

URC7-01

# The Mare of Applebee

## A One-Round Dungeons & Dragons® Living Greyhawk™

### Regional Adventure set in the County of Urnst

Version 1.2

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Based on original material by Dennis Stalnaker

The peaceful village of Applebee has changed very little over the years, despite the radical changes that swept the County these last few years. And that's just the way the local Halfings like it. However the peace and tranquility has been disturbed. Is this a sign from Yondalla herself? It is up to you to bring back peace to this community. Part one of the *Small Problems* series. A regional adventure set in the County of Urnst for characters level 1-15 (APLs 2-12) but is recommended for APLs 2-8.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Warrior* [Dale Donovan & Kim Mohan], *Draconomicon* [Michelle Carter, Dale Donovan, Gwendolyn F.M. Kestrel, Charles Ryan], *Monster Manual III* [Greg Collins, John D. Rateliff, & Gary Sarli], *Races of Stone* [David Noonan, Jesse Decker, & Michelle Lyons], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grub, & Mike McArtor] *The Miniatures Handbook* [Charles Ryan & Jennifer Clarke Wilkes].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

This story began at the end of 593CY. A beautiful unicorn named Panarestiel lived in the Honeypot forest. She lived amongst a court composed of fey.

When the fiends pored into the County many of them sought refuge in the forests. Only when they entered the Honeypot, they found the fey well organized and many of the fiends met a quick end by their hand.

One of the fiends slain was the consort to a powerful devil (who will remain unnamed at this time). The devil sent a large number of his forces into the Honeypot, aiming at capturing the unicorn. Panarestiel and her sylvan allies did the best they could, but eventually the unicorn was captured by the fiends.

The fiend took the horn and cursed the unicorn. "As you have slain my mate, you will now serve as a mare in my stable." Thus the hornless unicorn was given the form of a simple mare. For most of 594CY, Panarestiel, now robbed of her powers, was used to breed fiendish horrors for the fiend.

Early in 595CY, adventurers converged on Brotton and one by one hunted down the many fiends that were found. The devil and most of his court was destroyed, while the rest fled for their lives.

The adventurers who killed the fiends took Panarestiel as part of the loot. Making a quick stop in Applebee, they sold the mare and headed to their next adventure.

## The Fiendish Unicorn of the Honeypot

Panarestiel's fiendish unicorn grew up extremely quickly and has now reached adulthood. It is now ready to begin imposing its will upon the forest. It already gathered a number of evil creatures to form the base of its army.

## The Baby Unicorn

Brockly (Brock for short) bought the mare and has been using her to plow his field. In the spring of 597CY, the mare (now called Grumpy) gave birth to a perfect white unicorn. Brock was at first horrified. He thought that Brandobaris had played a trick on him. He called the local priest of Yondalla and had him bless his house. However, when the priest saw the baby, he was overjoyed. It seemed that his house was indeed blessed.

The priest made a series of divination and he established that a group of adventurers would soon arrive and they would solve the mystery.

## The Curse

At the higher APLs, PCs may be able to remove the curse that affects Panarestiel. The curse was placed by a 20th-level caster (for the purpose of *break enchantment* or *remove curse*). THIS IS NOT THE BEST WAY TO FINISH THE ADVENTURE.

A successful breaking of the curse, without using the horn, has Panarestiel return to being a unicorn without her horn.

## ADVENTURE SUMMARY

### Introduction

The PCs have been hired as guards for a merchant house to protect cargo from Count's Markham to Applebee.

### Encounter 1: The Priest of the Protector

The PCs arrive in Applebee where their employment ends. They are immediately approached by a few local militiamen who insist the PCs be brought to the Town Hall (which also serves as the Temple of Yondalla). There they meet the priest of Yondalla who explains the situation.

He tells them they have been divinely selected to perform this task by Yondalla herself (ok, he's getting carried away).

### Encounter 2: The missing animals

The PCs are brought to the farm where Brock tells them that when he came into the pen this morning, both animals were gone. He points to one of his neighbors as the likely culprit. The PCs can get a number of important clues as to what has happened.

The PCs investigate around the small community. Here they have many occasions to meet and interact with the NPCs. It is a series of mini-encounters.

This encounter should give the PCs a good idea of the story of the mare (from the Halfling's perspective). The PCs should also uncover the story of the fiend and its lair.

### Encounter 3: The welcoming committee

The PCs head into the Honeypot after the unicorn and its mother. They are attacked by plants ordered by Panarestiel's baby to cover their movement.

### Encounter 4: The fey

The PCs encounter a group of fairies. These fairies are willing to fight the PCs, but would be willing to talk. However if any of the PCs have any kind of enmity with the faeries, there is no talking possible, the faeries attack.

If a fight ensues, the PCs have to find their way by tracking the unicorns to the lair of the fiendish unicorn.

If the PCs talk to the fairies, they can tell the PCs that a new unicorn now lives in the forest and that it is evil. They can also tell the PCs that the evil unicorn keeps the old unicorn's horn.

### Encounter 5: The Black unicorn

The PCs enter a clearing where they see the Black Unicorn having just downed the mare and it is about to kill the baby unicorn. Hopefully the PCs intervene. This is a big battle.

### Encounter 6: Panarestiel

The PCs have lifted the curse from Panarestiel and the unicorn rewards them.

### Conclusion

The PCs are rewarded in Applebee by the Halflings.

- If the PCs are members of any County of Urnst meta-orgs.
- Any friendship or enmity with woodland beings such as faeries, wood creatures or druidic groups (This may come from a series of different modules)
- Any PCs who has the "Favor of Sir Bertram" (from URC6-04 *Whose Cuisine Reigns Supreme*) or the "Favor of the Applebee Halfling" (from URC6-06 *Enemy of my Enemy*), whether these influence points have been spent or not.
- Is known as an Invincible (wo)man of culinary skills (from URC6-04 *Whose Cuisine Reigns Supreme*)
- Any PC who has played any part of the Blighter series (NMR5-01 *Under the Boughs*, NMR5-02 *Natural Enemies*, NMR5-04 *Charity of Friends*, NMR5-06 *The Forsaken Valley*, NMR5-07 *Corruption of the Heart* and NMR6-01 *The Blighted Star*).

## INTRODUCTION

The adventure begins on the road.

*You were in Count's Markham looking for an adventure when a little Halfling approached you. "Greetings adventurers! My name is Brandowyn Skylark, sorcerer extraordinaire and trader from Markham to Applebee. I'm looking for some guards to escort a shipment of religious supplies to Applebee."*

*Though your interest was only mildly aroused, the Halfling promised each of you a handful of gems in return for your services. Plus, he said, you would be back in two days at most and you'd make easy friends. Perhaps it was the promise of gold, the desire to help, or because you had nothing better to do, but you accepted his offer.*

*So this is how you ended up on a road escorting four goat-drawn chariots. The road is calm and... boring.*

Allow the PCs to introduce themselves.

If the PCs are in a mood for role-playing, Brandowyn (Brandy for short) is a colorful PC. He is something of a wild Halfling (as far as Halflings go). He has taken this job as a trader and occasional adventurer. He is bringing back things he found while on adventure and some basic supplies. Nothing of immediate value: plush carpets, tapestries, spices and more.

*Before seeing Applebee, the road crosses a number of apple orchards in full bloom, fields whose soil was just tilled and Halflings working fields and fixing irrigation canals. All of them stop their work to wave at you. A few women run to the road to trade freshly-baked bread for spices or tapestries. Brandy trades with them news and wares with a smile.*

*The hamlet of Applebee consists of a series of barrows, all designed for small-sized people, and a few taller structures. The smells here are out of this*

## PREPARATION FOR PLAY

Before beginning the adventure, ask which PC has the following:

*world: slow-roasting meat, boiling poultry, pies cooling on window sills,*

*Brandy heads towards one of the barrows and thanks you for your help. He pulls out a pouch, and hands it to you. "Here is your payment thank you for your help. Before leaving town, I recommend you visit the "Horn of plenty", it's the best Inn in town."*

Brandy uses unseen servants to carry material in and out of the house, so he has no need for the PCs.

**Treasure:**

**APL2:** Coin: 100gp.

**APL4:** Coin: 100gp.

**APL6:** Coin: 100gp.

**APL8:** Coin: 100gp.

**APL10:** Coin: 100gp.

**APL12:** Coin: 100gp.

## 1: THE PRIEST OF THE PROTECTOR

Ask the PCs where they want to go from now. If they decide to head out of town, they meet the Sheriff and Sir Shamus riding war-ponies heading back to town, the two Halflings insist the PCs follow them to the Horn of Plenty where they will talk.

### Location 1&2: The Horn of Plenty

The Horn of Plenty is easy to find. It has a cornucopia painted on the front and has room for medium-sized humanoids. The owner, Rudy (Rutabaga) Oatstout welcomes the PCs. He recognizes anyone who took part in Sir Bertram's competition (URC6-04 *Whose Cuisine Reigns Supreme*) and welcomes them with a friendly hug. Those who are members of Sir Bertram's cooking academy (Invincible (wo)man of culinary skill) and welcomed as brothers and offered free food and lodging.

No need to say that the food here is of extremely high quality, at a very low price. Rudy is very interested in the PCs.

The stables are Location 2 on the DM's Map.

### Word on the street

Refer to Encounter 2.

### The Sheriff and the Knight

Whether met on the road or while the PCs are carousing at the Inn, Sheriff Lorien Berrywine and Sir Shamus Brumblehill approach them but only talk when seated at the Horn of Plenty.

The Sheriff wears practical clothes giving him the appearance of a nobleman. He is armed at all times with a shortsword and carries a large shield with a cornucopia over it. Sir Shamus wears a mithral breastplate and looks more like a soldier with White Swan of the County tabard.

*"Well let us get down to business while our meal arrives... First off my name is Sheriff Lorien Berrywine and this is my good friend, Sir Shamus Brumblehill of the Knights of the Swan."*

*The Sheriff is rather personable while Sir Shamus eyes you suspiciously.*

*"The Protector has sent us a sign that you would be coming! She always sends signs when dangers arise that can threaten the Community, and this time, the sign she sent is unmistakable."*

*"Yesterday, Brockly Oatstout, the cousin of Rudy our host here at the Horn of Plenty, sent one of his boys to fetch me because he feared he was the victim of some kind of prank pulled by Brandobaris, the Irrepressible Scamp."*

*"So I went to his farm. And there was the sign sent by the Blessed One. You'll never guess what I found."*

At this point, the Sheriff plays a guessing game with the PCs. He tries to get them to guess what he found. When one of the PCs guesses the truth OR if they fail to guess correctly, continue.

*"A BABY UNICORN! All perfect and beautiful... I did not dare to approach it and told Brock and his family to stay away. Such creatures are not normally those sent by the Protector, but how else could such a wonder be born of an old mare and a stallion?"*

*"But the story doesn't end there... that was yesterday... Today, I was woken up from my nap by Brock's boy. It seems the unicorn and its mother have simply vanished!"*

*"You must be wondering why the both of us are sitting here with you. Wonder no more! You see in my morning nap, I saw you in a dream. The Protector has some design for you here in Applebee, and this baby unicorn has to be linked to Her desire."*

*"So you'll accept this divine quest right?"*

- **What will we get paid?** The Blessed One provides for her children and their friends. I'm sure we can arrange some form of reward. (The Sheriff does not commit to anything.)
- **Where is the farm?** Sir Shamus will take you there, its close to the Honeypot woods
- **Why do you think Yondalla would choose ME?** The Protector works for the protection of her children. I do not know why.
- **You saw us in a dream and that's why you selected us?** Yes. (The Sheriff jumps the gun a little because he is convinced he is right.)
- **Tell us more about the baby unicorn.** It was white with a beautiful silver mane. Brock's daughter named it Silvermane.
- **Are you sure this isn't a prank?** Yes. The Unicorn seemed genuine.

- **Are there any dangerous creatures in the Honeypot woods?** There used to be monsters but two years ago adventurers killed the fiends that lived there. Now we rarely go there, but no monsters has come out of the woods and attacked our people.

When the PCs agree, proceed to Encounter 2: The Missing Animals

## Troubleshooting: Not going to the Horn of Plenty

If the PCs refuse to head to the Horn of Plenty, after meeting with the Sheriff and the Knight, then they walk out of the adventure. Proceed to the Conclusion.

## 2: THE MISSING ANIMALS

The goal of this encounter is to get the PCs to head towards the Honeypot Woods.

The locations are keyed to Map 2.

