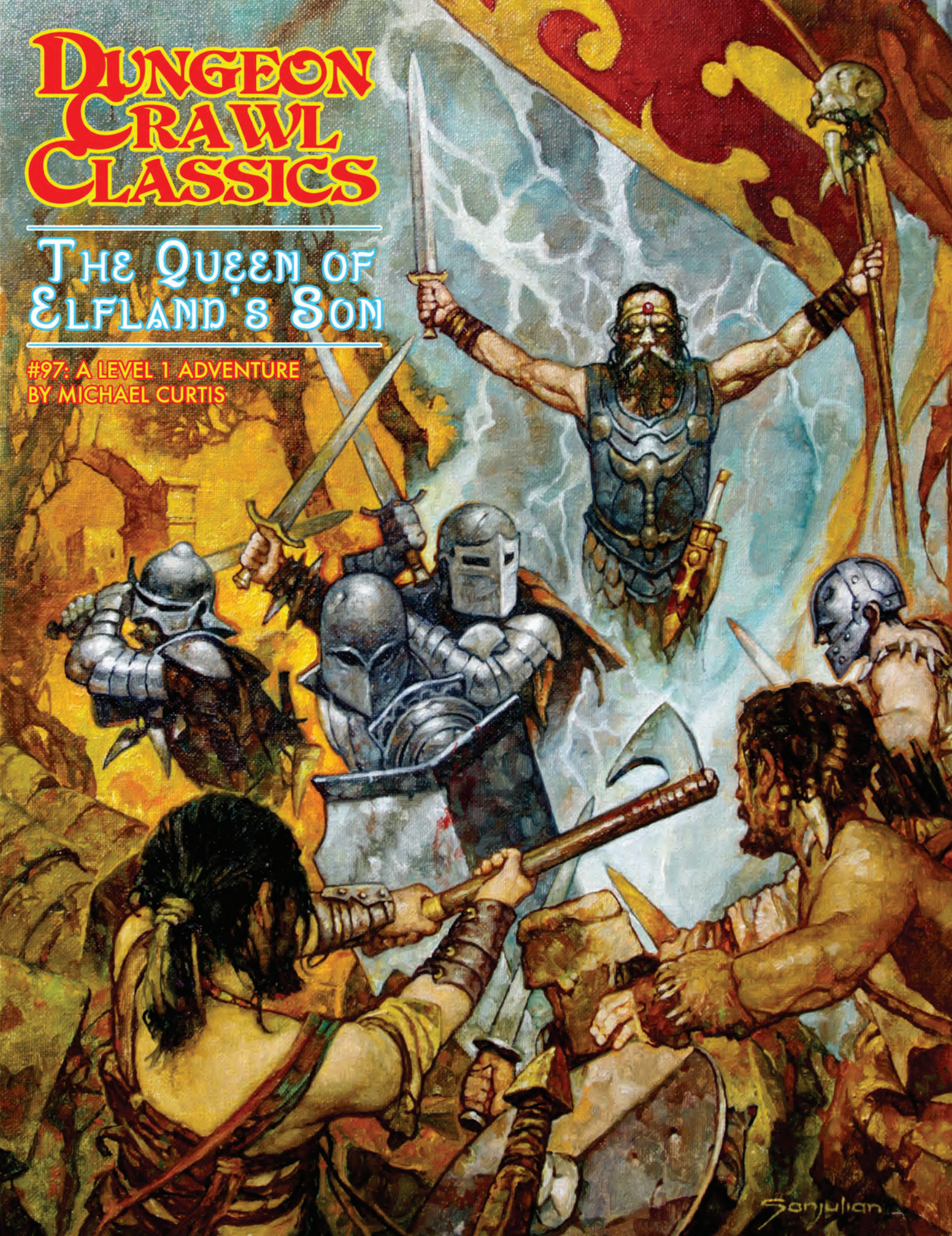


DUNGEON CRAWL CLASSICS

THE QUEEN OF ELFLAND'S SON

#97: A LEVEL 1 ADVENTURE
BY MICHAEL CURTIS



THE QUEEN OF ELFLAND'S SON

A LEVEL 1 ADVENTURE

Written by Michael Curtis • Editor: Rev. Dak Ultimak • Cover Art:
Sanjulian • Cartography: Stefan Poag • Interior art: Doug
Kovacs, Cliff Kurowski, Stefan Poag • Layout: J. Goodman

Playtesters: D. Chris Dodd, Karen Dresser, Terry Gwazdosky,
Michael Little, Ricardo Sedan (Total Con 2018); Bob Brinkman,
Paul Doran, Mark Glim, Mark Greenberg, Robert Hughes,
John Jesse, Alex Kurowski, Denny Walters (Gary Con X).

DCC RPG and this adventure are copyright © 2018 Goodman Games. Dungeon
Crawl Classics is a trademark of Goodman Games. DCC RPG is published
under the Open Game License. Refer to the OGL in this
work for additional information.

www.goodman-games.com



Visit this product's page on RPGNow.com and use the
coupon code below to receive a free PDF of this adventure!



