

Argan Mac Darag the hilderin knight



- ⌘ **Ways:** Combaticiveness: 5. Creativity: 3. Empathy: 2. Reason: 2. Conviction: 3.
- ⌘ **Skills:** Close Combat: 5 (Axes: 6, Swords: 9 (Long swords: 10)). Craft: 2. Demorthèn Mysteries: 2. Erudition: 4. Feats: 5 (Endurance: 7). Natural Environment: 4. Occultism: 2. Perception: 5 (+1 bonus to sight). Relation: 5 (Command: 8). Shooting & Throwing: 5 (Bows: 8, bonus +1). Stealth: 3. Travel: 5 (Riding: 8).
- ⌘ **Advantages:** Good Sight.
- ⌘ **Disadvantages:** Enemies (several influential nobles at the royal court).
- ⌘ **Sanity:** Mental Resistance: 8 (+3 bonus due to Hardening). Orientation: Instinctive. Trauma: 6 (Mental Confusion). Hardening: 6 (Empty Fortress). Character Traits: Combative, Stubborn.
- ⌘ **Combat:** Attack: 10 (Axes: 11, Bows: 14, Long swords: 15, Swords: 14). Defense: 15 (Protection: 3). Speed: 7. Potential: 2.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

A feared and hated man, Argan Mac Darag has been the Vale's regent for fifteen years. This Hilderin knight has quite the unsavory reputation and a history with its share of skeletons in the closet. However, some argue that his iron hand is the only thing that prevents this remote region of Taol-Kaer from devolving into chaos.



Argan's foreboding shadow is constantly hanging over the Vale of Dearg. He is an indistinct, insidious threat, the harbinger of an impending doom. The Focus "Gaoi" also sheds light on how he became the twisted lord of the Fortress of Smiorail and Fearil. At this stage, he plays a careful, methodical game, testing the limits of the Vale's residents, all the better to establish his power. Argan is involved in several key Scenes as an antagonistic figure.

⌘ The Tax.

Argan is crushing the people of Fearil under new taxes even though the crops have been mediocre. He represents an authoritarian power who looks down on commoners and unabashedly acts in bad faith, claiming that, certainly, there must be enough food for everyone. Only a few people dare speak out against him, including Mael and the Lead.

⌘ The meal.

Wylard Mac Readan comes to the Vale of Dearg with a mad project: eradicating the Feondas. In this instance, Argan poses as the voice of reason and is quick to remind the guests of the tragic fate of the Feond hunter Dràc from Tull Naomh. Because of him, the city suffered greatly and the Feond threat is still rampant. Dràc was subsequently banished and finished his days as a universally hated exile for having stoked the monsters' wrath.

⌘ Outburst.

After Mael's death, Argan is suspected of having played a sinister part in the tragic passing of the last of the Mac Govrians. Along with his men, Argan watches the funeral from afar. His mere presence shows how he is now the one in power. His face is grim and inscrutable.

Céliane the Dàmàthair



- ⌘ **Ways:** Combateness: 3. Creativity: 4. Empathy: 5. Reason: 2. Conviction: 1.
- ⌘ **Skills:** Close Combat: 4. Craft: 1. Demorthèn Mysteries: 1. Erudition: 3 (+1 bonus). Natural Environment: 4. Perception: 1. Relation: 5. Science: 1. Shooting and Throwing: 1. Travel: 1.
- ⌘ **Advantages:** Survival Instinct, Well-read (Erudition).
- ⌘ **Disadvantages:** Unlucky.
- ⌘ **Sanity:** Mental Resistance: 6. Orientation: Instinctive. Trauma: 4 (Mysticism). Character Traits: Receptive, Irresolute.
- ⌘ **Combat:** Attack: 7. Defense: 12. Speed: 8. Potential: 2.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 4.

Céliane was born in the village of Fearil where she intends to take up the mantle of a Dàmàthair and contribute to raising the children of her village (see Book 1 – Universe, “The Dàmàthair”). Her father Baorig is the local Demorthèn and her late mother was a Dàmàthair herself. Céliane has feelings both for the Lead and for the poetic and mysterious Mael Mac Govrian, one of the two last heirs of the Vale’s ruling family. As such, she is a benevolent but ambiguous figure.



Earrach Feis. This scene features the first encounter between Céliane and the Lead. Mael is absent. Céliane wears a mask and the Lead is supposed to discover her identity only at the end of the scene. During the course of the festival, she develops an infatuation for the Lead and it shows: she keeps stealing glances at them, hurriedly looks away, comes closer, walks by their side, chats with them in a relaxed fashion, dances with them (going as far as to invite them to if needed)...