### Location 1: The Horn of Plenty

To see what information they can find at the Inn, refer to Encounter 1.

### Word on the street

The PCs can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 10 gp they spend, they gain a +1 circumstance bonus (up to +4).

- **DC1** Rachel Duncombe has been crowned Countess at the Council of Peers
- **DC5** Applebee is a small community of just under a hundred Halflings.
- **DC6** The official leader of the community is Sheriff Lorien Berrywine.
- **DC7** There is a Knight of the Swan: Sir Shamus. He spends his time riding around on his warpony looking important.
- **DC8** There are few non-Halfling travelers who come here. It is out of the way
- **DC9** Many knights came here before the New Year, asking for Sir Shamus' support, but Sir Shamus sent them away.
- **DC10** During the Civil War, Sheriff Lorien Berrywine surrendered the community to an army from the Lord of the East. There was no fighting in or around Applebee.
- **DC11** The community was spared from all the horrors of war, and its economy is currently booming with the demand for their honey, their fruits, and all the related products
- **DC13** The Sheriff is well-liked by all. He is a fair and good man.

- **DC14** I don't mind the new Countess... I just hope she doesn't turn all evil like her father.
- **DC15** A local farmer's mare just gave birth to a baby unicorn! Must be another prank... It's a good one!
- **DC20** The Sheriff and Sir Shamus have gone to Brock's farm to see the unicorn themselves!
- **DC25** I wonder if Rudy (the innkeeper) will participate in the cooking competition this year... I hope he wins! He's the best cook of 'em all!

### Location 2: The Stables

To see what information they can find at the Inn, refer to Encounter 1.

### Location 3: Leyla WhiteLock's House

The gnome is not currently in Applebee. Her house is locked and there is nothing for the PCs to find here that has to do with the adventure.

### Location 4: Brock and His Family

The PCs travel to Brock's farm with Sir Shamus. It is situated next to the Honeypot woods. Brock is a fit Halfling farmer who grows potatoes, oat and leaves a few ponies grazing in his fields. He is not very educated but has a great knowledge of farming and pony breeding.

He lives with his three sons and one daughter. The three boys resemble their father while his daughter (Berrie) is something of an airhead.

Brock and his sons tell the PCs the same story the Sheriff told them.

- If asked, any of them can show the PCs to the barn.
- They went to the barn to feed the animals this morning and found the mother and child missing.
- The baby was born during the night, so none of them were present.
- They spent most of the first day in a state of shock until one of the boys went to fetch the Sheriff
- They all think that Izzy Skylark pulled a prank on them. They have no proof, but they know she pulls a number of these pranks on people. Sir Shamus can confirm this.
- Brock's wife died giving birth to Cally, 12 years ago.
- Cally has a very active imagination and she wanted to play with the unicorn.
- Cally was the only one who could approach the baby. It would buck and kick any one else.
- The unicorn's mother was a brown mare Brock purchased in early 595CY from an adventurer. The adventurers has used her to haul treasure out of the forest and had no further need of the beast. So he got it for a very good price.
- The mare was very intelligent and a hard worker. He is certain that Izzy had something to do with it.
- The mare gave him a stallion and a mare in the two previous years, both very healthy and very strong. One of the Archbaron's men purchased both from

him, for a very good price, he adds. He bought land for his sons with the profits.

It should be obvious to the PCs that Brock is a simple farmer who tries to better life for his family. He has not a single ounce of malice in his body.

## Speaking to Brock's daughter

Brock's daughter, Cally is just bright enough not to be called a simpleton. She is about 12 years old. Her answers should seem mixed with fantasy.

- She called the little unicorn "Silvermane" the unicorn liked the name
- The Unicorn's mother used to be a unicorn too, but now she is just a mare.
- The faeries in the woods were looking for Silvermane. They are Silvermane's friends.
- The woods are filled with evil.
- She wanted to let Silvermane out, but her brothers chastised her.
- She says that Brandobaris sometimes come to play with her, when her family isn't looking.

## Examining the scene

Here is what happened: Silvermane used his Wild Empathy to have the rats and other rodents gnaw at the wood until he could open the gate by kicking it. Depending on the PCs' actions call for appropriate rolls

- The door was hoofed open by a small equine creature (unicorn)
- The lock itself was weakened by animal gnawing or someone using a saw.
- Using speak with animals on ANY animals in the barn have them saying they are happy and sad that Silvermane left, because he was nice. The rodents add that they helped him escape.
- The barn is very clean and the animals seem well-fed and happy.
- Using Tracking (DC15) leads the PCs to the edge of the woods. There are two sets of equine tracks: one is from a small unicorn and the other from a horse.

### Location 5: The Sheriff's house

This is the Sheriff's house. He can usually be found here. In the barrow is also the jail. The Sheriff told the PCs everything he knows, refer to Encounter 1.

### Location 6: The Knights of the Swan

This enclave is reserved for the Knights of the Swan. The only one currently living in Applebee is Sir Shamus. At night he can be found here, during the day, he roams the countryside looking for dangers to the community.

Sir Shamus told the PCs everything he knows, refer to Encounter 1.

### Location 7: the Skylark family

The Skylark family has two members: Brandy (who hired the PCs earlier) and his sister Izzy. Both live within a quarter mile from Brock's farm.

- Both assume that someone played a great prank on Brock and his family. They applaud the idea and wish out loud they had thought of it.
- Both deny having done it.
- They tell the PCs the faeries of the Honeypot woods may be responsible.

## Divination

Divination magic can be used. If used successfully, tell the PCs the following. This cryptic clue speaks of Silvermane (first two verses) and the Black Unicorn (last two):

*That which was begat under wood  
Returned under leaf  
That which was begat under leaf  
Will soon leave the wood*

## Other avenues of investigation

The PCs may use other avenues of investigation. Your goal is to get them to follow the trail into the Honeypot. If they require a tracker, they can hire a halfling hunter named Arty for the price of 10gp per day. He flees immediately at the start of any encounter and does not take part in any of them. Assume Arty takes 10 on every Tracking check he is required to make.

### All APLs

**Arty:** male halfling Expert 1, hp 5, Survival +6. Track When they head into the Honeypot, proceed to the next encounter.

## 3: THE WELCOMING COMMITTEE

At this point, it should be noted the PCs should be tracking the unicorns. Starting with this encounter and all subsequent encounters in the Honeypot woods, the PCs must succeed at a Track check DC15 or become lost for 1d4 hours. Time is not a factor in this adventure, but do give the PCs a sense of urgency.

Note that if the PCs follow Arty, he does not become lost.

## The Plants

The PCs enter the Honeypot, either Tracking by themselves, or following Arty. On a Track check DC20 (meaning Arty does NOT find this out and he assumed the unicorn leads the way), it seems that Silvermane was following the mare, not the other way around. Since Silvermane has never been here, he cannot call the forest him home and thus cannot *teleport*.

Though they have no way of knowing, Silvermane asked some local creatures to cover their passage and to let no one pass. The naturally aggressive wood woad took that to mean "kill anyone who doesn't belong here."



At APL<sub>12</sub>, the wood woads recruited one of their Treant friends to assist them.

**APL<sub>2</sub> (EL<sub>4</sub>)**

**Wood Woad:** hp60, Appendix One

**APL<sub>4</sub> (EL<sub>6</sub>)**

**Wood Woad (2):** hp60 each, Appendix One

**APL<sub>6</sub> (EL<sub>8</sub>)**

**Wood Woad (2):** Fighter<sub>2</sub>, hp88 each, Appendix One

**APL<sub>8</sub> (EL<sub>10</sub>)**

**Wood Woad (2):** Fighter<sub>4</sub>, hp118 each, Appendix One

**APL<sub>10</sub> (EL<sub>12</sub>)**

**Wood Woad (2):** Fighter<sub>6</sub>, hp138 each, Appendix One

**APL<sub>12</sub> (EL<sub>14</sub>)**

**Wood Woad (2):** Fighter<sub>6</sub>, hp138 each, Appendix One

**Treant Forest Warrior:** Fighter<sub>4</sub>, hp121, Appendix One

**2 Animated Trees:** (as treant) hp66 each, *Monster Manual* 244

**Tactics:** The wood woads lie in wait hidden inside large oak trees. They are expecting people to follow to recapture the unicorn. They use their treewalk ability to charge in and try to take on anyone with the ability to cast fire spells.

At higher APLs, the treant animates the oaks and sends them after the PCs first before coming in itself. The wood woads are hiding in the animated trees, but walk to other trees, looking to flank the PCs.

If half the creatures have been downed or rendered combat ineffective, (there are a number of ways this could happen such as immobilizing them, knocking them out), the plants consider making a deal (not surrendering) with the PCs. The PCs have to convince the plants of their good intentions. They can do so only through a Diplomacy roll (DC<sub>15</sub>). The wood woads only speak basic sylvan. This roll is not possible without someone speaking Sylvan.

Any of the creatures transform any advantage they have (flank, prone opponent) into Power Attack.

**Treasure:** At the lower APLs, the wood woads have decorative trinkets that can be sold. At APL<sub>8</sub>+, they have some magical gear.

**Development:** The PCs are free to continue on the path. Proceed to Encounter 4: the fey.

## 4: THE FEY

Panarestiel and Silvermane met with some of the local fey. After talking to them a little, the unicorns left and went to find Panarestiel's horn.

The grig bard is playing his fiddle and the others are dancing around reveling in the frivolous ways of the fey. Upon seeing them, a Knowledge (nature) check DC<sub>11</sub> is required to identify the grigs.

If any PC has the enmity of the grigs or the fey, the grigs attack at that point, proceed to "Combat". YES, this means that parties with Enmity of the grigs cannot resolve this encounter through talk.

As the PCs approach them, the bard hails them and invites the PCs to join them in a little dance. If the PCs refuse, the grigs are offended and attack. Proceed to "Combat".

### Talking to the Grigs

Only the bard stays and talks, all the other grigs go *invisible*. The bard introduces himself a "Song of the Dancing Brook" (not its real name) a songwriter of great gusto. He asks who his audience is for the day. Their names, professions, and where they hail from.

The bard insists on playing his latest creation for his newfound audience. He admits that following the dance, he can tell the PCs about the unicorns.

Should the PCs consistently refuse to dance, he gets very upset, they insult him by refusing to dance. He insists the PC(s) begin dancing right away. The choice is a group choice: either everyone dances or the grigs attack.

If ALL the PCs refuse to dance, the grig begins to fight because he is so infuriated. Proceed to "Combat".

If ALL the PCs agree to dance, Song of the Dancing Brook makes them dance until just before nightfall, at which point the PCs receive the "Grig Jig" AR reward.

### The Dance

The jig is a form of line dancing. Where everyone whirls and leaps and kicks and bows and hops. It is very physically demanding

After the dance, the grigs yawn and look very tired. Before going to bed (not in the clearing), the grigs (who have to be reminded of their previous promise for information) tell the PCs the following:

- Two unicorns did come here earlier. The mother was named Panarestiel and her son Silvermane.
- Years ago Panarestiel was captured by the bad people.
- Panarestiel was changed... Her horn was gone and she seemed... less impressive (though they won't go into more details).
- The bad people had strange magical powers and they liked to hurt the fey.
- One of the bad people had a child with Panarestiel. The child now lives deeper in the woods. They avoid the area.



- They know where to find Panarestiel's horn. But they won't say unless given something in return. This can be just about anything not found in the forest. It can even be abstract like a secret or a song. They tell the PCs the horn is under a willow tree near the brook. The grigs saw the bad people bury it there in a small, evil box.

## Combat

### APL2 (EL3)

**Grigs (4):** hp2 each, *Monster Manual* p.235 (one has a fiddle)

### APL4 (EL5)

**Grigs (2):** hp2 each, *Monster Manual* p.235

**Grig Bard:** Brd2, hp27, Appendix One

### APL6 (EL7)

**Grig Bard:** Brd2, hp27, Appendix One

**Grig Sorcerer:** Sor6, hp29, Appendix One

### APL8 (EL9)

**Grig Bard:** Brd4, hp38, Appendix One

**Grig Sorcerer:** Sor8, hp38, Appendix One

### APL10 (EL11)

**Grig Bard:** Brd6, hp49, Appendix One

**Grig Sorcerer:** Sor10, hp44, Appendix One

### APL12 (EL13)

**Grig Bard:** Brd8, hp60, Appendix One

**Grig Sorcerer:** Sor12, hp50, Appendix One

**Tactics:** The grigs know they are no match for a party of adventurers. So they keep flying 20-30 feet in the air. Their first targets are PCs with the Enmity of the Fey. Secondary targets are those who can hurt them front range (or flying PCs).

