



# *The* **Faerie Ring**

*Along the Twisting Way*

## **Dangerous Game**

**A 3rd-Level Adventure**

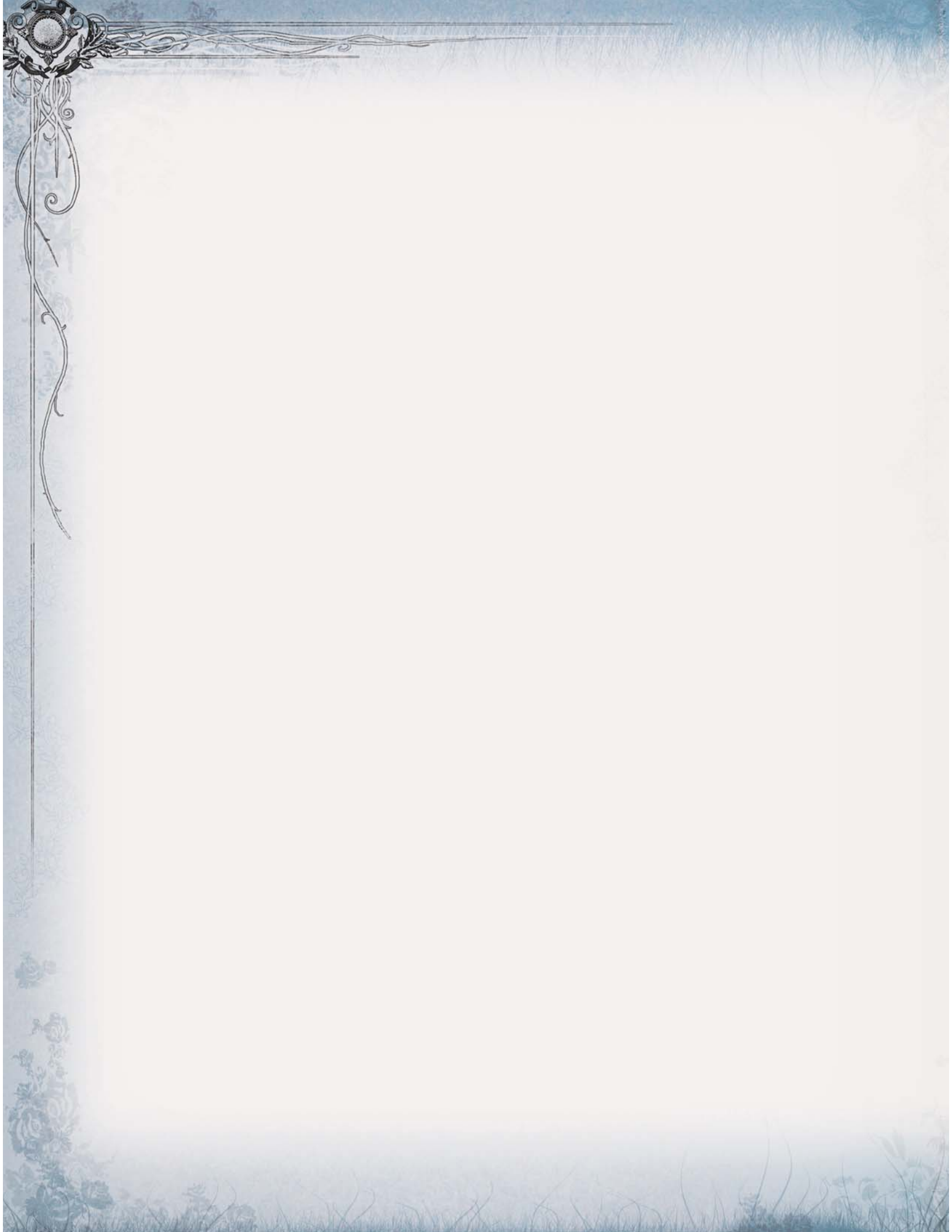


*by Stephen Rowe*

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE











## *Along the Twisting Way*

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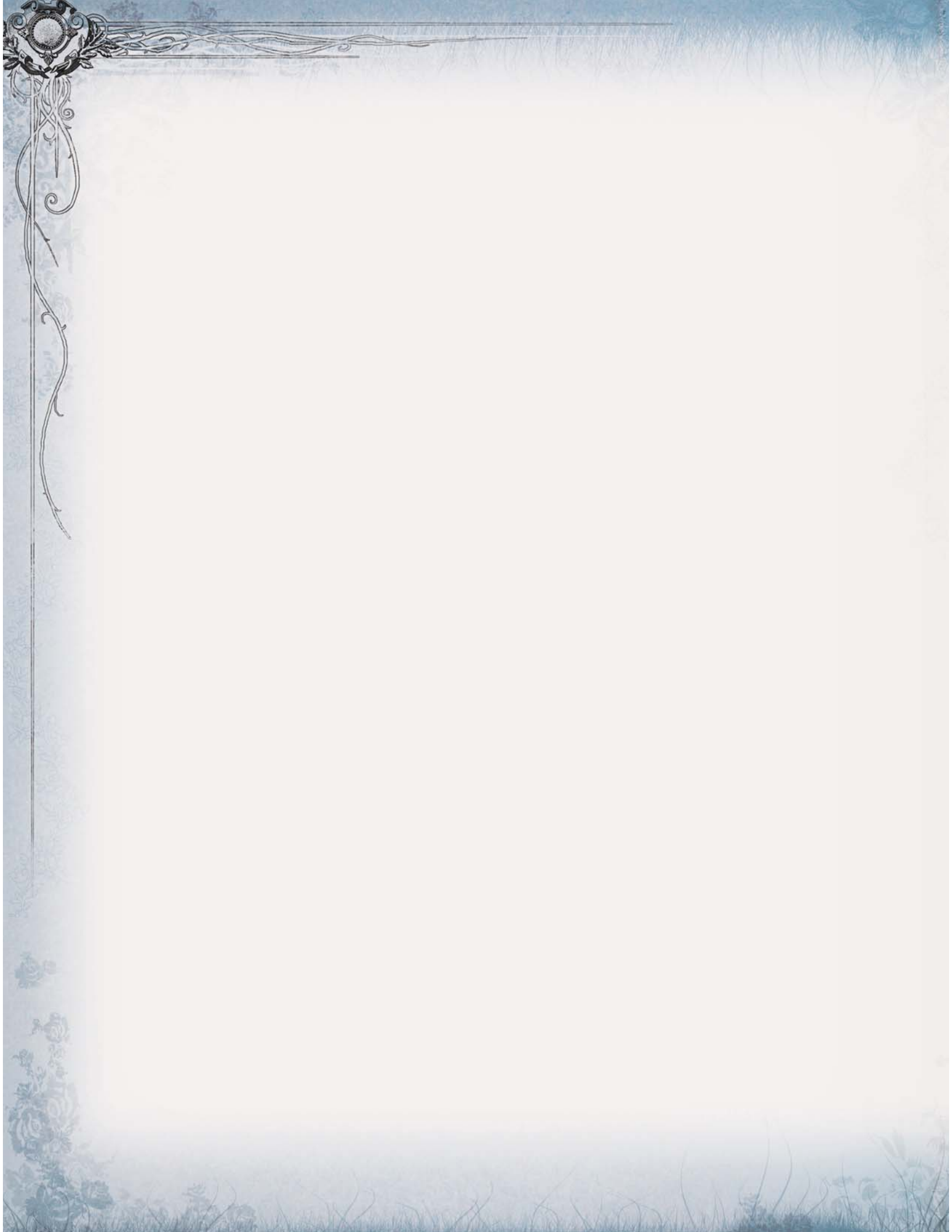
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# Dangerous Game



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## BACKGROUND

A tribe of fir bolg believes they've found a possible cure for the Morrigan's curse, which transforms pregnant fir bolg into hounds by the time they give birth. The women might call upon the power of the Wild Hunt to trade lives for lives fairly taken, or they may seek a loophole whispered by a mysterious oracle. The huntresses must stalk, with wit and weapon, mortals armed with the same. Should they triumph, the tribe believes they might master the pending transition. However, in so doing, they risk death with no child to show for the sacrifice. This theory remains untested until a group of wayward settlers wanders into their territory.

Soon the hunt begins.


