lord's secret weakness, negotiate with the various groups of faeries in the woods, or even attempt to stop them by force (though this last method would be foolhardy). If the characters have a successful meeting with the lord, they will be offered a quest to appease the fair folk.

1d8 What do the faeries need the characters to do in order to be appeased?

- 1 The faeries demand the "return" of a precious artifact hidden deep in the woods.
- 2 A member of the fae court has gone missing, and the characters must rescue it.
- 3 The fae lord desires the characters to build or create something at a particular place within the woods, such as a pavilion in a clearing or a bridge across a bottomless river.
- 4 The faeries desire the characters to defeat a dangerous enemy living within their lands.
- 5 The fae set the characters to a strange task which must be completed by mortal hands alone, such as dancing all night in a particular grove, or painting a beautiful picture upon a stone.
- 6 Yours is a mission of mercy and not of arms. The lord asks for your help in mending fences with two of his warring subjects.

1d6 What prevents the characters from reaching the site of their quest?

- 1 The characters come across a faerie princeling cornered by a dangerous beast.
- 2 A great hedge of briars and holly stands between the characters and their destination.
- 3 Pukka crosses the characters' paths while they are on their quest and tries to strike a bargain with them.
- 4 A three-legged sphinx blocks the characters' path and challenges them to a riddle contest.
- 5 The characters are set upon suddenly by a dangerous group of redcaps out for blood.
- 6 The characters find themselves lost in a faerie maze, and will be lost for some time without Wisdom tests.

1d6 What makes the site of the quest dangerous?

- 1 The site has a magical intelligence and personality all its own, and it does not speak the languages of men or fae. It speaks with floods, trembling earth, falling rocks, or worse.
- 2 This is the home of a great mass of beautiful butterflies with razor sharp wings. The air is thick with them.
- 3 The very trees drip with disease carried from trunk to trunk by dark, noisome swamp water. Unmentionable evils squish between the characters' toes, and strange bugs bite and sting them as they pass.
- 4 This pitch-black cave of water-cut living stone is prone to unforeseeable drops and tiny passages just large enough for a man to crawl through.
- 5 A wizardly blight dampens all magic. All magic, including that of magical items, has a 25% chance of failing outright when used here.
- 6 Three faerie hags dwell here, and insist on having the characters or dinner.

1d6 What stands in the way of the culmination of the quest?

- 1 The strange magic of the faerie woods requires that the characters leave something precious to them in order to complete the quest, such as the memory of their first kiss, or their name.
- 2 A mighty monster, such as an ogre, owlbear, or other beast stands at the culmination of the quest.
- 3 Other humans block the characters from accomplishing their goal; these may be fellow villagers, bandits, or strangers from other lands.
- 4 A faerie exile, no longer welcome in the court, guards against the completion of the quest.
- 5 A fae far too powerful for the characters to defeat prevents them from completing their quest; like most faeries, it is willing to make a deal or engage in a game or other contest.
- 6 A powerful spirit of Law protects the object of the quest, and the faeries cannot stand its presence; the heroes, being ordinary mortals, may be able to bargain with it.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, saving the village from the fae will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What do the characters gain from their adventure?
1	The characters acquire a great deal of money, possibly in the form of faerie gold. They may share 5d10 gold pieces amongst themselves.
2	In the faerie forest are three large moonstones, each shining with its own light. The characters find these stones. Legend tells us that each is extremely valuable to a different group of faeries living somewhere throughout the land.
3	One of the group gains a collection of faerie magic in the form of a stone covered in tiny runes. The stone contains the spells Opening Touch and Swift Step, as well as the Witch's Watchman and Magic Stones rituals.
4	The faeries have made a fell and magical dagger from star metal. The dagger gives +3 to hit and damage, and immediately alerts any faerie to the bearer's presence.
5	A particularly adventurous and unusual faerie is impressed with one of the characters and wants to join her in her travels. The faerie will accompany the group on its next adventure and will then become an ally of that character if treated well.
6	The characters get a potent magical amulet made of untarnished faerie silver. The item provides its wearer with +1 to AC and saving throws and always glows faintly.

You may want to leave the players with the seed of a future adventure involving the fae. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

1d6	What leads the characters to their next adventure?
1	One of the faeries in the court offers the characters a new quest, one that will take them far away into another, stranger faerie kingdom and will bring them an even grander reward.
2	When the characters return from their adventures in faerie, they find that they have returned to a different time. Will they seek the help of the fae, or have they learned not to trust their dangerous court?
3	The characters come upon an ill-proportioned map with directions to a hidden portal and a treasure trove even the fae have come to fear.
4	One of the faeries is so impressed with the characters that she offers to lead them to a distant home of another fae court where her relations have great need of help.
5	The faerie lord opens a gate which will take the characters anywhere in the world: a distant city, another kingdom, or a place of legend. If the characters choose to do, how will they return?
6	A powerful faerie who lives outside of the lord's law does not want the chaos to end. She gathers followers to herself and swears to plague the village for thirteen generations. How will the characters end this new madness?