Jealousy. At the beginning of Og-mios, the time of weddings, Céliane and Mael spend time together. They behave like complete lovebirds, heedless of the world around them, including the Lead who will likely be livid with jealousy before their unabashed demonstrations of romantic, almost carnal love, the perfect picture of sweetness and pleasure. Mael whispers gentle words and little jokes to Céliane who smiles and clings to him.



The brigands. The fight has left the Lead seriously injured. Céliane spends time with them, tending to their wounds and comforting them. She praises them and congratulates them for their bravery, assuring them that they are a fully grown, valuable member of the community, contrasting with the Lead’s father’s belittling words. Céliane openly admits she was very afraid and worried. This is when she realizes she loves both the Lead and Mael.



A private conversation. Mael tells Céliane about the plan for her and her father to move to Saltwaters. In response to Mael’s arguments, Céliane claims that she loves him and cannot leave him. Mael promises that he will do whatever it takes to be with her, no matter where she goes. The lovers kiss before parting. The whole scene takes place before the Lead’s eyes.



The mill. The scene takes place inside a burning mill where the lovers were meeting. Céliane is by Mael’s side, whose leg is trapped under a broken beam. The Lead must leave with Céliane immediately. The young woman refuses to give up on Mael, even though there is nothing to be done. This is a tragic, gripping scene.



Céliane’s despair. Céliane is clearly in shock over Mael’s death. Her only source of comfort is the Lead. She may, for example, burst into tears in the middle of the funeral and cry on the Lead’s shoulder. Such behavior will be met with disapproving comments from the locals. Everyone was aware of the romance between Mael and Céliane, and her being so intimate with the Lead is seen as inappropriate. Such criticism will sting her deeply, bringing her back to the shameful love she has always borne for both Mael and the Lead.



Unbearable pain. Unable to live with the death of her lover and her guilt, Céliane decides to kill herself. She blames herself for not having protected Aline and Mael, believing that she caused their deaths by insisting upon a last rendezvous. The recent antipathy from the community, who blame her for getting closer to the Lead, has driven her to the depths of despair. She feels unfit to be a Dàmàthair as she is supposed to be a model for children, exemplifying honor and virtue. Deeply shaken, she will confess her love for the Lead.

Jerryl of the Swamps the Renegade Knight



- ⊕ **Ways:** Combativeness: 5. Creativity: 1. Empathy: 4. Reason: 3. Conviction: 2.
- ⊕ **Skills:** Close Combat: 5 (Bludgeoning Weapons: 9, Short Blades: 8, Swords: 9). Erudition 3. Feats: 5 (Endurance: 7). Natural Environment: 4. Perception: 5 (+1 bonus to sight). Relation: 5 (Command: 7, Intimidation: 8). Stealth: 3. Travel: 5 (Riding: 10).
- ⊕ **Advantages:** Good Sight.
- ⊕ **Disadvantages:** Enemy (Duke of Salann Tir), Trauma (1). Sanity: Mental Resistance: 7. Orientation: Instinctive. Trauma: 7 (Frenzy). Character Traits: Impulsive, Free.
- ⊕ **Combat:** Attack: 10 (Bludgeoning Weapons: 14, Short Blades: 13, Swords: 14). Defense: 16. Speed: 9. Potential: 1. Fighting Arts: Cavalry, Parry, Sneak Attack.
- ⊕ **Stamina:** 10.
- ⊕ **Survival points:** 3.

Jerryl of the Swamps was a Hilderin knight with a bright future ahead of him, until he happened to meet Princess Aïnlis. Infected with a burning passion, he turned renegade and gathered a band of brigands called the “Iron Reeds” with the sole purpose of bringing down the castle of the Mac Tremens and claiming Aïnlis for himself. He has been receiving the support of mysterious backers from the city of Tuaille, whose purpose is to overthrow the Duke through Jerryl and unsettle the region. This has given him the means to undertake a frontal assault. Jerryl’s story will show the Lead another facet of love: an obsessive passion that can drive one to crime. As for Aïnlis, she represents the exact opposite: the resignation of an individual who has sacrificed her choices and liberty for the sake of the greater good.