*Dangerous Game* is a stand-alone adventure for the *Pathfinder Roleplaying Game* for 4–5 player characters of 3rd level. The PCs become the prey to sympathetic predators while powerful fey forces move in the background. Can they turn the tables on their pursuers, or are their lives forfeit to the Wild Hunt?

Derrick Ardoon is the second son of nobility, a father, and a widower. His wife Mala was the third daughter of a fish merchant with no title. The marriage was not approved by Ardoon's powerful family, to say the least.

Mala died during childbirth, delivering a healthy girl that she named Margery with her last breath. Derrick spent years attempting to leverage every piece of gold and scrap of influence at his disposal to resurrect Mala, but his family quietly thwarted him at every step. Derrick's father eventually delivered an ultimatum—marry someone suitable or move beyond the family's sphere of influence. Given the option between betraying the memory of Mala and political exile, he chose the latter.

Derrick spent years more preparing for the founding of a new settlement in an uncharted wilderness. He scouted the perfect location, assembled a hardy group of colonists, gathered supplies, and contracted guides to help the settlers. He hopes that the new home might be a fresh start, and longs for a chance to create a society Mala would be proud of.

The hopeful settlers do not realize the vast wilds are claimed by a dwindling group of the cursed fir bolg. The Cloch Briste (Broken Stone) tribe believes they have discovered of a path toward conquering





the Morrigan's curse. By risking their lives in a fair but deadly contest, they can invoke the Wild Hunt to master the beast within. Unwilling to kill others of the tribe, this potential solution has gone untested. The coming of the settlers provides an opportunity that can only be providence.

**Getting the PCs Involved:** The PCs are trained woodsmen, survivalists, or adventurers working with Derrick Ardoon to defend his new community while training the settlers to survive. Individual motivations will vary, so consider placing one or more of the PCs' relatives among the settlers and others being well-paid for their services. The PCs are each offered 2,000 gp pay for the lengthy trek and keeping guard while a settlement is established.

**Summary:** The PCs guard and guide a caravan of settlers seeking to start a new community. They must protect and train the inexperienced but eager people while venturing ever deeper into an ancient forest. When approached by a seemingly peaceful tribe of fir

bolg, the PCs learn of the fey's terrible curse and their desperate hope for a solution. If the PCs agree to terms, they find themselves hunted by a pair of relentless warriors. The PCs must find a way to win out over superior foes but even in victory might become pawns in the schemes of mysterious forces.

## CHAPTER 1: INTO THE WILDS

The PCs lead the settlers deep into the unspoiled wilderness to a location scouted for the proposed community. With no trails, limited supplies, and winter coming, they must train the people to survive. The caravan—52 persons and 22 pack horses in tow—has been on the move for a month prior to the adventure's start when the wilderness is entered in earnest. Roughly a month of travel remains ahead, assuming nothing goes awry. The terrain is dense forest (see *Pathfinder Roleplaying Game: Core Rulebook* for details).





## EXAMPLE SETTLERS

The following are a number of example NPCs for the caravan of colonists. The GM is encouraged to create additional individuals or to tie NPC backgrounds to the PCs in order to increase emotional investment in the group's safety.

**Derrick Ardoon** (LG human male aristocrat 5): The handsome dark-haired noble has abandoned his family by blood and now sees every settler as his people by choice. He desperately hopes the burgeoning settlement is a success but not for selfish reasons. He wishes only to build a better world for his daughter. Derrick knows that his skills are more suited to royal courts and possesses a deep humility uncommon to the aristocracy.

**Margery Ardoon** (LG young female aristocrat 1): Derrick's only child is an independent, headstrong girl of 9. Her daring personality, fire-red hair, and stark green eyes sometimes remind him too much of her mother. Margery is no spoiled noble's daughter and shows a maturity beyond her years. Mistreatment by her cousins has prepared her well for the harsh realities of life, but she worries for her loving father.

**Beckan Uld** (NG dwarven male expert 3): Beckan is a short scrawny dwarf smith with not much of a beard to speak of. However, he cares little for such meaningless frivolities. The Ulds have long served the Ardoons as smiths and crafters, giving the family uncommon prestige. Beckan sees most of his relations as greed-filled opportunists willing to sell independence and respect for gold. He thinks most Ardoons are the worst sort of nobles, using money to buy what should be earned with sweat and tears. Derrick is the sole exception, and Beckan has come to see him as a sort of brother-in-exile. He allowed himself to be talked into this fool's errand but is beginning to have second thoughts as difficulties mount.