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the angered fae. The Recent Events table on the next page pushes things into high gear.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first * event happen instead. If another duplicate roll occurs, go on to the ** event and so forth.

1d12 What has happened lately?

- 1 All of the milk in the village has turned to butter. Test Intelligence (Investigation or Agricultural skills may help). *Success*: you see a pattern in the butter and know the true name of the sprite responsible. *Failure*: you are mystified by these strange events (GM: the sprite takes offense at your investigation and will trouble you during the adventure).
- 2 The underclothes belonging to all of the villagers went missing two nights ago and were found in the well. Test Dexterity (Athletics skills may help). *Success*: you retrieve the garments and find a fae ring in the well. (GM: this ring gives the character +1 to all saving throws versus fae magic.) *Failure*: you embarrass yourself falling into the well and require the villagers' help to escape. (GM: another villager will find the ring later.)
- 3 A lost faerie hound attached itself to you last night. Test Wisdom (Animal Lore and related skills may help). *Success*: you have a new and very loyal ally. *Failure*: the hound attacks before returning to the forest; begin the game missing 1d4 hit points.
- 4 While drinking in the inn, patterns and strange fractal patterns emerged in the beer. Test Intelligence (lore skills relating to faeries may help). *Success*: you read the patterns and learn who in the village has angered the fae. *Failure*: the shapes mean nothing to you (GM: and the faeries will consider this character stupid for having missed their message).
- 5 Unlikely couples have been falling in love throughout the village as a result of faerie magic. Test Charisma (gossip related skills may help). *Success*: you learn that one member of each of these new couples has recently angered a wisewoman in the forest. *Failure*: your favorite cousin falls in love with someone you disapprove of.
- 6 Every horse in the village was found on top of its stable. Test Strength (animal related skills may help). *Success*: you manage to wrestle the horses back to where they belong. The villages praise you and you receive +2 to all Charisma rolls with them for the adventure. *Failure*: the horses are still on top of the stables and people are tired of carrying food to them.
- 7 A faerie in disguise begins a raucous drinking test in the inn. Test Constitution. *Success*: you get the faerie so drunk he tells you his true name. *Failure*: after you pass out, he robs you and everyone at the inn that night; begin the game with no money and some angry friends.
- 8 For the past week you have been having terrible nightmares of a dark forest. Test Wisdom (faerie lore related skills may help). *Success*: you know a path through the most dangerous part of the faerie woods. *Failure*: you've lost sleep and begin with one fewer Fortune Point.
- 9 A strange star rose in the north, and all trembled with fear at this portent. It shines still, even during the day. Test Intelligence (obscure knowledge skills may help). *Success*: you recall a bit of old lore about the star and know the True Name of a demon associated with the cult. *Failure*: you were transfixed by the unnatural glow of the star and are now cursed; -5 to the first saving throw you have to take.
- 10 The Wild Hunt rode through the village last night and you had to mount a desperate defense. Test Strength (Athletics and related skills may help). *Success*: you pull off one of the riders' horned helmets and have it still. *Failure*: someone close to you was killed by the Hunt.
- 11 The village well is filled with wine and you are sent to the witch to ask about it. Test Charisma (social skills may help). *Success*: the witch tells you to save some of the wine; begin the game with two healing potions. *Failure*: the witch turns the wine back to water, but not before the whole village gets drunk.
- 12 The miller got in a fight two days ago with a nasty faerie visitor. Test Charisma (Intimidation and related skills may help). *Success*: you intervene and stand down the faerie; he left behind a faerie token. *Failure*: the faerie causes the miller's wheel to spin backward and changes the course of the river.
- * Your faerie godmother came to visit you last night and said that she takes pity on the village. Test Charisma (socializing skills may help). *Success*: she gave you a blessing which allows you to see through all faerie illusions for this adventure. *Failure*: You accidentally insulted your godmother, who left saddened and said she would not bother with you again, but not before giving you a token which grants +1 to all saving throws against fae magic.
- ** Disturbed by recent events, one of your close relatives tells you a family secret. Test Constitution. *Success*: you carry the blood of the fae in your veins, and the court will hold you in esteem. *Failure*: your grandfather knew the location of the faerie court, and all of his blood are marked as faerie friends.
- *** Three days ago a strange smith arrived in the village with unusual wares. Test Charisma (skills related to socializing may help). *Success*: he took a liking to you and gave you a dark, iron shortsword. It is a shortsword +1 and is made of pure iron. *Failure*: he was willing to sell you the above shortsword for 20 silvers, if you and your friends could scrape together the money.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

FAERIE THREATS

The forest is filled with numerous types of intelligent fae, forming a society all their own which is often bewildering to mortals. The following selection of faeries should give the GM plenty to work with.