An unexpected encounter. The PCs will meet Jerryl inside a travelers’ inn on the road to Tùrsal. They will chance upon him and many of his Iron Reeds. The purpose of this Scene is to show Jerryl in a more ambiguous light. The official version depicts him as a perfidious and cruel madman, but actually talking to him will show a person who is not without his noble traits. He will argue the following:

- ✦ The order of the Hilderins is corrupt, a festering pit of intrigue. Brigands at least have a sense of honor of their own.
- ✦ Nobles believe themselves to be better than commoners even though they live as legal parasites, crushing people under their yoke. Among them, women are treated no better than cattle, used for repulsive transactions.
- ✦ True nobility lies in being brave enough to follow one’s passions to the end.



Confrontation. Jerryl of the Swamps has come up with a plan to take Aïnlis away from the Duke’s castle. He has organized a frontal assault with the objective of seizing her. He actually values her life so much that he will do everything to keep her out of harm’s way and would rather put his troops in difficulty than risk her death. In the end, Jerryl manages to carry a severely injured Aïnlis away, but is stopped by Mael and the Lead. This Scene is very tense: although Jerryl is in Bad Condition (-2 to all actions and static values), he is still a fearsome opponent. He pleads with his pursuers using the themes of love and the meaning of one’s existence:

“If there is only one thing, one being who fills your whole soul, who gives your life meaning, do you think it’s fair to give up on her, to submit?”

“Living is not being a slave to stupid conventions; it’s loving and being ready to risk everything!”

“Letting a selfish, manipulative king make a young woman unhappy by forcing her to marry an old man? All these people do is destroy lives and souls to become more powerful! Let us be free!”

Jerryl claims that Aïnlis is miserable with her current life, that he did all of this for her, and that his only wish is to leave with her and never come back to these lands... When he learns from her own mouth that she does not love him and fears him, he will reel under the shock, then try to run away into the misty swamp.



Lord Wylard Mac Readan

- ⊕ **Ways:** Combativeness: 5. Creativity: 2. Empathy: 2. Reason: 3. Conviction: 3.
- ⊕ **Skills:** Close Combat: 5 (Swords: 9 (Long swords: 12)). Craft: 3. Demorthèn Mysteries: 2. Erudition: 5 (History: 6). Feats: 5. Natural Environment: 4. Perception: 5. Relation: 5 (Command: 6, Diplomacy: 6, +1 bonus). Science: 3. Shooting and Throwing: 5 (Bows: 7). Travel: 5.
- ⊕ **Advantages:** Charismatic.
- ⊕ **Sanity:** Mental Resistance: 8. Orientation: Instinctive. Trauma: 4 (Elation).
- ⊕ **Combat:** Attack: 10 (Swords: 14, Long swords: 17). Defense: 13 (Protection: 3). Speed: 7. Potential: 2.
- ⊕ **Stamina:** 10.
- ⊕ **Survival points:** 3.

Wylard Mac Readan is the brother of Demorthèn Baorìg of Fearìl, which makes him Céliane's uncle. He is a Talkéride lord from the Dukedom of Salann Tìr where he owns land at the foot of the mountains, close to the great Western Swamps. After the brutal death of his wife and children, Wylard went through a period of deep lethargy before experiencing a sudden burst of vigor. He decided to hatch a great campaign aimed at, to quote him, "purging the world of the Feond threat." This exalted mission borders on madness... But then again, maybe it is impossible to face such an immense peril without somewhat losing one's grip on reality. The statistics detailed above apply to Wylard before the slaughter of his family. After that event, he reaches the Megalomaniac Delusion stage of his Elation disorder.

For the Lead, Wylard will be something of a mentor since he will supervise their military service. Being present during the tragedy that will befall Wylard's wife and children, the Lead will also witness the consequences of losing a loved one, which will certainly remind them of the feelings they have for Céliane.



Wylard's visit. Wylard is back from a diplomatic trip to the capital of the dukedom of Dùlan where he met Duke Làn Mac Torrach as a representative of Salann Tìr. Apart from suspicious troop movements from the Gwidrite Lord Mac Snòr, of the nearby Vale of Thoir, Wylard has no significant information to report to his brother. A feast is organized for Wylard and his men, an opportunity for him to inquire about the future of Baorìg's daughter, Céliane.



Wylard urges a sensible marriage. Since Dearg and the neighboring vales are under the control of the Hilderins, they are in a situation similar to the dukedom of Salann Tìr, where a governor makes sure that the subjects of the King remain loyal. In such conditions, strong alliances are necessary to keep royal power from encroaching on local interests.