**Pela Fournis** (CG human female rogue 1): The slight and quick Pela has broken her nose in a half-dozen scrapes. The rebellious trickster grew up on the meanest streets, stealing to survive. Possessing a dangerously gallant streak led her to double-crossing the wrong criminals. A shameless hoarder, Pela knows

next to nothing about surviving in the wild but casually assumes it can't be *that* hard.

## SETTLERS' SURVIVAL

The hopeful colonists are ill-prepared for surviving in the wilderness or establishing a settlement from scratch. While traveling, the PCs have numerous opportunities to both aid and instruct. While this might require skill checks, conducting these lessons as roleplaying encounters is more rewarding and immersive. The PCs may also wish to train the settlers to be better combatants (Diplomacy or Profession [soldier] skill checks) or to construct weaponry (Craft skill checks). Success on at least three out of five DC 15 checks with the skill in question imparts that skill to three members of the caravan over 5 days of practice. A trained character isn't more effective individually in this short a time but can reliably use the aid another action to help others at the task after training. Such characters will also become able to practice on their own to gain ranks in the future if the party encounters them again after the end of the adventure.

While the caravan theoretically has sufficient supplies (food and water) to last everyone for a few months without rationing, eventually it is going to run low. Derrick Ardoon humbly requests that the PCs work to supplement the stores while helping the colonists learn to forage. The caravan moves slowly enough that the PCs can safely forage without slowing it down. Whenever a PC succeeds at a DC 15 Survival check to forage, they instruct a member of the caravan on how to forage. This grants a cumulative +2 bonus on future foraging checks from helpful settlers assisting for the purposes of determining how much food is gathered.

### FARMER (SETTLER)

CR 1/2

XP 200

(Pathfinder Roleplaying Game: Game Mastery Guide)

Human commoner 1/expert 1

N Medium humanoid

Init +0; Senses Perception +1



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**DEFENSE**

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**AC** 10, touch 10, flat-footed 10

**hp** 10 (2 HD, 1d6+1d8+2)

**Fort** +1, **Ref** +0, **Will** +3

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**OFFENSE**

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**Speed** 30 ft.

**Melee** club +0 (1d6) or sickle +0 (1d6)

**Ranged** sling +0 (1d4) or club +0 (1d6)

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**STATISTICS**

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**Str** 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +0; **CMB** +0; **CMD** 10

**Feats** Animal Affinity, Skill Focus (Profession [farmer])

**Skills** Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7

**Languages** Common

**Gear** club, sickle, sling with 10 bullets, heavy horse, wagon

**Story Award:** The PCs should receive 50 XP for each settler taught how to forage, fight, or craft and 400 XP for each roleplay encounter.

## ENCOUNTERS

The untouched forest is home to many strange monsters and bothersome fey. It is also the territory to fir bolg, and Hounds of Annwn struggling to retain their sense of self. Each encounter might test 3rd-level characters to their limits and should take place about a week apart.

**Tiny Saboteurs (CR 6):** A twigjack leading four vexgit gremlins (see *Pathfinder Roleplaying Game: Bestiary* 2) become incensed at the temerity of mortals seeking to civilize the wilderness. They sneak into the caravan's camp in the dead of night to ruin food and water, kill the pack animals, and destroy valuable equipment. The hit-and-run saboteurs flee conflict, hoping to wear down the numerically superior foe. The group continues nightly raids until the twigjack or half the gremlins are killed. If the party is 4th level or has 6 or more characters, there is an additional twigjack and the encounter's effective challenge rating is 7.

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**VEXGIT****CR 1**

**XP** 400

LE Tiny fey

**Init** +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

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**DEFENSE**

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**AC** 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

**hp** 8 (1d6+5)

**Fort** +2, **Ref** +3, **Will** +3

**DR** 5/cold iron; **SR** 12

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**OFFENSE**

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**Speed** 20 ft., climb 20 ft.