The bard is more annoying than offensive. He uses his enchantment spells to annoy, giving *suggestions* to dance and ignore everything else.

The sorcerer is a lot more aggressive, he uses his spells to maximum effect. However he avoids hitting other fey.

Should all of the PCs be enchanted through some spells or ability, the fey make them dance until they drop. At which point they receive the "Pranked!" AR Reward.

**Development:** They can spend the night in the clearing if they want. Nothing happens during the night. Though if one of the PCs was rude to the grigs, have that PC get "pranked" during the night.

From here, the PCs may continue following the trail of the unicorn, in which case proceed to Encounter 5: the Black Unicorn.

If they go to find the horn, they can make a detour to get it before proceeding to Encounter 5. The horn is in a

small box lined with lead (which blocks most detection spells, including *locate object*).

## 5: THE BLACK UNICORN

*Neighing and the clapping of hooves can be heard coming from somewhere in this foul-smelling clearing. Fumes rise from the dead ground. A few twisted husks of dead trees occasionally pierce the haze. It is hard to see through the vapors, but you can make out a large black humanoid creature with a horse's head, which seems to be fighting a dark and a white horse about 60 feet ahead.*

The PCs finally reach the clearing where the black unicorn lives. It is a bleak place. The forest has turned to slag and the few plants left are dead. A foul-smelling fog rises from the ground, hazing vision. Treat the area like a fog, that obscures vision beyond 20 feet, not 5 feet (like regular fog). A number of squares should also be noted as "shallow bog". The boggy clearing is about 100 feet across.

As soon as the PCs make their presence known, the Black Unicorn goes for them while the two unicorns retreat to the cover of the woods.

If the PCs decide to let the battle rage, or if they do not intervene immediately, then Silvermane dies the following round. Panarestiel dies the round after her child. At that point, the Black Unicorn turns to the PCs and attacks them.

Any PC familiar with the powers of a Blighter recognizes this area as being affected by one. The Blighter is now gone, but his handy work remains. Plants in this clearing are all dead and won't grow for a long time.

To identify the Black Unicorn, the following Knowledge checks are necessary:

- Knowledge (the planes) DC15 identifies the creature as being half-fiendish.
- Knowledge (nature) DC 13 identifies the creature as an equiceph, an evil monstrous humanoid race of slavers. DC 15 identifies it as a non-standard member of the race, because of the unicorn's horn on its head. (The horn serves no combat purpose)

### APL2 (EL5)

**The Black Unicorn:** Male equiceph Bbn 1, hp35, Appendix One

**Worg:** hp30, *Monster Manual* p 256

### APL4 (EL7)

**The Black Unicorn:** Male half-fiendish equiceph Bbn 2, hp58, Appendix One

### APL6 (EL9)

**The Black Unicorn:** Male half-fiendish equiceph Bbn 4, hp74, Appendix One

### APL8 (EL11)

**The Black Unicorn:** Male half-fiendish equiceph Bbn 6, hp100, Appendix One

#### APL10 (EL13)

**The Black Unicorn:** Male half-fiendish equiceph  
Bbn 6/Ftr 2, hp130, Appendix One

#### APL12 (EL15)

**The Black Unicorn:** Male half-fiendish equiceph  
Bbn 6/Ftr 4, hp150, Appendix One

**Tactics:** The Black Unicorn is not subtle, but not stupid either, he keeps his rage ability until he is wounded. It attacks to kill. If it feels its life is in danger, it uses any and all of its spell-like abilities to assist itself.

At APL12, the entire clearing should be considered under the effects of a *unhallow* spell cast by the Black Unicorn.

**Development:** Proceed to Encounter 6

## 6: PANARESTIEL

The PCs have defeated the Black Unicorn. What happens next depends on how the previous fight ended.

### Silvermane alive

*The small unicorn walks up to you and in broken common says: "I thank you for saving my life and that of my mother. Silvermane is the name I was given. Tell me, do you know where my mother's horn has gone?"*

Silvermane answers questions, he can tell the PCs about his mother's story (see Adventure Background).

If the PCs know the horn's resting place (from the grigs), they can go and search for it. It takes them a few hours but they should eventually find it. Proceed to "Panarestiel the Unicorn!"

If the PCs don't know the location of the horn, Silvermane thanks them, saying he will look for his mother's horn by himself and escorts the party out of the forest. Go to the conclusion.

### Only Panarestiel alive

*With her nose, the brown mare brushes the dead unicorn's mane. A great sadness emanates from her. Raising her eyes towards you, her eyes seem filled with intelligence and sadness.*

For this encounter, Panarestiel is considered a normal mare. Druid and ranger abilities can work very well here. Females (human, elven and halfling) receive a +2 circumstance bonus to any check made to interact with Panarestiel.

Panarestiel-the-mare tries to make the PCs understand they must find her horn. If the PCs know the horn's resting place (from the grigs), they can go and search for it. It takes them a few hours but they should eventually find it. Proceed to "Panarestiel the Unicorn!"

If the PCs don't know the location of the horn, they can either bring the mare back to Brock or leave her here. Go to the conclusion.

### Neither unicorn survived

*On the ground lie the bodies of two snow-white unicorns. One is barely more than a baby and the other is a fully-grown female without her horn. Both lie dead at your feet. The forest for a moment is completely silent. No birds chirp, the wind dies, as if for a moment, the Honeypot pays silent tribute to the two dead unicorns.*

From here, the PCs should return to Applebee. Proceed to the Conclusion.

### Panarestiel the Unicorn!

This encounter takes place only if the PCs have managed to talk to the fey. When the horn is placed to Panarestiel's head, read the following:

*As you place the broken horn against the mare's head, a nimbus of pearly light radiates around you with no clearly defined origin. From the point of contact the brown color of the mare seems to be leeching away the longer the horn is held to her forehead, your fingers refuse to unclasp from the horn, and a sonorous drone starts up, rising rapidly to a feverish pitch.*

*A burst of light engulfs you and the mare and when your eyes are able to focus again, a full grown unicorn stands before you.*

*"Thank you, kind adventurers! Your good deeds have definitely helped the people of the Honeypot and the population of Applebee more than you know. In return, I offer you some of the gifts that were offered to me through the years. Take them, they are yours."*

Only if the PCs have used the horn on Panarestiel, add the following:

*You may each take a lock of my mane. It will protect you and help you in times of hardship.*

Panarestiel brings the PCs to a small clearing where she directs them to a hollowed out fallen tree before Silvermane, if he still lives, and her leave by running through the forest.

Along with a few other trinkets are: 20 blunt arrows (1), 20 swiftwind arrows, a forestwarden shroud and a leafweave leather armor. These gifts were given to Panarestiel by druids, adventurers, elves and the fey.

#### Treasure:

**All APLs:** Loot: 100gp; Coin: 150gp; Total: 250gp  
Proceed to the Conclusion.

## CONCLUSION

There are two possible finales for this adventure, depending on the survival of the unicorns. See the appropriate conclusion.

### At least one Unicorn survives

This ending does not count if Silvermane is dead and Panarestiel is still a mare.

*The halflings of Applebee listen to your tale of a unicorn in the Honeypot with "Ooohs" and "Aaahs". Quickly the tale of your deeds spreads through the little community.*

*Finally Sherriff Berrywine arrives. "You have truly shown your worth as instruments of the Blessed One! Her blessings must be upon you. Thanks you adventurers for having defended us not only from the vile creature of the woods, but you also saved the life of one of its most sacred being, one used by the Blessed One to show us the danger we were in."*

*"Thank you all. As favored of the Blessed One, it is our duty to treat you as we would a long-lost sibling, WITH A FEAST!"*

*And what a feast it is. Every family in town brings something to the feast. Songs and dance quickly draw even more people to the Horn of Plenty.*

*Meads, wines, and ciders, all locally made, flow by the barrellful, drowning the broiled pheasants, the roasted goats, the stewed beefs, the spicy venison, and let's not forget the delicious, freshly-baked bread... Its full, smooth, smell you can still catch on the breeze. Desserts... cakes stacked Halfling-high, ganashes, custards and rich cream...*

*Only then does Rudy, the owner, bring out his own personal brandy... Another pure delight to complete the meal...*

*A feast it was.*

Proceed to AR Rewards.

### No Unicorn survives

*The halflings of Applebee listen to the tale of your adventure in the Honeypot with "Ooohs" and "Aaahs". Quickly the tale of your deeds spreads through the little community.*

*Finally Sherry Berrywine arrives. "Thanks you adventurers for having defended us from that vile creature of the woods. Once more, the Blessed One has sent omen of peril to her children. We must remain ever-vigilant for the signs she sends."*

*The Sheriff offers you a meal at the Horn of Plenty in Applebee. "Best meal in town." The meal is indeed quite delicious, with stews, meads and a few cream-covered cakes for dessert.*

Proceed to AR Rewards.

### AR Rewards

- If the PCs danced with the grigs, they receive the "Grig Jig" AR Reward.
- If the PCs were defeated by the grigs, OR if one was rude to them and rested in the woods (only those PCs get it), they receive the "Pranked" AR Reward. Select one prank of your choice that would fit the PC.
- PCs who lifted Panarestiel's curse by replacing her horn receive the "Lock of Unicorn Mane" AR Reward (PCs who lift her curse without the horn do NOT receive this reward).
- If one of the unicorns survives (either both are alive or Silvermane is dead and Panarestiel's curse was lifted), they receive the "Shield of Yondalla" AR Reward.
- If the PCs killed the Black Unicorn, they receive the "Thanks of Applebee" AR Reward.
- PCs who belong to the Dreerwode Druids or the Warders of the Wild meta-org receive the "Meta-org access".

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each PC.

### 3: The Welcoming Committee

Defeating the plants

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### 4: The Fey

Defeating or dealing with the Grigs (half if the PCs are defeated by the Grigs)

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

### 5: The Black Unicorn

Defeat the Black Unicorn

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

### Story Award

Saving Silvermane

APL 2	45 XP
APL 4	60 XP
APL 6	90 XP
APL 8	100 XP
APL 10	185 XP
APL 12	150 XP

Returning Panarestiel her horn

APL 2	45 XP
APL 4	75 XP
APL 6	90 XP
APL 8	125 XP
APL 10	185 XP
APL 12	165 XP

### Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

APL 10  
APL 12

1,350 XP  
1,575 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

### Introduction

**APL2:** Coin: 100gp; Total 100gp  
**APL4:** Coin: 100gp; Total 100gp  
**APL6:** Coin: 100gp; Total 100gp  
**APL8:** Coin: 100gp; Total 100gp  
**APL10:** Coin: 100gp; Total 100gp  
**APL12:** Coin: 100gp; Total 100gp

### 3: The Welcoming Committee

**APL2:** Coin: 60gp; Total 60gp;  
**APL4:** Coin: 100gp; Total 100gp;  
**APL6:** Coin: 30gp; Total 30gp;

**APL 8:** Magic 448gp; +1 club x2 (192gp per PC); +1 heavy wooden shield x2 (96gp per PC); +1 leafweave studded leather armor x2 (160gp per PC); Total 448gp.

**APL 10:** Magic 2281gp; +2 heavy wooden shield x2 (346gp per PC); +2 leafweave studded leather armor x2 (410gp per PC); +3 club x2 (1525gp per PC); Total 2281gp.

**APL 12:** Magic 3572gp; +2 heavy wooden shield x2 (346gp per PC); +2 huge greatclub (693gp); +2 huge leafweave studded leather armor (598gp); +2 leafweave studded leather armor x2 (410gp per PC); +3 club x2 (1525gp per PC); Total 3572 gp.