Baorìg publicly mentions the most serious contenders: Mael and the Lead. Wylard agrees, since in both cases it would strengthen Fearìl. To decide between them, Wylard offers to take them to his domain of Saltwaters so that they can perform their military service. This way, he will be able to assess them and provide his honest opinion.



Dire news. Wylard is told about the death of his wife and children, which comes as a terrible shock. A great shadow will suddenly fall on the domain as Wylard remains stunned by this impossible turn of events.



A desperate act. The funeral takes place. The lord's retainers have prevented him from seeing the bodies. Crushed under the pain, Wylard offers no resistance. However, two days later, as if in a frenzy, he goes to dig up the bodies of his wife and children with his bare hands to hold them. He is found out of his mind, a ghastly picture of tortured love, of the boundless pain resulting from unbearable loss. He will remain catatonic for several months.



The meal. Wylard comes to the Vale a changed man. He asks to be received at the Fortress of Smiorail along with all the major figures of the Vale. He has two important announcements to share with everyone. First, he has started a great campaign against the Feondas with the objective of gathering as much knowledge from the three kingdoms as possible to put an end to this endemic evil. Thus, he has taken up the dream of the Three Brothers to unite once more the lords of the peninsula around a common quest: the eradication of the Feond threat.

Wylard also proposes that Mael marry his adoptive daughter and niece, Lady Geleis. The purpose of this wedding is to strengthen the alliance between the Vale of Dearg and the domain of Saltwaters (see Act 3, Scene 3, "An alliance proposal"). When Mael agrees, Wylard is elated and invites him to come to Saltwaters, escorted by a few of his retainers, including the page Doern, to whom he entrusts the responsibility of organizing the wedding as quickly as possible. Wylard intends to go on toward Tulg-Naomh, where Doern and the others may join him later.





Mael Mac Govrian the Prince

- ⌘ **Ways:** Combateness: 3. Creativity: 5. Empathy: 4. Reason: 1. Conviction: 2.
- ⌘ **Skills:** Close Combat: 5. Craft: 1. Demorthèn Mysteries: 1 (+1 bonus). Erudition: 2. Feats: 3. Natural Environment: 1. Perception: 2. Relation: 2 (+2 bonus). Performance: 2 (+1 bonus). Shooting and Throwing: 3. Travel: 3 (+1 bonus).
- ⌘ **Advantages:** Beautiful, Intuitive.
- ⌘ **Disadvantages:** Enemy (Argan Mac Darag), Trauma (1).
- ⌘ **Sanity:** Mental Resistance: 7. Orientation: Instinctive. Trauma: 6 (Melancholy). Character Traits: Poetic, Doubting.
- ⌘ **Combat:** Attack: 8. Defense: 10. Speed: 7. Potential: 3.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

Mael Mac Govrian is an orphan, the last male heir of the Mac Govrians. His only living relative is his sister, Aline (see “The Tragic Fate of the Mac Govrians”). His relationship with the Lead is one of good-natured rivalry and friendship. Just like the Lead, he is in love with Céliane. Mael intends to become a warrior, but he also has a poet’s soul and is an inspired musician. Being of a brooding temperament and noble ancestry, Mael remains a rather mysterious figure for most of Fearil’s inhabitants. With the Hilderin knights casting their shadow over the Vale, no one can be sure that he will one day be able to claim his title.



Jealousy. At the beginning of Og-mios, the time of weddings, Céliane and Mael spend time together. They behave like complete lovebirds, heedless of the world around them, including the Lead who will likely be livid with jealousy before their unabashed demonstrations of romantic, almost carnal love, the perfect picture of sweetness and pleasure. Mael whispers gentle words and little jokes to Céliane who smiles and clings to him.



The brigands. The Lead is tasked with escorting a Ionnthén. However, Mael hears about the presence of bandits and fears that something may happen to his friend. Along with Céliane, he runs after the Lead’s party to warn them and both end up taking part in a battle against the brigands. The Lead is seriously injured and is taken inside a nearby cave while Mael goes back to the village for help.



Wylard’s visit. Mael sits at the feast during which Wylard speaks of the future wedding of his niece, Céliane. The most serious contenders are Mael and the Lead, the purpose being, in both cases, to strengthen Fearil’s independence through a suitable alliance. Wylard offers for Mael and the Lead to come perform their military duty in his domain of Saltwaters, so that he may assess their qualities. Mael looks favorably upon this proposal.



An unexpected encounter. The Lead and Mael fortuitously come face to face with the rogue knight Jerryl of the Swamps. Mael is in favor of avoiding a direct confrontation.