**Melee** warhammer +0 (1d4–2/×3), bite –2 (1d3–2)

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

**Special Attacks** speedy sabotage, wrecking crew

**Spell-Like Abilities** (CL 1st; concentration +1)

At will—*prestidigitation*

1/hour—*rusting grasp*, *snare*

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**STATISTICS**

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**Str** 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

**Base Atk** +0; **CMB** –1; **CMD** 7

**Feats** Skill Focus (Disable Device), Toughness<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Appraise +2, Climb +13, Craft (traps) +5, Disable Device +9, Knowledge (engineering) +2, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, –4 Stealth when moving

**Languages** Undercommon

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**SPECIAL ABILITIES**

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**Speedy Sabotage (Su)** Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

**Wrecking Crew (Su)** A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

## TWIGJACK

CR 3

XP 800

CE Tiny fey

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

**hp** 27 (5d6+10)

**Fort** +3, **Ref** +7, **Will** +6

**Weaknesses** vulnerable to fire

### OFFENSE

**Speed** 30 ft.

**Melee** spear +3 (1d4-1/x3) or 2 claws +7 (1d4-1)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with spear)

**Special Attacks** sneak attack +2d6, splinterspray

### STATISTICS

**Str** 8, **Dex** 16, **Con** 15, **Int** 11, **Wis** 14, **Cha** 13

**Base Atk** +2; **CMB** +3; **CMD** 12

**Feats** Agile Maneuvers, Skill Focus (Stealth), Weapon Finesse

**Skills** Acrobatics +11, Climb +7, Disable Device +8, Knowledge (nature) +8, Perception +10, Stealth +22

**Languages** Common, Sylvan

**SQ** bramble jump, woodland stride

### SPECIAL ABILITIES

**Bramble Jump (Su)** A twigjack can travel short distances between brambles, shrubs, or thickets as if via *dimension door* as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

**Splinterspray (Ex)** A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

**Treetop Trolls (CR 6):** A trio of moss trolls (see *Pathfinder Roleplaying Game: Bestiary 3*) sees the weak humanoids as easy pickings and begins stalking the caravan from the treetops. Picking off the stragglers or anyone who ventures too far from camp, the settlers find only broken, half-eaten bodies. It might be hard to catch the subtle stealthy killers without laying a clever trap or ambush. If the party is 4th level or has 6 or more characters, there is an additional moss troll and the encounter's effective challenge rating is 7.

## MOSS TROLL

CR 3

XP 800

CE Large humanoid (giant, shapeshifter)

**Init** +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

### DEFENSE

**AC** 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

**hp** 30 (4d8+12); regeneration 5 (fire)

**Fort** +7, **Ref** +5, **Will** +4

**Weaknesses** fear of fire, vulnerable to fire

### OFFENSE

**Speed** 30 ft., climb 10 ft.

**Melee** bite +5 (1d4+3), 2 claws +5 (1d4+3)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with claws)

### STATISTICS

**Str** 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

**Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Intimidating Prowess, Iron Will

**Skills** Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation);

**Racial Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

**Languages** Giant



**SQ** change shape (mossy tree; *tree shape*), tree climber

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#### ECOLOGY

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**Environment** cold or temperate forests

**Organization** solitary, gang (2–3), or troop (4–8)

**Treasure** standard

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#### SPECIAL ABILITIES

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**Fear of Fire (Ex)** A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

**Tree Climber (Ex)** When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

**Hounds of Annwn (CR 7):** The Morrigan has seen signs of some event of significance to her plans involving mortals in the region, although not enough to target individuals. She sends a pack of four cù sìth (hounds of the sídhe) to wipe out the mortals and thwart destiny. As is so often the case in matters of fey lords, this impulsive action sets the wheels of fate in motion. If the party is 4th level or has 6 or more characters, there is an additional cù sìth and the encounter's effective challenge rating is 8.

### CÙ SÌTH

CR 3

**XP** 800

**CE** Large fey (sídhe)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

**Aura** predator's aura (30 ft., DC 13)

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#### DEFENSE

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**AC** 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

**hp** 27 (5d6+10)

**Fort** +3, **Ref** +7, **Will** +2

**Defensive Abilities** ferocity, immortal; **Immune** mind-affecting effects

**Weakness** hound of the sídhe, light aversion

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#### OFFENSE

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**Speed** 50 ft.