#### 4: The Fey

**APL2:** Loot: 40gp; Total 40gp;

**APL4:** Loot: 40gp; Coin: 100gp Total 140gp;

**APL6:** Loot: 20gp; Magic: 583gp; bracers of armor +1 (83gp), cloak of charisma +2 (333gp); ring of protection +1 (167gp) Total 603gp;

**APL 8:** Loot: 20gp; Magic: 1,159gp; +1 leafweave studded leather (160gp), bracers of armor +1 (83gp), cloak of charisma +2 x2 (333gp each per PC); ring of protection +1 (167gp); vest of resistance +1 (83 gp per PC) Total 1,179gp;

**APL 10:** Loot: 20gp; Magic: 3,159gp; +1 leafweave studded leather (160gp), bracers of armor +1 (83gp), cloak of charisma +4 x2 (1,333gp each per PC); ring of protection +1 (167gp); vest of resistance +1 (83 gp per PC) Total 3,179gp;

**APL 12:** Loot: 20gp; Magic: 4,626gp; +1 leafweave studded leather (160gp), bracers of armor +1 (83gp), cloak of charisma +4 (1,333gp); cloak of charisma +6 (3,000gp); ring of protection +1 (167gp); vest of resistance +1 (83 gp per PC); Total 4,646gp;

#### 5: The Black Unicorn

**APL 2:** Loot: 45gp; Total: 45gp;

**APL 4:** Loot: 83gp; Total: 83gp;

**APL 6:** Loot: 1gp; Magic: 558gp; +1 greataxe (195gp); +1 light fortification chain shirt (363gp); Total: 559gp;

**APL 8:** Loot: 1gp; Magic: 558gp; +1 greataxe (195gp); +1 light fortification chain shirt (363gp); Total: 559gp;

**APL 10:** Loot: 1gp; Magic: 3,557gp; +1 magical beast bane greataxe (695gp); +2 light fortification chain shirt of sonic resistance (2196gp); amulet of health +2 (333gp); gauntlets of ogre power (333gp); Total: 3,558gp;

**APL 12:** Loot: 1gp; Magic: 5,662gp; +1 magical beast bane greataxe (695gp); +2 animated darkwood heavy shield (2106gp); +2 light fortification chain shirt of sonic resistance (2196gp); amulet of health +2 (333gp); gauntlets of ogre power (333gp); Total: 5,663gp

#### 6: Paranestiel

All APLs: Loot: 100gp; Coin: 150gp; Total: 250gp

#### Treasure Cap

**APL 2:** 450gp

**APL 4:** 650gp

**APL 6:** 900gp

**APL 8:** 1,300gp

**APL 10:** 2,300gp

**APL 12:** 3,300gp

#### Total Possible Treasure

**APL 2:** 495gp;

**APL 4:** 673gp;

**APL 6:** 1,542gp;

**APL 8:** 2,536gp;

**APL 10:** 9,388gp;

**APL 12:** 14,231gp;

## ADVENTURE RECORD ITEMS

**Grig Jig:** You danced with the grigs. You have aged 1 full year (10 for elves). However, you now know the "Grig jig".

**Pranked!** The grigs of the Honeypot got their hands on you. For the next 52TUs you suffer from the following condition: (check one)

☐ Hairless (yes, everywhere)

☐ Skin turned bright orange or purple

☐ Aged 10 years (permanent, 100 for elves)

**Lock of Unicorn Mane:** Throwing the mane on the ground (a standard action that does not provoke attacks of opportunity) provides a good-aligned PC with the benefit of an *aid* spell (CL 3<sup>rd</sup>). Non-good-aligned PCs instead benefit from a *virtue* spell (CL 3<sup>rd</sup>). After one use, the mane loses its power.

**Shield of Yondalla:** This blessing allows you to re-roll a single saving throw. Halflings add a +1 sacred bonus to the save re-roll. Clerics of the halfling Pantheon instead add a +2 sacred bonus to the save. Cross off once used.

**Thanks of Applebee:** This counts as an influence point with the halflings of Applebee. Cross off once used.

**Metaorg Access:** if you belong to the Dreerwode Druids or the Warders of the Wild, you gain regional access to items marked with #.

#### ITEM ACCESS

**APL 2:**

- #Blunt Arrows (Adventure, RoW)
- #Forestwarden Shroud (Adventure, RoW)
- #Leafweave Leather Armor (Adventure, RoW)
- #Swiftwind arrows (Adventure, RoW)

**APL 6 (all of APLs 2-4 plus the following):**

- +1 Light fortification chain shirt (Adventure, DMG)

**APL 8 (all of APL 2-6 plus the following):**

- #+1 Leafweave Studded Leather (Adventure; DMG & RoW)
- Vest of Resistance +1 (Adventure, CAr)

**APL 10 (all of APL 2-8 plus the following):**

- +1 *Magical Beast Bane Greataxe* (Adventure; DMG)
- +2 *Heavy Wooden Shield* (Adventure; DMG)
- #+2 *Leafweave Studded Leather Armor* (Adventure; DMG & RoW)
- +2 *Light Fortification Chain Shirt of Sonic Resistance* (Adventure, DMG)
- *Cloak of Charisma* +4 (Adventure, DMG)

**APL 12 (all of APLs 2-10 plus the following):**

- +2 *Animated Darkwood Heavy Wooden Shield* (Adventure, DMG)
- +2 *Huge Greatclub* (Adventure, DMG)
- +3 *Club* (Adventure, DMG)
- *Cloak of Charisma* +6 (Adventure, DMG)

## APPENDIX 1: APL 2

### 3: THE WELCOMING COMMITTEE

**WOOD WOAD** CR 4

N Medium Plant

**Init** +1 ; **Senses** Low-light vision; Listen +3, Spot +4 .

**Languages** Rudimentary Sylvan

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +4 natural, +2 heavy wooden shield)

**hp** 60 (8 HD);

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph and stunning.

**Fort** +9, **Ref** +5, **Will** +3

**Weakness** Vulnerable to fire

**Speed** 30 ft. (6 squares), climb 20 ft;

**Melee** Club +9 (1d6+3)

**Ranged** Club +7 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +9

**Special Attacks** *warp wood*

**Combat Gear** Club, heavy wooden shield

**Abilities** Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8

**Feats** Alertness, Lightning Reflexes (b), Stealthy, Track

**Skills** **Balance** Balance +5, Climb +9, Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4,

**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.

**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take 10 to Climb check, even if rushed or threatened. \*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

### 5: THE BLACK UNICORN

**THE BLACK UNICORN** CR 4

Male Equiceph Barbarian1

CE Large Monstrous Humanoid

**Init** +0; **Senses** Darkvision 60ft, Low-light vision, Scent, Listen +9, Spot +1

**Languages** Common, Sylvan

**AC** 20, touch 9, flat-footed 20

(-1 size, +0 Dex, +5 natural, +6 armor)

**hp** 35 (5 HD);

**Fort** +4, **Ref** +4, **Will** +7

**Speed** 30 ft in heavy armor (6 square) base movement 50ft. Fly 30ft (Average) base fly speed 40ft.

**Melee** greataxe +9 (3d6+6)

**Ranged** javelin +4 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +5; **Grp** +13

**Special Attacks** Rage (1/day)

**Combat Gear** Greataxe, javelin, banded mail

**Abilities** Str 18, Dex 11, Con 12, Int 11, Wis 13, Cha 12

**SQ** Fast movement, illiteracy

**Feats** Endurance (b), Iron Will, Weapon Focus (Greataxe).

**Skills** Hide -4 , Intimidate +9 , Jump +4 , Listen +3 , Survival +8 . **Rage (1/day; 6 rounds):** AC 17; hp 45; Fort +6, Will +9; greataxe +11 (3d6+9); Str 22; Con 16; Jump +6



**3: THE WELCOMING COMMITTEE****WOOD WOAD****CR 4**

N Medium Plant

**Init** +1 ; **Senses** Low-light vision; Listen +3, Spot +4 .**Languages** Rudimentary Sylvan**AC** 17, touch 11, flat-footed 16

(+1 Dex, +4 natural, +2 heavy wooden shield)

**hp** 60 (8 HD);**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph and stunning.**Fort** +9, **Ref** +5, **Will** +3**Weakness** Vulnerable to fire**Speed** 30 ft. (6 squares), climb 20 ft;**Melee** Club +9 (1d6+3)**Ranged** Club +7 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Special Attacks** *warp wood***Combat Gear** Club, heavy wooden shield**Abilities** Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8**Feats** Alertness, Lightning Reflexes (b), Stealthy, Track**Skills** **Balance** Balance +5, Climb +9, Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4,**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take 10 to Climb check, even if rushed or threatened. \*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.**4: THE FEY****GRIG BARD****CR 4**

Advanced Male Grig Bard 2

NG Tiny Fey

**Init** +4; **Senses** Listen +5 , Spot +5**Languages** Common, Sylvan**AC** 18, touch 16, flat-footed 16

(+2 size, +4 Dex, +2 natural)

**hp** 27 (6 HD); DR 5/cold iron**SR** 17**Fort** +3, **Ref** +11, **Will** +9**Speed** 20 ft. (4 squares), fly 40 ft. (poor);**Melee** Short sword +8 (1d3-3/19-20)**Ranged** longbow +8 (1d4-3/x3)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +2; **Grp** -9**Special Attacks** fiddle**Combat Gear** fiddle, short sword, longbow**Bard Spells Known** (CL 2nd):1st (1/day)—*inspirational boost*\*\*, *Tasha's hideous laughter* (DC13)0 (3/day)—*detect magic*, *flare* (DC12), *mage hand*, *prestidigitation*, *summon instrument*,**Spell-Like Abilities** (CL 9th):2nd—*invisibility* (self only; 3/day), *pyrotechnics* (3/day; DC14)1st—*disguise self* (3/day), *entangle* (3/day; DC13), *ventriloquism* (3/day; DC13).**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 14**SQ** Bardic music, bardic knowledge (1d20+3), countersong, *fascinate*, inspire courage +1**Feats** Ability Focus (Fiddle), Dodge (b), Spell Focus (Enchantment), Weapon Finesse**Skills** Craft (traps) +4 , Escape Artist +10 , Hide +18 , Jump +3 , Listen +5 , Move Silently +10\*, Perform (stringed instruments) +8 , Search +3 , Spot +5**Fiddle (Su)** When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC14 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The DC is Charisma-based.**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.**5: THE BLACK UNICORN****THE BLACK UNICORN****CR 7**

Male Half-fiendish Equiceph Barbarian 2

NE Large Outsider

**Init** +2 ; **Senses** Darkvision 60ft, Low-light Vision, Scent, Listen +10, Spot +5**Languages** Common, Sylvan**AC** 23, touch 11, flat-footed 21 (Uncanny Dodge AC = 23)

(-1 size, +2 Dex, +6 natural, +6 armor);

**hp** 58 (6 HD); DR 5/magic**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10;

**SR** 16

**Fort** +6, **Ref** +6, **Will** +7

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**Speed** 30 ft in heavy armor (6 square) base movement 50ft. Fly 30ft (Average) base fly speed 40ft.

**Melee** masterwork greataxe +13/+8 (3d6+6) and bite +6 (1d8+6) or 2 claws +11/+5 (1d6+6) and bite +6 (1d8+6)

**Ranged** javelin +7/+2 (1d8+6)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +6 ; **Grp** +16

**Special Attacks** Rage (1/day), *Smite Good* (Su) (+6 points of damage vs good foe), Uncanny Dodge

**Combat Gear** Masterwork greataxe, javelin, masterwork banded mail

**Spell-Like Abilities** (CL 6<sup>th</sup>):

4<sup>th</sup>—*unholy blight* (CL 6<sup>th</sup>, DC15, 1/day)

2<sup>nd</sup>—*darkness* (CL 6<sup>th</sup>, 1/day), *desecrate* (CL 6<sup>th</sup>, 1/day)

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**Abilities** Str 22, Dex 15, Con 14, Int 15, Wis 13, Cha 14

**SQ** Fast Movement, Illiteracy

**Feats** Endurance (b), Improved Toughness\*\*, Iron Will, Power Attack, Weapon Focus (Greataxe)

**Skills** Climb 9 Hide -2 , Intimidate +14 , Jump +15 , Listen +10 , Spot +5 Survival +10 Swim +7 .

**Rage (1/day; 7rounds):** AC 21; hp70; Fort +8, Will +9; masterwork greataxe +15/+10 (3d6+8); Str 26, Con 18, Climb +11, Jump +17, Swim +9

**3: THE WELCOMING COMMITTEE****WOOD WOAD****CR 6****FIGHTER 2**

N Medium Plant

**Init** +5 ; **Senses** Low-light vision; Listen +3, Spot +4 .**Languages** Rudimentary Sylvan**AC** 17, touch 11, flat-footed 16

(+1 Dex, +2 heavy wooden shield, +4 natural)

**hp** 88 (10 HD);**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph or stunning.**Fort** +12, **Ref** +7, **Will** +3**Weakness** Vulnerable to fire**Speed** 30 ft. (6 squares), climb 20 ft; Tree**Melee** Club +12/+7 (1d6+3)**Ranged** Club +10/+5 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8 ; **Grp** +11**Special Attacks** Power Attack, *warp wood***Combat Gear** Club, heavy wooden shield**Abilities** Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8**Feats** Alertness, Improved Initiative, Lightning Reflexes (b), Power Attack, Stealthy, Track, Weapon Focus (Club)**Skills** Balance +5 , Climb +11 , Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take 10 to Climb check, even if rushed or threatened.