An important message. One evening, Mael overhears a conversation between page Doern and knight Deaglán. Will he tell the Lead about it? This is up to the Player.



A private conversation. Mael tells Céliane about everything and urges her to leave with her father for Saltwaters in order to protect the land of their ancestors. Her uncle needs her, and Mael believes that Céliane’s life will be better there than in the border region of Fearil where the Hilderin knights are as much a threat as they are a source of protection. He wishes he could come with her, but assures her that he will do whatever it takes to be with her, no matter where she goes.



The meal. Wylard offers Mael to marry Lady Geleis in order to establish an alliance between the Mac Readans and the Mac Govrians. Mael is caught unprepared. He is aware that doing so would mean giving up on Céliane for good. However, at the end of the meal, with the guests as his witnesses, Mael tells Wylard that he accepts the proposal.



Renunciation. The day after the meal, Mael and the Lead meet at Smiorail. Mael acts oddly, talking about feelings of foreboding, as if his journey were about to go wrong. “Should anything happen to me...” and “Take care of Céliane during my absence, she is what I hold dearest in this world.” He assures the Lead of the strength of his friendship. From his point of view, Céliane loves them both. Mael has accepted that he is going to marry a princess in order to restore the independence of his lands. He is the heir of the Mac Govrians; it is his fate, and he accepts it with a dignity worthy of respect. He trusts the Lead and is content to know that Céliane will be protected and happy.



The mill. Mael is trapped inside the burning mill. He knows that he is going to die and his last wish is for the Lead to save Céliane, who refuses to leave.



Maorn the Ansailéir



- ⊕ **Ways:** Combateness: 5. Creativity: 1. Empathy: 4. Reason: 2. Conviction: 3.
- ⊕ **Skills:** Close Combat: 5 (Axes: 9, +1 bonus). Craft: 3. Demorthèn Mysteries: 4. Erudition: 2. Feats: 5 (Endurance: 7, +1 bonus). Natural Environment: 5. Perception: 4. Relation: 5 (Command: 7). Shooting & Throwing: 5 (Bow: 9, +1 bonus). Stealth: 3. Travel: 5.
- ⊕ **Advantages:** Strong, Iron Stamina.
- ⊕ **Sanity:** Mental Resistance: 8. Orientation: Instinctive. Trauma: 1 (Obsession). Character Traits: Pugnacious, Narrow-minded.
- ⊕ **Combat:** Attack: 11 (Axes: 15, Bows: 15). Defense: 15 (Protection: 1). Speed: 9. Potential: 1.
- ⊕ **Stamina:** 10 (+2 bonus against diseases and poisons).
- ⊕ **Survival Points:** 3.

A warrior's honor, the sense of duty, the judgment of society... Maorn is all these things made flesh. He is the current Ansailéir of Dearg and the father of the Lead, to whom he gives a harsh education in order to shape him into the next Ansailéir. As hard as he may be, Maorn loves his child and, as such, he embodies the paternal facet of love.



Ruthless training. This Scene takes place when the Lead is a teenager. Maorn is giving them unrelenting training in close combat. From the Ansailéir's point of view, the child is never skilled, quick, or tough enough. Maorn attacks again and again, pushing the Lead to their limits in order to force them to show what they are truly made of. The lessons never end, one following the other as soon as the Lead has recovered sufficiently to resume, day after day.

This is the Focus's introductory Scene, and to make it all the more striking, the player portraying Maorn should not hesitate to badmouth the Lead and goad them. For example:

"You call that parrying? How long do you think you'll survive if you keep being such a pushover?"

"Hit me, I tell you! Show me what you can do!"

"Do you have blood running through your veins, or water?"

"A true warrior gives it his all! Otherwise, he has no chance of protecting those he loves! Do you want to see your mother and sisters killed? Your future love and children slaughtered? All of Dearg wiped out? Then fight for real!"

In the end, Maorn tells his child that they will spend one month serving Smiorail's Hilderins in order to toughen them up.



Other key Scenes. Maorn can also be present (though with a less prevalent role) in all the Scenes taking place in the Vale of Dearg as well as at the feast at Smiorail (Act 3, Scene 3: "The meal"). Though he will never admit it, even to himself, Maorn is growing old, and he is deeply worried about the Vale's future. He feels that with Argan's twisted, overbearing influence, and with the weakness of Fearil's Ansailéir and Demorthèn, dark times lie ahead.