**Melee** bite +5 (1d8+4 plus trip)

**Special Attacks** blood rage, savage trip

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#### STATISTICS

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**Str** 16, **Dex** 17, **Con** 15, **Int** 6, **Wis** 7, **Cha** 12

**Base Atk** +2; **CMB** +6; **CMD** 19 (23 vs. trip)

**Feats** Endurance, Pack Attack (*Pathfinder Roleplaying Game: Ultimate Combat*), Paired Opportunists (*Pathfinder Roleplaying Game: Advanced Player's Guide*)

**Skills** Acrobatics +11, Perception +6, Stealth +11, Survival +6 (+16 when following tracks by scent);

**Racial Modifiers** +4 Stealth, +10 Survival when following tracks by scent

**Languages** Sylvan (can't speak)

**SQ** unburdened

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#### SPECIAL ABILITIES

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**Hound of the Sídhe (Su)** All cù sìth are slaves to the Morrigan, and the sovereign can sense through any of her hounds. This functions as a constant dominate monster effect (CL 20), except the cù sìth must obey any order from the Morrigan and can never resist this control. This effect cannot be dispelled or removed, but any attempt that would result in a successful removal of the effect causes the cù sìth to become confused (as the confusion spell) for 1d4 rounds. If the domination is suppressed by any means, the cù sìth becomes confused until the domination is no longer suppressed. This is a mind-affecting effect but bypasses the cù sìth's normal immunity to mind-affecting effects

**Immortal (Ex)** Sídhé don't age, even with magic.

**Light Aversion (Ex)** A sídhe in bright light is sickened.

**Pack Attack (Ex)** When the cù sìth is adjacent to an ally with this feat, the first time she melee attacks an opponent in a round, she can spend an immediate action to take a 5-foot step, even if she has otherwise moved this round.

**Paired Opportunists (Ex)** Whenever the cù sìth is adjacent to an ally who also has this feat, she receives a +4 circumstance bonus on attacks of

opportunity against creatures that they both threaten. Enemies that provoke attacks of opportunity from the ally also provoke attacks of opportunity from the cù sith so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow taking more than one attack of opportunity against a creature for a given action.

**Predator's Aura (Su)** The cù sith inspires a maddening fight or flight response in everything around her. Creatures within 30 ft. of the cù sith must succeed on a DC 13 Will save. On a failed save, the creature must choose to either gain the frightened condition for 1d4 rounds or desperately attack the cù sith as long as they remain within the aura. While subject to either effect, the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. On a successful save, a creature is immune to any cù sith's predator's aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Savage Trip (Ex)** Whenever the cù sith successfully trips an opponent, that opponent provokes attacks of opportunity.

**Unburdened (Su)** A sídhe always interacts with the world around them as if in an area of light gravity (see *Pathfinder Roleplaying Game: GameMastery Guide*). This grants sídhe a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All item weights are halved for the sídhe, and their weapon ranges double. Sídhe take only 1d4 points of falling damage for each 10 feet fallen. On a plane with heavy gravity, a sídhe functions as if the gravity was normal.

## CHAPTER 2: GUESTS OF HONOR

The settlers' encroachment on their territory does not go unnoticed by the Cloch Briste (Broken Stone) tribe

of fir bolg. They follow after with stealthy hunters tracking and studying.

### FIR BOLG'S ENTREATY

Thwarting an organized attack by the cù sith shows the mortals have the enmity of the Morrigan. Kes and her hunters decide the weight of destiny surrounds the settlers' arrival.

The fir bolg approach carefully over the course of days, wishing to earn trust. They start by leaving offerings of food in the form of slain elks and the foraged plenty of the forest. They follow this by hunting down and slaying any of the foes from Chapter 1, such as the twigjack, gremlins, moss trolls, or cù sith that escaped death. The corpses slain by strange arrows are left as offerings.


Eventually, Kes and Ulgar act as ambassadors. The hunters wait unarmed in the PCs' path, hands up in a show of peace.

**Kes** (LN female fir bolg ranger 6): As one of the eldest surviving fir bolg women, Kes desperately wishes to break the Morrigan's curse and give birth to a child without sacrificing her identity, so she can raise that child. The graying fir bolg is on the cusp of old age but stronger and faster than most younger fir bolg. She is certainly a damn sight smarter—with keen eyes and a sharp tongue. Kes is the current leader of the Broken Stone tribe and holds firmly to ideals of duty and honor. She hates the notion of killing innocents (even in a fair fight) but believes she must for the sake of her people's future and the building of her own family with Ulgar.