\*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

**4: THE FEY****GRIG BARD****CR 4**

Advanced Male Grig Bard 2

NG Tiny Fey

**Init** +4; **Senses** Listen +5 , Spot +5**Languages** Common, Sylvan**AC** 18, touch 16, flat-footed 16

(+2 size, +4 Dex, +2 natural)

**hp** 27 (6 HD); DR 5/cold iron**SR** 17**Fort** +3, **Ref** +11, **Will** +9**Speed** 20 ft. (4 squares), fly 40 ft. (poor);**Melee** Short sword +8 (1d3-3/19-20)**Ranged** longbow +8 (1d4-3/x3)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +2; **Grp** -9**Special Attacks** fiddle**Combat Gear** fiddle, short sword, longbow**Bard Spells Known** (CL 2nd):1st (1/day)—*inspirational boost\*\**, *Tasha's hideous laughter* (DC13)0 (3/day)—*detect magic*, *flare* (DC12), *mage hand*, *prestidigitation*, *summon instrument*,**Spell-Like Abilities** (CL 9th):2nd—*invisibility* (self only; 3/day), *pyrotechnics* (3/day; DC14)1st—*disguise self* (3/day), *entangle* (3/day; DC13), *ventriloquism* (3/day; DC13).**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 14**SQ** Bardic music, bardic knowledge (1d20+3), countersong, *fascinate*, inspire courage +1**Feats** Ability Focus (Fiddle), Dodge (b), Spell Focus (Enchantment), Weapon Finesse**Skills** Craft (traps) +4 , Escape Artist +10 , Hide +18 , Jump +3 , Listen +5 , Move Silently +10\*, Perform (stringed instruments) +8 , Search +3 , Spot +5**Fiddle (Su)** When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC14 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The DC is Charisma-based.**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.**GRIG SORCERER****CR 6**

Male Grig Sorcerer 6

N Tiny Fey

**Init** +4 ; **Senses** Listen +3 , Spot +3**Languages** Common, Sylvan**AC** 20, touch 17, flat-footed 16(+2 size, +1 *bracers of armor* +1, +4 Dex, +1 *ring of protection* +1, +2 natural, ,)**hp** 29 (7 1/2 HD); DR 5/cold iron**SR** 17

**Fort +4, Ref +7, Will +7**

**Speed** 20 ft. (4 squares), fly 40 ft. (poor);

**Melee** Short sword +8 (1d3-3)

**Ranged** longbow +8 (1d4-3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Base Atk** +2 ; **Grp** -9

**Combat Gear** short sword, longbow

**Class Spells Known** (CL 5th):

2nd (5/day)—*flaming sphere* (DC17), *scorching ray* (+6 ranged touch, 1 ray)

1st (7/day)—*burning hands* (DC16, 5d4) *color spray* (DC14), *expeditious retreat*, *sleep* (DC14)

0 (6/day)—*dancing lights*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*

**Spell-Like Abilities** (CL 9th):

2nd—*invisibility* (self only; 3/day), *pyrotechnics* (DC14; 3/day)

1st—*disguise self* (3/day), *entangle* (DC13; 3/day), *ventriloquism* (DC13; 3/day).

**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 16

**Feats** Dodge (b), Greater Spell focus (evocation), Spell focus (evocation), Weapon Finesse

**Skills** Concentration +10 , Craft (traps) +4, Escape Artist +8 , Hide +16 , Jump +3 , Listen +3 , Move Silently +8\* , Perform (string instruments) +6 , Search +2 , Spellcraft +2 , Spot +3

**Possessions** combat gear plus *cloak of charisma* +2, *bracers of armor* +1, *ring of protection* +1

**Fiddle (Su)** When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC12 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The DC is Charisma-based.

**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.

**Special Attacks** Rage (2/day), *smite good* (Su) (+8 points of damage), uncanny dodge

**Combat Gear** +1 *greataxe*, javelin [2], +1 *light fortification chain shirt*

**Spell-Like Abilities** (CL 6th):

4th—*unholy blight* (CL 8<sup>th</sup>, DC15, 4d8 or 8d6, 1/day)

3rd—*poison* (CL 8<sup>th</sup>, DC14, 3/day)

2nd—*darkness* (CL 8<sup>th</sup>, 1/day), *desecrate* (CL 8<sup>th</sup>, 1/day)

**Abilities** Str 22, Dex 16, Con 14, Int 15, Wis 13, Cha 14

**SQ** Fast Movement, illiteracy, trap sense +1

**Feats** Endurance (b), Improved Toughness\*\*, Iron Will, Large and In Charge\*\*, Power Attack, Weapon Focus (Greataxe)

**Skills** Climb 15 Hide +1 , Intimidate +16 , Intuit Direction +10 Jump +15, Listen +12 , Spot +5 Survival +12 Swim +12 .

**Rage (2/day; 7 rounds):** AC 22; hp90, Fort +9, Will +10; +1 *greataxe* +17/+12 (3d6+13); Str 26, Con 18; Climb +17, Jump +18, Swim +14

## 5: THE BLACK UNICORN

**THE BLACK UNICORN**

**CR 9**

Male Half-fiendish Equiceph Barbarian 4

NE Large Outsider

**Init** +3 ; **Senses** Darkvision 60ft, Low-light Vision, Scent, Listen +10 , Spot +5

**Languages** Common, Sylvan

**AC** 23, touch 12, flat-footed 20 (Uncanny Dodge = AC22)

(-1 size, +3 Dex, +6 natural, +5 armor)

**hp** 74 (8 HD); DR 5/Magic

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, and fire 10;

**SR** 18

**Fort +7, Ref +8, Will +8**

**Speed** 50 ft in light armor (10 square) base movement 50ft. Fly 50ft (Average)

**Melee** +1 *greataxe* +15/+10 (3d6+10) and bite +8 (1d8+6) or 2 claws +13/+8 (1d6+6) and bite +8 (1d8+6)

**Ranged** javelin +10/+5 (1d8+6)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +8 ; **Grp** +18

### 3: THE WELCOMING COMMITTEE

**WOOD WOAD**

**CR 8**

**FIGHTER 4**

N Medium Plant

**Init** +5 ; **Senses** Low-light vision; Listen +3, Spot +4 .

**Languages** Rudimentary Sylvan

**AC** 22, touch 11, flat-footed 21

(+1 Dex, +4 +1 *leafweave studded leather*, +3 +1 *heavy wooden shield*, +4 natural)

**hp** 118 (12 HD);

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph or stunning.

**Fort** +13, **Ref** +8, **Will** +4

**Weakness** Vulnerable to fire

**Speed** 30 ft. (6 squares), climb 20 ft; Tree

**Melee** Club +16/+11 (1d6+7)

**Ranged** Club +13/+8 (1d6+7)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +10 ; **Grp** +14

**Special Attacks** Power Attack, *warp wood*

**Combat gear** +1 *club*, +1 *heavy wooden shield*, +1 *leafweave studded leather*

**Abilities** Str 18, Dex 12, Con 16, Int 7, Wis 12, Cha 8

**Feats** Alertness, Improved Initiative, Improved Toughness\*\*, Lightning Reflexes (b), Power Attack, Stealthy, Track, Weapon Focus (Club), Weapon Specialization (Club)

**Skills** Balance +5 , Climb +14 , Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4

**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.

**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take

10 to Climb check, even if rushed or threatened.

\*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

### 4: THE FEY

**GRIG BARD**

**CR 6**

Advanced Male Grig Bard 4

NG Tiny Fey

**Init** +4; **Senses** Listen +5 , Spot +5

**Languages** Common, Sylvan

**AC** 22, touch 16, flat-footed 18

(+2 size, +4 Dex, +2 natural , +4 +1 *leafweave studded leather*)

**hp** 38 (8 HD); DR 5/cold iron

**SR** 17

**Fort** +5, **Ref** +14, **Will** +11

**Speed** 20 ft. (4 squares), fly 40 ft. (poor);

**Melee** Short sword +10 (1d3-3/19-20)

**Ranged** longbow +10 (1d4-3/x3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Base Atk** +4 ; **Grp** -7

**Special Attacks** fiddle

**Combat Gear** fiddle, short sword, longbow, +1 *leafweave studded leather*

**Bard Spells Known** (CL 4th):

2nd (1/day)—*suggestion* (DC16), *summon swarm*

1st (3/day)—*charm person* (DC15), *inspirational boost\*\**, *Tasha's hideous laughter* (DC15)

0 (3/day)—*detect magic*, *flare* (DC13), *mage hand*, *prestidigitation*, *resistance*, *summon instrument*,

**Spell-Like Abilities** (CL 9th):

2nd—*invisibility* (self only; 3/day), *pyrotechnics* (3/day; DC14)

1st—*disguise self* (3/day), *entangle* (3/day; DC13), *ventriloquism* (3/day; DC13).

**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 16

**SQ** Bardic Music, bardic knowledge (1d20+3), *countersong*, *fascinate*, *inspire competence*, *inspire courage* +1

**Feats** Ability Focus (Fiddle), Dodge (b), Spell Focus (Enchantment), Weapon Finesse

**Skills** Craft (traps) +4 , Escape Artist +12 , Hide +20 , Jump +3 , Listen +5 Move Silently +12\* , Perform (string instruments) +11 , Search +3 Spot +4

**Possessions** combat gear plus *cloak of charisma* +2, *vest of resistance* +1

**Fiddle (Su)** When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC14 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The DC is Charisma-based.

**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.

**Skills**

**GRIG SORCERER****CR 8**

Advanced Male Grig Sorcerer 7

N Tiny Fey

**Init** +4 ; **Senses** Listen +3 , Spot +3**Languages** Common, Sylvan**AC** 20, touch 17, flat-footed 16(+2 size, +1 *bracers of armor* +1, +4 Dex, +1 *ring of protection* +1, +2 natural)**hp** 38 (7 1/2 HD); DR 5/cold iron**SR** 17**Fort** +4, **Ref** +8, **Will** +8**Speed** 20 ft. (4 squares), fly 40 ft. (poor);**Melee** Short sword +9 (1d3-3)**Ranged** longbow +9 (1d4-3)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +3 ; **Grp** -8**Combat Gear** short sword, longbow**Class Spells Known** (CL 7th):3rd (5/day)—*dispel magic*, *lightning bolt* (DC18, 7d6)2nd (7/day)—*glitterdust* (DC15), *flaming sphere* (DC17), *scorching ray* (+8 ranged touch, 2 rays)1st (7/day)—*burning hands* (DC16, 5d4) *color spray* (DC14), *expeditious retreat*, *obscuring mist*, *sleep* (DC14)0 (6/day)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation***Spell-Like Abilities** (CL 9th):2nd—*invisibility* (self only; 3/day), *pyrotechnics* (DC14; 3/day)1st—*disguise self* (3/day), *entangle* (DC13; 3/day), *ventriloquism* (DC13; 3/day).**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 16**Feats** Dodge (b), Greater Spell focus (evocation), Skill Focus (concentration), Spell focus (evocation), Weapon Finesse**Skills** Concentration +14, , Craft (traps) +4, Escape Artist +8 , Hide +16 , Jump +3 , Listen +3 , Move Silently +8\* , Perform (string instruments) +6 , Search +2 , Spellcraft +4 , Spot +3**Possessions** combat gear plus *cloak of charisma* +2, *bracers of armor* +1, *ring of protection* +1**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.**5: THE BLACK UNICORN****THE BLACK UNICORN****CR 11**

Male Half-fiendish Equiceph Barbarian 6

NE Large Outsider

**Init** +3 ; **Senses** Darkvision 60ft, Low-light Vision, Scent, Listen +14 , Spot +5**Languages** Common, Sylvan**AC** 23, touch 12, flat-footed 20 (Uncanny Dodge = AC22)

(-1 size, +3 Dex, +6 natural, +5 armor)