The Queen of Elfland's Son is an adventure for *Dungeon Crawl Classics* RPG and is intended for a group of six to eight 1st-level PCs. The adventure pits the characters against the returning power of Elfland, now once again seeping across the borders of Faerie into the mortal world. The characters are opposed by horrible champions

of the Unseelie Court, now in prominence in the land of the Elves. If the characters succeed, they can thwart the schemes of the Elf Queen and save the mortal lands from her ire. This adventure also serves as a gateway into further adventures in Elfland as developed by the judge or in a future DCC RPG adventure module.

BACKGROUND



Forty years ago, Duke Thorne infuriated the King of Elfland for daring to hunt the King's unicorn herd. These majestic creatures regularly crossed over from Elfland to graze upon mortal grasses that grew around the village of Eng, galloping among the mists seeping out from the Ivy Wood. In response to this poaching, the Faerie King withdrew the borders of Elfland away from the verges of Eng. The twilight magic that enchanted the dreams of residents faded away and life became mundane and toil-some. Few villagers remember a time when magic could be smelled on the night air and glimpses of fairies and sprites and fauns were seen on the edge of Ivy Wood.

Now, the Duke is dead and the insult to the potentate of Elfland should have been lifted. In other places and times, the King of Elfland would gladly restore his borders to the mortal realm and magic and dream might once again permeate the night around Eng.

There's just one problem.

In the time since the borders of Elfland were withdrawn, Faerie has changed. Ever cycling between the Court of Seelie and Unseelie, the Elf King has been deposed from the throne in favor of his co-regent, the Queen of Elfland. As ruler of the Unseelie Court, the Queen of Elfland is the dark reflection of her husband. Where he appreciates humanity for their mortal gifts and ever-changing natures, the Queen despises man and his ilk. She is cruel, capricious, and revels in tormenting mortal lives. And unlike her spouse, she never forgets an insult.

The Queen of Elfland has reestablished the borders of Elfland with those of the lands around Eng – reopening the Elf Mound that acts as a gateway between the mortal world and the faerie lands. She has sent her son, Prince Ashheart of Elfland, to conduct a campaign of terror on the unsuspecting residents of Eng. He does this by unleashing nightly horrors upon the countryside, chief among them is an Unseelie unicorn, a fitting terror given the Duke's previous crime. Until the Elf King returns to power, the residents of Eng are about to learn that fairies and fairy magic are not the wonders spoken of in myth and song.

Facing these nightly attacks, the ruling body of Eng sends out word that assistance is needed and they are willing to pay a party of bold adventurers to find the root of these nocturnal assaults and end them for good...



ELVES AND ELFLAND

Much of this adventure deals with the return of Elfland to the mortal world. It is understandable that humans, dwarves, and halflings might know little about Elfland, but what about any elves in the party? Surely they'd know all about Elfland, the Seelie and Unseelie Courts, elf mounds, and other aspects of the mystery and solve everything with an Intelligence check or by simply being elves?

The short answer is "no," but the longer answer is "That depends on the campaign world."

Elves in DCC RPG are generally considered to be residents of the mortal world, dwelling in enclaves separate from Elfland and possibly being entirely independent from the Elf King's rule. Elves' predilection for having patrons besides the Elf King suggests they don't necessarily have any devotions to Elfland or its ruler above all others. Elves in DCC RPG might very well consider Elfland the "old country" and have heard tales about the wonders of the faerie lands but never seen them for themselves. In the author's DCC campaign, elves are expatriates from Elfland and purposely have turned their backs on it and its ways, refusing to speak of why they left the Elf King's domain for mortal lands. In fact, most elves don't even know why this exodus occurred as it happened so long ago.

Ultimately, the judge will have to determine what relationship the elves in her campaign world have with Elfland and adjust the adventure appropriately to take that relationship and any elf's in-game knowledge into account. Just do your best to keep some of the mystery, OK?

STARTING THE ADVENTURE



The Queen of Elfland's Son is an excellent first adventure for PCs who've successfully completed their zero-level funnel and are now exploring the larger world beyond their crofts and hamlets. Soon after they've acquired their first level, word comes to them from traveling peddlers, divine omens, mysterious messengers, or similar route that Eng needs aid. The village of Eng lies only a week or so away from the adventurers' former homes and traveling there is a simple matter.

If reasonably possible, the PCs should have no former knowledge of Duke Thorne, the slain unicorn, or anything else about Eng and the lands around it. *The Queen of Elfland's Son* is in part a mystery and discovering the primary culprit beyond the nocturnal attacks is half the fun.

MEETING THE PARLIAMENT OF ENG

The Valley of Eng is a broad, shallow vale comprised mostly of rolling meadows, small groves of trees, fieldstone walls, and hedgerows. An old, small forest lies at the western edge of the valley, its ancient trees covered in creepers which give it its name: the Ivy Wood. In the middle of the valley lies the village of Eng.

Eng is like a thousand other farming villages: a collection of buildings housing a tavern, a mill, a blacksmith, a tanner, and a few other tradesmen's homes and shops surrounded by numerous small crofts and farms. A single road passes through the center of Eng, pausing at a village commons before departing the community for good. The Duke's castle lies several miles to the north, but his heir and the ducal seat don't come into this adventure unless the judge chooses otherwise.