Acts and Scenes of Gaol: Of Love and Fury

Act 1: A Troubled Love

Scene 1: Earning a father's love

The Lead is ruthlessly trained by their father under the eyes of their mother and sisters. The Lead is still young, but they already know that much is expected of them and that they will have to give their all if they want to meet their father's high expectations.

Scene 2: Brothers in arms

Mael and the Lead meet for the first time in the Fortress of Smiorail. They are both given a warrior's harsh training that brooks no weakness. Facing this adversity and these ordeals together forges a strong bond between Mael and the Lead. Mael tells his friend about his love for Céliane.

Scene 3: Earrach Feis

This festival celebrates the end of childhood, which applies to the Lead and several other young boys and girls of their age. It is a day of friendly competition and merrymaking, during which Mael is incidentally away on a trip outside the Vale. The Lead spends time with a delightful, masked young woman who turns out to be Céliane.

Scene 4: Jealousy

All the couples who have agreed to marry do so at the beginning of the month of Og-mhios. It is a time of great joy. Meanwhile, the Lead is a powerless and jealous witness to the loving bond between Céliane and Mael.

Scene 5: A benevolent figure

The Lead is tasked with escorting Adeliene the Ionnthén. On their way, the group is attacked by brigands and saved by the timely intervention of Céliane and Mael. The wounded Lead is tended to by Céliane, and the two become closer.

Scene 6: The Talkéride Lord

A visit from Wylard Mac Readan leads to Mael and the Lead departing for the domain of Saltwaters in order to perform their military service. The purpose of this is in part to decide who would be best suited for Céliane.

Act 2: Military Service

Scene 1: The domain of Saltwaters

Mael and the Lead familiarize themselves with the domain, its denizens, and the peculiar atmosphere of these marshy lands.

Scene 2: The Iron Reeds

The dukedom's governor mentions the threat posed by a band of brigands, the Iron Reeds. Mael and the Lead are among a party tasked with investigating this gang and how dangerous they are, as well as learning more about their leader, Jerryl of the Swamps, whom they will actually get to meet in the flesh.

Scene 3: A grim discovery

Mael and the Lead stumble upon a scene of carnage, the work of a Feond who has slaughtered the wife and children of Wylard Mac Readan.

Scene 4: The rogue knight

Jerryl of the Swamps undertakes a daring assault on the duke's castle in order to abduct Princess Ainlis. Mael and the Lead will get to influence the battle and Jerryl's fate in decisive ways.

Scene 5: An important message

As Wylard Mac Readan has sunk to the bottom of melancholia, his entourage worries about the future of his domain and lineage. They consider calling Wylard's brother back to his ancestral lands. Moreover, with him being Céliane's father, the young woman could also be involved in an advantageous arranged wedding. Geleis, Céliane's cousin, is determined not to let this come to pass.

Act 3: Back to Dearg

Scene 1: Bitter reunion

Mael and the Lead come back to Dearg. Both have strong feelings for Céliane and the idea of her moving with her father to Saltwaters weighs heavily on them. In Fearil, the news causes a stir. Ultimately, Demorthèn Baorig will decline, choosing his duties in Fearil over supporting his line.

Scene 2: The tax

Argan the knight is levying abusive taxes on Fearil. Mael and the Lead are witnesses to this injustice, but there may be little they can actually do.

Scene 3: Wylard's quest

Wylard Mac Readan comes to Fearil a changed man. He has taken upon himself an exalted quest whose purpose is to eradicate the Feond threat. He has also come to offer the hand of his niece Geleis to Mael, in order to create a strong alliance between the Mac Readans and the Mac Govrians. Mael has to choose between the greater good and his own desires—in this case, his love for Céliane.

Scene 4: Grim intuition

In the end, Mael decides to give up on Céliane and marry Geleis. He entrusts his beloved to the Lead, bidding them farewell in what sounds like a man's last speech.

Scene 5: The fire

Aline Mac Govrian, Mael's sister, comes to the Lead to tell them that she fears Céliane and Mael might be planning to elope. She asks the Lead to go and talk sense into her brother. Unfortunately, the lovers are meeting inside a mill that a band of brigands called the Black Feathers have turned into a deathtrap at Argan's request. Only Céliane and the Lead will be able to escape from the burning building, though barely, while Aline and Mael meet a tragic fate.

Scene 6: The cairn of the ancestors

Some suspect Argan of having been involved in Mael and Aline's death, the last two heirs of the Mac Govrians. The siblings are interred in an atmosphere of tension and despair. Céliane in particular is devastated and will later attempt to drown herself. Upon the Lead saving her, she will confess her feelings for them.