**hp** 100 (10 HD); DR 5/Magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, and fire 10;**SR** 20**Fort** +8, **Ref** +9, **Will** +9**Speed** 50 ft in light armor (10 square) base movement 50ft. Fly 40ft (Average)**Melee** +1 *greataxe* +17/+12 (3d6+6) and bite +10 (1d8+6) or 2 claws +15/+10 (1d6+6) and bite +10 (1d8+6)**Ranged** javelin +12/+7 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +10 ; **Grp** +20**Special Attacks** **Special Attacks** Rage (2/day), *smite good* (Su) (+8 points of damage), uncanny dodge, improved uncanny dodge**Combat Gear** +1 *greataxe*, javelin, +1 *light fortification chain shirt***Spell-Like Abilities** (CL 10th):4th—*unholy blight* (CL 10<sup>th</sup>, DC19, 5d8 or 10d6, 1/day)3rd—*poison* (CL 10<sup>th</sup>, DC18, 3/day)2nd—*darkness* (CL 10<sup>th</sup>, 1/day), *desecrate* (CL 10<sup>th</sup>, 1/day)**Abilities** Str 22, Dex 16, Con 14, Int 15, Wis 13, Cha 14**SQ** Fast movement, illiteracy, trap sense +2**Feats** Endurance (b), Improved Toughness\*\*, Iron Will, Large and In Charge\*\*, Power Attack, Weapon Focus (Greataxe)**Skills**: Balance +2 , Climb 15 , Escape Artist +2 , Hide +1 , Intimidate +16 , Intuit Direction +10 Jump +17, Listen +14 , Move Silently +3 , Spot +5 Survival +12 Swim +12 .**Rage (2/day; 7 rounds)**: AC 22; hp 120; Fort +10, Will +11, +1 *greataxe* +19/+14 (3d6+13); Str 27, Con 18; Climb +17, Jump +19, Swim +14

## 3: THE WELCOMING COMMITTEE

**WOOD WOAD**

**CR 10**

**FIGHTER 6**

N Medium Plant

**Init** +5 ; **Senses** Low-light vision; Listen +3, Spot +4 .

**Languages** Rudimentary Sylvan

**AC** 24, touch 11, flat-footed 23

(+1 Dex, +5 +2 *leafweave studded leather*, +4 +2 *heavy wooden shield*, +4 natural)

**hp** 138 (14 HD);

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph or stunning.

**Weakness** Vulnerable to fire

**Fort** +14, **Ref** +9, **Will** +5

**Speed** 30 ft. (6 squares), climb 20 ft; Tree

**Melee** Club +20/+15/+10 (1d6+10)

**Ranged** Club +17/+12/+7 (1d6+10)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12 ; **Grp** +16

**Special Attacks** Cleave, Power Attack, *warp wood*

**Combat gear** +3 *club*, +2 *heavy wooden shield*, +2 *leafweave studded leather*

**Abilities** Str 18, Dex 12, Con 16, Int 7, Wis 12, Cha 8

**Feats** Alertness, Cleave, Improved Initiative, Improved Toughness\*\*, Lightning Reflexes (b), Power Attack, Stealthy, Track, Weapon Focus (Club), Weapon Specialization (Club)

**Skills** Balance +5 , Climb +16 , Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4

**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.

**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take

10 to Climb check, even if rushed or threatened.

\*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

## 4: THE FEY

**GRIG BARD**

**CR 8**

Advanced Male Grig Bard 6

NG Tiny Fey

**Init** +4; **Senses** Listen +5 , Spot +5

**Languages** Common, Sylvan

**AC** 22, touch 16, flat-footed 18

(+2 size, +4 Dex, +2 natural , +4 +1 *leafweave studded leather*)

**hp** 49 (9 HD); DR 5/cold iron

**SR** 17

**Fort** +6, **Ref** +15, **Will** +12

**Speed** 20 ft. (4 squares), fly 40 ft. (poor);

**Melee** Short sword +11 (1d3-3/19-20)

**Ranged** longbow +11 (1d4-3/x3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Base Atk** +5 ; **Grp** -6

**Special Attacks** fiddle

**Combat Gear** fiddle, short sword, longbow, +1 *leafweave studded leather*

**Bard Spells Known** (CL 6th):

2nd (3/day)—*blindness* (DC16), *suggestion* (DC18), *summon swarm*

1st (4/day)—*charm person* (DC17), *grease* (DC15), *inspirational boost\*\**, *Tasha's hideous laughter* (DC17)

0 (3/day)—*detect magic*, *flare* (DC15), *mage hand*, *prestidigitatation*, *resistance*, *summon instrument*,

**Spell-Like Abilities** (CL 9th):

2nd—*invisibility* (self only; 3/day), *pyrotechnics* (3/day; DC14)

1st—*disguise self* (3/day), *entangle* (3/day; DC13), *ventriloquism* (3/day; DC13).

**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 18

**SQ** Bardic music, bardic knowledge (1d20+3), countersong, *fascinate*, *inspire competence*, *inspire courage* +1, *suggestion*

**Feats** Ability Focus (Fiddle), Dodge (b), Greater Spell Focus (Enchantment), Spell Focus (Enchantment), Weapon Finesse

**Skills** Craft (traps) +4 Craft (traps) +4 , Escape Artist +14 , Hide +22 , Jump +3 , Listen +5 Move Silently +14\*, Perform (string instruments) +14, , Search +3 Spot +5 **Possessions** combat gear plus *cloak of Charisma* +4, *vest of resistance* +1

**Fiddle (Su)** When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC14 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The DC is Charisma-based.

**Skills** Grigs have +8 racial bonus on Jump checks. \* They also have a +5 racial bonus on Move Silently check in a forest setting.



**GRIG SORCERER****CR 10**

Advanced Male Grig Sorcerer 9

N Tiny Fey

**Init** +4 ; **Senses** Listen +3 , Spot +3**Languages** Common, Sylvan**AC** 20, touch 17, flat-footed 16(+2 size, +1 *bracers of armor* +1, +4 Dex, +1 *ring of protection* +1, +2 natural)**hp** 44 (9 1/2 HD); DR 5/cold iron**SR** 17**Fort** +6, **Ref** +9, **Will** +10**Speed** 20 ft. (4 squares), fly 40 ft. (poor);**Melee** Short sword +10 (1d3-3)**Ranged** longbow +10 (1d4-3)**Space** 2-1/2 ft.; **Reach** 0 ft.**Base Atk** +4 ; **Grp** -7**Combat Gear** short sword, longbow**Class Spells Known** (CL 9th):4th (5/day)—*confusion* (DC18), *wall of ice*3rd (7+1/day)—*dispel magic*, *lightning bolt* (DC19, 9d6), *wind wall*2nd (7/day)—*glitterdust* (DC16), *flaming sphere* (DC18), *scorching ray* (+8 ranged touch, 2 rays), *Tasha's hideous laughter* (DC16)1st (7/day)—*burning hands* (DC17, 5d4) *color spray* (DC15), *expeditious retreat*, *obscuring mist*, *sleep* (DC15)0 (6/day)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance***Spell-Like Abilities** (CL 9th):2nd—*invisibility* (self only; 3/day), *pyrotechnics* (DC14; 3/day)1st—*disguise self* (3/day), *entangle* (DC13; 3/day), *ventriloquism* (DC13; 3/day).**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18**Feats** Dodge (b), Extra Slot\*\*, Greater Spell focus (evocation), Skill Focus (concentration), Spell focus (evocation), Weapon Finesse**Skills** Concentration +16 , Craft (traps) +4 , Escape Artist +8 , Hide +16 , Jump +3 , Listen +3 , Move Silently +8\* , Perform (string instruments) +7 , Search +2 , Spellcraft +6 , Spot +3 **Possessions** combat gear plus *cloak of charisma* +4, *bracers of armor* +1, *ring of protection* +1**Skills** Grigs have a +8 racial bonus on Jump checks.

\* They also have a +5 racial bonus on Move Silently check in a forest setting.

**5: THE BLACK UNICORN****THE BLACK UNICORN****CR 14**

Male Half-fiendish Equiceph Barbarian 6 Fighter 2

NE Large Outsider

**Init** +7; **Senses** Darkvision 60ft, Low-light Vision,

Scent, Listen +14 , Spot +5

**Languages** Common, Sylvan**AC** 24, touch 12, flat-footed 21 (Uncanny Dodge = AC24)

(-1 size, +3 Dex, +6 natural, +6 armor)

**hp** 130 (12 HD); DR 10/Magic**Immune** poison**Resist** acid 10, cold 10, electricity 10, and fire 10;**SR** 22**Fort** +12, **Ref** +9, **Will** +9**Speed** 50 ft in light armor (10 square) base movement 50ft. Fly 40ft (Average)**Melee** +1 *magical-beast-bane greataxe* +21/+16/+11 (3d6+8, crit. 19-20/x3) and bite +14 (1d8+8) or 2 claws +19/+14 (1d6+8) and bite +14 (1d8+8)**Ranged** javelin +14/+9/+4 (1d8+8)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12 ; **Grp** +24**Special Attacks** Rage (2/day), *smite good* (Su) (+12 points of damage), uncanny dodge, improved uncanny dodge**Combat Gear** +1 *magical-beast-bane greataxe*, javelin, +2 *light fortification chain shirt***Spell-Like Abilities** (CL 12th):7th—*blasphemy* (CL 12<sup>th</sup>)4th—*unholy blight* (CL 12<sup>th</sup>, DC15, 5d8 or 10d6, 1/day)3rd—*poison* (CL 12<sup>th</sup>, DC14, 3/day)2nd—*darkness* (CL 12<sup>th</sup>, 1/day), *desecrate* (CL 12<sup>th</sup>, 1/day)**Abilities** Str 26, Dex 16, Con 16, Int 15, Wis 13, Cha 14**SQ** Fast movement, trap sense +2**Feats** Endurance (b), Improved Critical (Greataxe), Improved Initiative, Improved Toughness\*\*, Iron Will, Large and In Charge\*\*, Power Attack, Reckless Rage\*\*, Weapon Focus (Greataxe)**Skills**: Balance +2 , Climb 19 , Escape Artist +2 , Hide +1 , Intimidate +16 , Intuit Direction +10 Jump +20, Listen +14 , Move Silently +3 , Spot +5 Survival +12 Swim +19 .**Possessions** combat gear plus *amulet of health* +2, *gauntlets of ogre power***Rage (2/day; 9 rounds)**: AC 20; hp166; Fort +11, Will +11; +1 *greataxe* +22/+17 (3d6+17); Str 32, Con 22; Climb +22, Jump +24, Swim +23

### 3: THE WELCOMING COMMITTEE

#### WOOD WOAD

CR 10

#### FIGHTER 6

N Medium Plant

**Init** +5 ; **Senses** Low-light vision; Listen +3, Spot +4 .

**Languages** Rudimentary Sylvan

**AC** 24, touch 11, flat-footed 23

(+1 Dex, +5 +2 *leafweave studded leather*, +4 +2 *heavy wooden shield*, +4 natural)

**hp** 138 (14 HD);

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph or stunning.

**Weakness** Vulnerable to fire

**Fort** +14, **Ref** +9, **Will** +5

**Speed** 30 ft. (6 squares), climb 20 ft; Tree

**Melee** Club +20/+15/+10 (1d6+10)

**Ranged** Club +17/+12/+7 (1d6+10)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +12 ; **Grp** +16

**Special Attacks** Cleave, Power Attack, *warp wood*

**Combat gear** +3 *club*, +2 *heavy wooden shield*, +2 *leafweave studded leather*

**Abilities** Str 18, Dex 12, Con 16, Int 7, Wis 12, Cha 8

**Feats** Alertness, Cleave, Improved Initiative, Improved Toughness\*\*, Lightning Reflexes (b), Power Attack, Stealthy, Track, Weapon Focus (Club), Weapon Specialization (Club)

**Skills** Balance +5 , Climb +16 , Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4

**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.

**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take

10 to Climb check, even if rushed or threatened.

\*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

#### TREANT FOREST WARRIOR

CR 12

#### FIGHTER 4

NG Huge Plant

**Init** -1 ; **Senses** Low-light vision; Listen +8 , Spot +8

**Languages** Common, Sylvan, Treant

**AC** 22, touch 7, flat-footed 23

(-2 size, -1 Dex, +2 *huge leafweave studded leather armor*, +13 natural)

**hp** 121 (11 HD); DR 10/slashing

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph or stunning.