SPRITE

Sprites are the lesser faeries with no great position at a fae-court and often no regular home. They are almost always smaller than men, favor bright clothing, and can cause great harm to travellers who do not wish to join their games. If they are clever, 3 sprites can give a group of level one characters a fair bit of trouble.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d6 (sword)

Alignment: Chaotic

XP: 25

Notes: *Glamour* (sprites may cast the Glamour Weaving cantrip; their Intelligence is assumed to be 10 for the purposes of casting rolls, and they particularly like failing the roll and having their illusions go awry), *True Name* (each sprite has a true name which gives his foes power over him), *Vulnerable to Iron* (sprites take double damage from iron)

REDCAP

These faerie hooligans are a plague on fae and mortal alike within the faerie woods. Expect to find them haunting the dark paths of the forest and the side doors at court. Two redcaps are plenty to challenge a group of level one characters.

Hit Dice: 2d8 (9 HP)

AC: 14

Attack: +3 to hit, 2d4 (wicked blades)

Alignment: Chaotic

XP: 40

Notes: *True Name* (a redcap has a true name which gives his foes power over him), *Vulnerable to Iron* (redcaps take double damage from iron)

ELF

Elves often have positions of minor nobility in fae courts and many serve as proud warriors of the realm. Young elves have not yet earned their true names, and so are closer to men than other fae. A group of three elves present a good challenge to level one characters.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d8 (sword) or 1d6 (bow)

Alignment: any

XP: 20

Notes: *Spellcasting* (an elf may cast a single spell once per day)

PUKKA

This trickster seems to be present at every court. He's the one most likely to befriend good-hearted characters and seriously complicate their lives. There is only one Pukka to encounter, but he seems to show up wherever and whenever he wants.

Hit Dice: 5d8 (23 HP)

AC: 18

Attack: +4 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 450

Notes: *Open Gate* (Pukka has the unique ability to open a gate to another world; this takes him a single round, and the gate remains open for 11 rounds), *True Name* (Pukka has a true name which gives his foes power over him), *Vulnerable to Iron* (Pukka takes double damage from iron)

OGRE

Ogres are usually horrible, brutish humanoids shunned by civilization. But not always.

Hit Dice: 4d8 (18 HP)

AC: 14

Attack: +5 to hit, 1d6+2 damage (a big club)

Alignment: Chaotic

XP: 125

FAERIE LORD

Every fae lord or lady is a unique creature. She'll be the one in the big throne.

Hit Dice: 6d10 (33 HP)

AC: 17

Attack: +6 to hit, 1d8+3 (magic sword)

Alignment: Chaotic

XP: 650

Notes: *Awful Presence* (attempting to attack the Faerie Lord requires a successful saving throw versus spell), *Spellcaster* (the Faerie Lord can cast four spells per day and is particularly fond of Commanding Word, Obscurement, and Wild Call; additionally, he can cast any ritual of level four or lower with automatic success while within his domain), *True Name* (the Faerie Lord has a true name which gives his foes power over him), *Vulnerable to Iron* (the Faerie Lord takes double damage from iron)

BEASTS OF THE FOREST

The faerie forest is filled with beasts, magical and mundane. Most are subjects of the fae lord.

A single giant bird, cat sidhe, or unicorn can make for a good challenge for a group of first level characters. Two or three fae hounds are plenty of a threat for such characters, while herd animals and insect swarms can be found in various numbers.

GIANT BIRD

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d10 damage (claw)

Alignment: any

XP: 80

Notes: *Flight* (giant birds may fly)

CAT SIDHE

Hit Dice: 2d4 (5 HP)

AC: 14

Attack: +2 to hit, 1d4 (claw)

Alignment: Chaotic

XP: 35

Notes: *Augury* (once per year, on the spring equinox, the cat sidhe may cast the level 4 ritual Augury for any one target; the ritual is automatically successful, and the target simply finds herself with new insight and knowledge)

FAE HOUND

Hit Dice: 3d8 (13 HP)

AC: 14

Attack: +3 to hit, 1d6 damage (bite)

Alignment: Chaotic

XP: 85

Notes: *Uncanny Trackers* (fae hounds never lose their prey under any natural circumstances), *Vulnerable to Iron* (fae hounds take double damage from iron)

HERD ANIMAL

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +2 to hit, 1d4+1 (heatbutts and hooves)

Alignment: Neutral

XP: 20

INSECT SWARM

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: special, see notes

Alignment: Neutral

XP: 85

Notes: *Swarming* (the swarm will cause 1 hit point of damage to any it passes over, every round, and 3 points of damage to those who do anything other than seek cover)

UNICORN

Hit Dice: 4d8 (18 HP)

AC: 18

Attack: +4 to hit, 1d8 (kicks and horn)

Alignment: Lawful

XP: 125

Notes: *Charge* (the unicorn may charge an opponent with its horn, causing 1d12 damage instead of its normal attack)