Asking around the village about local goings-on or following up on the rumors that the village requires assistance quickly gets the adventurers directed to the local ruling body, a collection of well-to-do and respected residents known as the Parliament of Eng. This is a lofty name for the group of local villagers with enough renown and respect to help steer ducal policy. They handle the day-to-day business of the village. Upon hearing outsiders are inquiring about the troubles, the Parliament quickly convenes and the PCs are invited to meet with this august body.

Your inquiries into the local troubles has resulted in an invitation to meet with the Parliament of Eng, the local governing body. You soon find yourself with the wattle-and-daub walls of the miller's home, a somewhat more well-built home among Eng's more rudimentary buildings.

A group of aging men and one woman sit around a broad table in the miller's dining room. Candles provided smoky illumination to the otherwise well-cared for chamber. At the head of the table, a red-cheeked man with muttonchops and a silk cap, holds court.

"Welcome!" he says. "We of the Parliament are overjoyed you've come to Eng in response to our troubles. We have need of the prow-

ess and skills of brave stalwarts such as yourselves, for we face a danger far beyond the abilities of simple farmers and villagers to overcome.

"Of late, terrible things have been hunting the shadows around Eng, harrying our livestock and late-goers. Sightings of vicious, blood-soaked beasts near the Ivy Wood have been reported. Ghostly figures have been heard wailing in the night. We are frankly at a loss to deal with these horrors and need those well-suited with weapons and spells and divine might to be our champions. We have taken a collection and we can pay 50 pieces of well-worn gold to the group who can drive out these monsters. Are you interested?"

Assuming the party accepts, the Parliament (led by the miller, Yugen, and comprised of Dwenis, Phebrin, Holst, Urmir, and the Widow Kosselmoss) will provide the following information.

- Many sheep, goats, and even some cattle have been found dead in pens and barns. Each has died from blood loss and internal injuries caused by a single stab wound like a "terrible spear." The pens and barns were broken into by force, often shattering walls and fences rather than going through gates and doors.
- The reported sightings are all muddled. Some late traveler claims to have seen monstrous stags bearing armored figures, terrible wolves drenched in blood, ghostly maidens wailing and screaming, and bounding, hairy dwarf-like creatures with eyes that glowed in the moonlight.
- The sighting began six nights ago. In that time, three people have been killed: a traveler leaving the village before dawn, a shepherd watching his flock overnight in the meadows, and a man returning home to his outlying farmstead from the tavern. One was torn apart as if by wild beasts and the other two died of single puncture wounds like the livestock.
- Many of the sightings have occurred near Marrow's farm, which is closest to the Ivy Wood. Marrow is one of the oldest residents of Eng and keeps to himself. However, he's lost the most livestock to these nocturnal raiders and may have further insights to the nature of the menace. Marrow lives two hours away to the southwest and the Parliament provides directions to the party if they wish to question him.
- Don't reveal this to the party, but most of the sightings are only the imaginations of fear-stricken villagers and shepherds and are merely red herrings. The "wolves" are Herne's hounds (see area 1-15), who tore apart the traveler. The other crimes are all the work of the Unseele unicorn.

While the members of the Parliament are all in the late fifties and early sixties, forty years of mundane existence in the Valley, untouched by Elfland's magic and wonder, has left them more materialistic and prone to reason than their counterparts in the larger world. As such, they and most of

APPENDIX A:

THE QUEEN OF ELFLAND'S LETTER

This letter should be either read aloud or handed to the party when discovered in the Prince's private quarters:

My Beloved Son, Scourge of Shadows and Master of Misery,

Attend to your mother and Queen. Your hated father has been usurped and I once again rule Elfland. Unlike your patriarch, I see no need to pardon those lowly mortals who dwell beyond the Ivy Mound. Their duke may be dead, but his crime is not forgotten. The King may have forgiven them, but I do not. You must act in my stead.

I charge you to reopen the Ivy Mound and unleash all manner of misery upon the mortals. I trust you will find suitable measures to remind them why they should rightfully fear Elfland. I've once more extended the borders of Faerie to the mortal realm, and opening the mound anew will be a trivial matter. I hereby grant you permission to take such guards, courtiers, assistants, and lackeys as needed to fulfill this task. I even give you leave to employ the Huntsmen and his pack if you so desire. A small gift of affection for my lovely boy.

See you uphold your duties to your mother and your Queen. I shall be wroth if you fail me. A cell adjoining your father's and your sister's awaits you as a reward for displeasing me.

Her Majesty, the Queen of Elfland.

This printing of DCC #97: The Queen of Elfland's Son is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Dungeon Crawl Classics, DCC RPG, Mighty Deed of Arms, spell check, Luck check, spellburn, mercurial magic, corruption, disapproval, all spell names, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections of creature statistics as derive from the SRD are designated as Open Game Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "DCC #97: QUEEN OF ELFLAND'S SON, copyright © 2018 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com"

DCC #97: Queen of Elfland's Son is copyright © 2018 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of

the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment,

magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/

or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of

this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may Not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC #97: Queen of Elfland's Son, copyright © 2018 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com