**Fort** +14, **Ref** +2, **Will** +8

**Weakness** Vulnerable to fire

**Speed** 30 ft. (6 squares);

**Melee** +1 Greatclub +20/+15 (3d8+14) or 2 Slams +17 (2d6+10)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +9 ; **Grp** +27

**Special Attacks** *Animate trees*, double damage against objects, Improved Sunder, Power Attack, Trample 2d6+13

**Combat gear** +2 *huge greatclub*, +2 *huge leafweave studded leather*

**Abilities** Str 30, Dex 8, Con 21, Int 12, Wis 16, Cha 12

**Feats** Cleave, Improved Sunder , Improved Toughness\*\*, Iron Will , Power Attack, Weapon Focus (Greatclub), Weapon Specialization (GreatClub)

**Skills** Diplomacy +3 , Hide -9\*, Handle Animal +5 Intimidate +6 , Jump +14 Knowledge (nature) +6 , Listen +8 Sense Motive +8 , Spot +8 Survival +8 (+10 above ground) Swim + 14

**Animate Trees (Sp)** A treant can animate trees within 180ft at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10ft and fights like a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (CL 12th). Animated trees have the same vulnerability to fire that a treant has.

**Double damage against objects (Ex)** A treant or animate tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex)** Reflex DC22 half. The DC is Strength-based. \*

**Skills** Treants have +16 racial bonus to Hide checks made in forested areas.

### 4: THE FEY

#### GRIG BARD

CR 10

Advanced Male Grig Bard 8

NG Tiny Fey  
**Init** +4; **Senses** Listen +5 , Spot +5  
**Languages** Common, Sylvan

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**AC** 22, touch 16, flat-footed 18  
 (+2 size, +4 Dex, +2 natural , +4 +1 *leafweave studded leather*)  
**hp** 60 (12 HD); DR 5/cold iron  
**SR** 17  
**Fort** +5, **Ref** +13, **Will** +10

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**Speed** 20 ft. (4 squares), fly 40 ft. (poor);  
**Melee** Short sword +13 (1d3-3/19-20)  
**Ranged** longbow +13 (1d4-3/x3)  
**Space** 2-1/2 ft.; **Reach** 0 ft.  
**Base Atk** +7 ; **Grp** -4  
**Special Attacks** fiddle  
**Combat Gear** fiddle, short sword, longbow, +1 *leafweave studded leather*  
**Bard Spells Known** (CL 8th):  
 3rd (2/day)—*confusion* (DC20), *dispel magic*,  
 2nd (4/day)—*blindness* (DC17), *glitterdust* (DC17),  
*suggestion* (DC19), *summon swarm*  
 1st (5/day)—*charm person* (DC18), *grease* (DC15),  
*inspirational boost*\*\*, *Tasha's hideous laughter*  
 (DC18)  
 0 (3/day)—*detect magic*, *flare* (DC17), *mage hand*,  
*prestidigitation*, *resistance*, *summon instrument*,  
**Spell-Like Abilities** (CL 9th):  
 2nd—*invisibility* (self only; 3/day), *pyrotechnics*  
 (3/day; DC14)  
 1st—*disguise self* (3/day), *entangle* (3/day; DC13),  
*ventriloquism* (3/day; DC13).

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**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 13, Cha 21  
**SQ** Bardic Music, bardic knowledge (1d20+3),  
 countersong, *fascinate*, *inspire competence*,  
*inspire courage* +2, *inspire greatness*, *suggestion*  
**Feats** Ability Focus (Fiddle), Dodge (b), Greater Spell  
 Focus (Enchantment), Spell Focus (Enchantment),  
 Weapon Finesse +1 Feat  
**Skills** Craft (traps) +4 Craft (traps) +4 , Escape Artist  
 +16 , Hide +24 , Jump +3 , Listen +5 Move Silently  
 +16\* , Perform (string instruments) +17, Search +3  
 Spot +5 **Possessions** combat gear plus *cloak of*  
*Charisma* +6, *vest of resistance* +1

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**Fiddle (Su)** When the fiddler plays, any nonsprite  
 within 30 feet of the instrument must succeed on a  
 DC14 Will save or be affected as though by *Otto's*  
*irresistible dance* for as long as the playing  
 continues. The DC is Charisma-based.  
**Skills** Grigs have +8 racial bonus on Jump checks. \*  
 They also have a +5 racial bonus on Move Silently  
 check in a forest setting.

#### GRIG SORCERER CR 12

Male Grig Sorcerer 11  
 N Tiny Fey  
**Init** +4; **Senses** Listen +3 , Spot +3  
**Languages** Common, Sylvan

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**AC** 20, touch 17, flat-footed 16  
 (+2 size, +1 *bracers of armor* +1, +4 Dex, +1 *ring of*  
*protection* +1, +2 natural)

**hp** 50 (11 1/2 HD); DR 5/cold iron  
**SR** 17  
**Fort** +6, **Ref** +9, **Will** +11

---

**Speed** 20 ft. (4 squares), fly 40 ft. (poor);  
**Melee** Short sword +11 (1d3-3)  
**Ranged** longbow +11 (1d4-4)  
**Space** 2-1/2 ft.; **Reach** 0 ft.  
**Base Atk** +5 ; **Grp** -6  
**Combat Gear** short sword, longbow  
**Class Spells Known** (CL 11th):  
 5th (4/day)—*cone of cold* (DC21, 11d6), *wall of*  
*force*  
 4th (7/day)—*confusion* (DC18), *Evard's black*  
*tentacles*, *wall of ice*  
 3rd (7+1/day)—*dispel magic*, *lightning bolt* (DC19,  
 10d6), *suggestion* (DC17), *wind wall*  
 2nd (7/day)—*glitterdust* (DC16), *flaming sphere*  
 (DC18), *scorching ray* (+9 ranged touch, 3 rays),  
*summon swarm*, *Tasha's hideous laughter*  
 (DC16)  
 1st (7/day)—*burning hands* (DC17, 5d4) *color*  
*spray* (DC15), *expeditious retreat*, *obscuring*  
*mist*, *sleep* (DC15)  
 0 (6/day)—*dancing lights*, *detect magic*, *ghost*  
*sound*, *mage hand*, *mending*, *open/close*,  
*prestidigitation*, *read magic*, *resistance*  
**Spell-Like Abilities** (CL 9th):  
 2nd—*invisibility* (self only; 3/day), *pyrotechnics*  
 (DC14; 3/day)  
 1st—*disguise self* (3/day), *entangle* (DC13; 3/day),  
*ventriloquism* (DC13; 3/day).

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**Abilities** Str 5, Dex 18, Con 14, Int 10, Wis 14, Cha 18  
**Feats** Dodge (b), Extra Slot\*\*, Greater Spell focus  
 (evocation), Skill Focus (concentration), Spell focus  
 (evocation), Weapon Finesse  
**Skills** Concentration +18 , Craft (traps) +4 , Escape  
 Artist +8 , Hide +16 , Jump +3 , Listen +5 , Move  
 Silently +8\* , Perform (string instruments) +7 ,  
 Search +2 , Spellcraft +8 , Spot +5  
**Possessions** combat gear plus *cloak of charisma* +4,  
*bracers of armor* +1, *ring of protection* +1

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**Skills** Grigs have a +8 racial bonus on Jump checks.  
 \* They also have a +5 racial bonus on Move  
 Silently check in a forest setting.

## 5: THE BLACK UNICORN

### THE BLACK UNICORN CR 16

Male Half-fiendish Equiceph Barbarian 6 Fighter 4  
 NE Large Outsider  
**Init** +7; **Senses** Darkvision 60ft, Low-light Vision,  
 Scent, Listen +14 , Spot +7  
**Languages** Common, Sylvan

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**AC** 29, touch 12, flat-footed 26 (Uncanny Dodge = AC  
 29)  
 (-1 size, +3 Dex, +7 natural, +6 armor, +4 shield)  
**hp** 150 (14 HD); DR 10/Magic  
**Immune** poison  
**Resist** acid 10, cold 10, electricity 10, and fire 10;  
**SR** 24  
**Fort** +13, **Ref** +10, **Will** +10

---

**Speed** 50 ft in light armor (10 square) base movement 50ft. Fly 40ft (Average)

**Melee** +1 *magical-beast-bane greataxe* +23/+18/+13 (3d6+8, crit. 19-20/x3) and bite +16 (1d8+8) or 2 claws +21/+16/11 (1d6+8) and bite +16 (1d8+8)

**Ranged** javelin +16/+11/+6 (1d8+8)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +14 ; **Grp** +26

**Special Attacks** Rage (2/day), *smite good* (Su) (+14 points of damage vs good opponent), uncanny dodge, improved uncanny dodge

**Combat Gear** +1 *magical-beast-bane greataxe*, javelin, +2 *light fortification chain shirt*, +2 *animated darkwood heavy shield*

**Spell-Like Abilities** (CL 14<sup>th</sup>):

8th— *unholy aura* (CL 14<sup>th</sup>, 3/day)

7th— *blasphemy* (CL 14<sup>th</sup>), *unhallow* (CL 14<sup>th</sup>, 1/day)

4th— *unholy blight* (CL 14<sup>th</sup>, DC15, 5d8 or 10d6, 1/day)

3rd— *poison* (CL 14<sup>th</sup>, DC14, 3/day)

2nd— *darkness* (CL 14<sup>th</sup>, 1/day), *desecrate* (CL 14<sup>th</sup>, 1/day)

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**Abilities** Str 26, Dex 16, Con 16, Int 15, Wis 13, Cha 14

**SQ** Fast Movement, Trap Sense +2

**Feats** Endurance (b), Improved Critical (Greataxe), improved Initiative, Improved Toughness\*\*, Iron Will, Large and In Charge\*\*, Power Attack, Reckless Rage\*\*, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

**Skills:** Balance +2 , Climb 19 Escape Artist +2 , Hide +1 , Intimidate +17 , Jump +22 , Listen +14 , Move Silently +3 , Spot +7 Survival +12 Swim +19 .

**Possessions** combat gear plus *amulet of health* +2, *gauntlets of ogre power*

**Rage (2/day; 9 rounds):** AC 24; hp 192; Fort +16, Will +12; +1 *magical beast bane greataxe* +26/+21/+16 (3d6+19); Str 32, Con 22; Climb +22, Jump +25, Swim +21

## APPENDIX 2: NEW RULES ITEMS

### CREATURES

#### Equiceph

**CR 3**

LE Large Monstrous Humanoid

**Init** +0; **Senses** Darkvision 60ft, low-light vision, Listen +1, Spot +1

**Languages** Common, Sylvan

**AC** 20, touch 9, flat-footed 20

(-1 size, +0 Dex, +5 natural, +6 splint mail)

**hp** 22 (4 HD);

**Resist** acid 10, cold 10, electricity 10, and fire 10; **SR** 24

**Fort** +1, **Ref** +3, **Will** +7

**Speed** 30 ft in splint mail (6 square), base speed 40ft

**Melee** greataxe +8 (3d6+6/x3)

**Ranged** javelin +3 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +12

**Combat Gear** greataxe, javelin[2], splint mail

**Abilities** Str 18, Dex 11, Con 12, Int 11, Wis 13, Cha 12

**SQ** Dark vision 60 ft., low-light vision

**Feats** Endurance (b), Iron Will, Weapon Focus (Greataxe)

**Skills:** Intimidate +8, Survival +8,

**Possessions** combat gear

*This humanoid creature stands at most 11 feet tall and has a head and legs like those of a horse. It wears heavy armor and wields a mighty axe of curious design.*

Equicephs are merciless and relentless slavers, raiding out of their forest homes to take captives. The often raid nearby hills to capture hobgoblins, which are accustomed to following orders and small enough for the equicephs to push around. But equicephs aren't picky. They'll make slaves of any creature that they can capture and coerce.

The equicephs are long-lost remnants of a distant, peaceful civilization. This ancient civilization maintained peace by exiling its worst criminals to a land across the sea. The equicephs are the descendants of these cruel lawbreakers. They retain the superior intellect and insight of their ancestors, though they apply their gifts to villainy rather than harmony. Whether the peaceful equiceph society still survives somewhere over the horizon or has long ago fallen, is a disputed matter of legend.

Equicephs speak Common and Sylvan

#### Combat

Equicephs use feints and pincer maneuvers to get the better of their enemies in combat. They rehearse their tactics together ahead of time so they can work together fluidly while facing their opponents. While they value slaves as property, they routinely sacrifice them in crafty gambits that enable the equicephs to gain the upper hand in battle.

**Source:** *The Miniatures Handbook* pp.61-62

#### Wood Woad

**CR 4**

N Medium Plant

**Init** +1; **Senses** Low-light vision; Listen +3, Spot +4.

**Languages** Rudimentary Sylvan

**AC** 17, touch 11, flat-footed 16

(+1 Dex, +4 natural, +2 heavy wooden shield)

**hp** 60 (8 HD);

**Immune** All mind-affecting spells or abilities, critical hits, poison, sleep effects, paralysis, polymorph and stunning.

**Fort** +9, **Ref** +5, **Will** +3

**Weakness** Vulnerable to fire

**Speed** 30 ft. (6 squares), climb 20 ft;

**Melee** Club +9 (1d6+3)

**Ranged** Club +7 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +9

**Special Attacks** warp wood

**Combat Gear** Club, heavy wooden shield

**Abilities** Str 17, Dex 12, Con 16, Int 7, Wis 12, Cha 8

**Feats** Alertness, Lightning Reflexes (b), Stealthy, Track

**Skills Balance** Balance +5, Climb +9, Hide +7\*, Listen +3, Move Silently +4, Spot +4 Survival +4,

*This strange humanoid-shaped creature bears a large wooden shield and club held at the ready. Small black eyes glower at you from within deep pits in its face. Its body is covered in bark and burls of muscle, and a circle of branch stubs crowns its head.*

Wood woads are brutish and territorial plant creatures akin to treants. Their bodies resemble those of powerfully built but twisted men, composed entirely of bark-covered wood. Their hands end in gnarled, branchlike fingers, and their feet are masses of black roots.

A wood woad has the power to enter trees as a dryad can, but it can also use this ability to teleport from tree to tree. This similarity to the dryad's ability has led some to think that wood woads are the male version of the race, but they are in fact plants, and they reproduce through seeds much as a treant does.

Wood woads cannot carry most treasure items with them when they move from tree to tree; after defeating a foe, they often carry useful items some distance away to hide them in a hollow tree or under a stump. Although dimwitted, wood woads have an excellent memory for where such caches lie, and they return to them to retrieve better weapons or useful items when they spot intruders.

Such caches are often guarded by a thick wooden door that a wood woad opens and closes with its warp wood ability. This power allows a wood woad to twist dead wood and wooden objects, and a forest occupied by a wood woad is often marked by frequent instances of its past uses of this ability. A wood woad is about 6 feet tall and weighs 300 pounds.

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Wood woads speak a rudimentary form of Sylvan.

**Warp Wood (Sp)** A wood woad can use a *warp wood* effect as the spell, at will. Attended objects can avoid the effect with a DC13 Will save (but if the saving throw succeeds, the wood woad can simply produce the effect again in the following round). CL8<sup>th</sup>. The DC is Wisdom-based.

**Treewalk (Su)** At will, a wood woad can enter a living tree as a free action and exit from it or another living tree within 60 feet; continuing as though the distance between had not been crossed. A wood woad moving in this manner can charge or run through trees so long as it moves in a straight line. The entrance and exit tress must have girths at least equal to the wood woad's, and the wood woad cannot take non-vegetable items of other creatures with it when it treewalks. A wood woad can exit a tree in any direction and from any part of the tree that has enough girth.

A wood woad can remain inside a living tree as long as it wishes a wood woad inside a tree sense the world around it normally and automatically knows which tree within 60 feet are living and can accept its girth. If the tree in which a wood woad hides is chopped down, burned up or otherwise killed, the wood woad inside dies.

This ability is a teleportation effect.

**Skills** Wood woads have a +4 racial bonus to Balance and Hide checks. A wood woad has a +8 racial bonus to Climb checks and can always take 10 to Climb check, even if rushed or threatened. \*In wooded areas, a wood woad gains an additional +4 to bonus to Hide checks.

**Source:** *Monster Manual* III p.196

## FEATS

### Extra Slot

You can cast an additional spell.

**Prerequisite:** Caster level 4<sup>th</sup>.

**Benefit:** You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level you can cast. For example, a 4<sup>th</sup>-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1<sup>st</sup>-level slot, and is able to cast any spell he knows of the chosen level. Once selected, the extra spell slot never changes level

**Special:** You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level you can currently cast.

**Source:** *Complete Arcane* 79

### Improved Toughness

You are significantly tougher than normal.

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as

by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter's bonus feats.

**Source:** *Complete Warrior* 101

### Large and in Charge

You can prevent opponents from closing inside your reach.

**Prerequisite:** Natural reach of 10 feet or more, size Large or larger.

**Benefit:** When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before you hit with your attack of opportunity, make an opposed strength check with you opponent. You gain a +4 bonus for each size category for each size category larger than your opponent, and an additional +1 for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any further in this round.

**Source:** *Draconomicon* 71

### Reckless Rage

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

**Prerequisites:** Con 13, rage ability

**Benefits:** Whenever you activate your rage ability, you take an additional -2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

**Source:** *Races of Stone* 143

## MAGIC ITEMS

### Vest of Resistance

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint Abjuration; CL 5<sup>th</sup>; Craft Wondrous Items, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

**Source:** *Complete Arcane* 150

## MUNDANE EQUIPMENT

### Leafweave Armor

As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that make them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure is reduced by 5%. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2.

Leafweave versions of padded, leather, studded leather and hide armor exist; leafweave studded armor typically incorporates darkwood studs to make it druid-friendly.

Leafweave armor costs 740gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

**Source:** *Races of the Wild* 168

## SPELLS

### **Inspirational Boost**

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Targets:** You

**Duration:** 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

**Source:** *Spell Compendium* 124

List alphabetically; see above.



## APPENDIX 3: DRAMATIS PERSONAE

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### SHERIFF LORIEN BERRYWINE

The local sheriff has relatively little to do. Most of the local folk are peaceful and his main concern is with the “younger folk” who tend to follow the words of Brandobaris a little too much. The Sheriff serves as the local judge and everyone respects his judgment and his fairness. Sheriff Lorien is a paladin dedicated to the Protector (Yondalla).

The Sheriff is dressed in practical clothes that make him seem like a nobleman. He has a shortsword and a large shield upon which is the symbol of the cornucopia.

### DROGO BRACEGIRDLE

Former sheriff of Applebee, Drogo was captured several years ago by Drow raiders. They found he had a talent as a diplomat and have used him on several occasions to broker for minor things they need with races other than the Drow. Since he was rescued by adventurers, Drogo is slowly getting used to a life of freedom.

### SIR SHAMUS BRUMBLEHILL

Sir Shamus is devoted to Arvoreen the Defender and the local Knight of the Swan. Sir Shamus is somewhat dour (for a Halfling) and he spends most of his time traveling the area around Applebee searching for menaces to the community. Sir Shamus is rarely found without his trusty warpony.

Sir Shamus is usually dressed with a mithral breastplate with a tabard showing his allegiance to the Knights of the Swan.

### BROCK (BROCLY) OATSTOUT

Brock is a simple farmer and a cousin of Rudy. He bought the mare from an adventurer for a very good price. He was initially horrified to discover the baby unicorn, thinking it was a joke pulled by Brandobaris.

### RUDY (RUTABAGA) OATSTOUT

Very round owner of the Horn of Plenty. Rudy is devoted to the Protector (Cleric of Yondalla, but he'd never actually say it that clearly). Rudy is one of the sons of the Founder of Applebee.

### BRANDY (BRANDOWYN) SKYLARK

Brandy is an adventurer and a trader. His talents as a sorcerer are not particularly liked in Applebee. So he travels and adventures, bringing back equipment he sells to the locals. Thus, he has found his own niche. Brandy is a follower of Brandobaris.

### IZZY (RAISON) SKYLARK

Like her older brother Brandy, Izzy is a young Halfling woman in search of adventure. To that end she causes all sorts of mischief and pulls a number of pranks on the other villagers. She also worships Brandobaris.

Sir Shamus in particular doesn't like her and has given her stern lectures. He has pleaded a number of

times with the Sheriff to take action against her, but the Sheriff has yet to do anything about it.

### PANARESTIEL THE UNICORN

Panarestiel passes off as a simple mare for most of this adventure.

### SILVERMANE THE UNICORN BABY

Silvermane is the son of Panarestiel and a powerful quarterhorse. He has the large frame of his father.

### THE BLACK UNICORN

Created by the evil fiend of the Honeypot, it is a half-fiendish child of Panarestiel and a fiendish Equiceph. It is black and thoroughly evil. In the center of its forehead is a single horn.

## APPENDIX 4: HALFLING RELIGION PRIMER

More information about these deities can be found in the LG Deities Documents along with Faiths and Pantheons. The following information should give the DM some basic information about the deities the PCs will deal with during the adventure.

It is reasonable to have any Halfling PC be aware of the name of the gods and their titles. Any Halfling worshipper would be assume to be able to give the PCs the following information if asked politely.

### ARVOREEN THE DEFENDER

Knowledge (religion) DC20 (15 for Halflings)

**Alignment:** Lawful Good

Arvoreen is as close to a warrior god as it gets. The Defender teaches a doctrine of guardianship, stern defense and aggressive watchfulness. They remain ever-vigilant of dangers that might threaten the community, but have a reactive rather than proactive agenda.

They are usually serious and intolerant of jokes and pranks which makes them somewhat unpopular during times of peace. During times of war, the entire population looks to them for their protection.



Symbol 1: Holy Symbol of Arvoreen

### BRANDOBARIS THE IRREPRESSIBLE SCAMP

Knowledge (religion) DC20 (15 for Halflings)

**Alignment:** Neutral

The Irrepressible Scamp is the “archetype” of what other races see in the Halflings: scheming, meddling, curious with a short attention span who is as interested in a man’s purse as his PC. Brandobaris and his clergy have few enemies as he is charming and friendly. They are often blamed for things that disappear in a Halfling community.



Symbol 2: Holy Symbol of Brandobaris

### YONDALLA THE PROTECTOR, THE BLESSED ONE

Knowledge (religion) DC11 (10 for Halflings)

**Alignment:** Lawful Good

The Protector is the mother of the Halfling race and its pantheon and as such she is revered by all Halflings. She teaches acceptance, community, love, gaiety, loyalty, diplomacy, tradition and a well-developed sense of mischief. Priests of the Protector often serve as community leaders.

She often sends omens and signs of danger to Halfling communities, warning them of dangers. Her followers try to see these warnings and act early.



Symbol 3: Holy Symbol of Yondalla

Images taken from the Art Gallery at [www.wizards.com](http://www.wizards.com).

**Map 1: Location of Applebee**



## PLAYER HANDOUT 0: COUNTY HERALDRY

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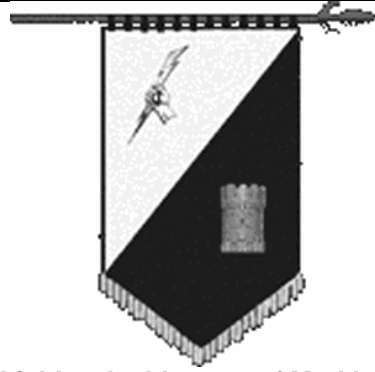
Shield 1: County of Urnst



Shield 2 House Gellor



Shield 3: Countess Rachel



Shield 4: Archbarony of Markham



Shield 5: Applebee

## PLAYER HANDOUT 1: DRAMATIS PERSONAE

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### **SHERIFF LORIEN BERRYWINE**

Male Halfling (Lightfoot)

The Sheriff is dressed in practical clothes that make him seem like a nobleman. He has a shortsword and a large shield upon which is the symbol of the cornucopia.

### **DROGO BRACEGIRDLE**

Male Halfling (Lightfoot)

Former sheriff of Applebee, Drogo was captured several years ago by Drow raiders. Since he was rescued by adventurers, Drogo is slowly getting used to a life of freedom.

### **SIR SHAMUS BRUMBLEHILL**

Male Halfling (Lightfoot)

Sir Shamus is usually dressed with a mithral breastplate with a tabard showing his allegiance to the Knights of the Swan.

### **BROCK (BROCLY) OATSTOUT**

Male Halfling (Lightfoot)

Brock is a simple farmer and a cousin of Rudy.

### **RUDY (RUTABAGA) OATSTOUT**

Male Halfling (Lightfoot)

Very round owner of the Horn of Plenty. Rudy is a devoted to the Protector. Rudy is one of the sons of the Founder of Applebee.

### **BRANDY (BRANDOWYN) SKYLARK**

Male Halfling (Lightfoot)

Brandy is an adventurer and a trader. Brandy hired you at the beginning of the adventure

### **IZZY (RAISON) SKYLARK**

Female Halfling (Lightfoot)

Brandy's younger sister.