**Ulgar** (CN male fir bolg ranger 6): Ulgar is Kes's much younger mate. He couldn't fathom asking Kes to sacrifice herself, even though he too has a deep longing to be a parent of a child they created together and the freedom to be intimate without fear. However, he is willing to help her fight for a way to see their shared dreams realized, however difficult it might be. He thinks there must be some other way.

**Knowledge (nature):** With a successful DC 11 check, the PCs can recognize both as fir bolg—fey nomad warriors who keep to the wilderness. With a DC 16 check, they PCs know something of the Wild Hunt, a spirit of nature's violence said to bless and empower





the fir bolg. With a DC 21 check, the PCs have even heard of the Morrigan's curse, which permanently changes any pregnant fir bolg into a hound by the time of birthing.

**Development:** Kes and Ulgar do everything they can to placate Derrick Ardoon and the PCs. They give oaths of hospitality and offer sanctuary and an opportunity for peaceful contact. Derrick is cautious but willing, considering the alternative is potentially a conflict they can ill afford.

**Story Award:** The PCs receive 400 XP for making peaceful contact with the fir bolg.

## CAMP OF THE BROKEN STONE

*The camp of the nomadic fir bolg is in a small clearing with hammocks set within the surrounding trees. Only a few impermanent tent-like structures exist—crafted from wood and animal skins—surrounding a great fire with smaller cooking fires on the periphery. Also along the edges are a dozen odd-seeming leashed hounds the size of ponies. The dogs awaken to bark or growl at the settler's approach, spooking the horses.*

The fir bolg people are all aware of the settler's coming and the potential they represent. The grim folk are terse but inviting, quickly calming the feyhounds. The three dozen members of the tribe care for the settlers' pack animals, feed all with their best fare, help them to make camp, and invite the mortals to take the comfortable seats by the fires. The fir bolg are not a talkative people, and questions are politely deflected or answered briefly. Derrick and the other settlers engage the PCs in whispered conversations to get their impressions and opinions on the situation.

**Sense Motive:** With a DC 15 check (Perception DC 17), the PCs can note the fir bolg appear tense and are behaving uncharacteristically kind, beyond the expectations of hospitality.

**Heal:** With a DC 12 check (Perception DC 14), the PCs can see that the average age of the tribe is late middle age with fewer women and almost no children present. None are pregnant.

As nightfall descends, Kes whistles for attention

and asks that the tribe and her honored guests gather around the main fire. Read or paraphrase her following speech.

*"Listen close, for I share the secrets of the Wild Hunt.*

*"At the heart of nature is violence. The dance of predator and prey is brutal and unforgiving. Every life ends, and most with fear and pain. Weakness precedes death. The Wild Hunt embodies this harsh truth. It is the spirit of nature that civilization can never tame. Your society only builds walls of separation and destroys until boundaries become respected. Our Wild Hunt, this force, being, and embodiment . . . can only be beaten into submission or . . . placated with sacrifice.*

*"We are the fir bolg. Our greatest champions battled the Wild Hunt and won. We became the Hunt's chosen and wrought terrible destruction. In time, another champion arose and nearly destroyed us. These are the cycles, and the way of nature. The greatest predator is eventually a stronger beast's prey.*

*"The sixth tribe, the Túatha Dé Danann, could not accept this. They turned to blood magic and a dark goddess called the Morrigan. We fought her growing power but failed, and in our weakness, she cursed us with slow extinction. We can give birth only once and become hounds forever after. The transformed fight a losing battle against darkness, becoming pawns of the Morrigan. They are the hounds that attacked you.*

*"Being born with a womb offers half of us a chance to continue our kind, but only in a dwindling, doomed way and at the ultimate cost of ourselves. It is not a price many can bear to pay or bear to place on our mates.*

*"Yet new hope stirs. We have learned that the first to fall to the curse has conquered it. She can shift between hound and woman without succumbing to the Morrigan's influence. She claims through the power of the Wild Hunt, we might achieve the same. However, sovereigns give nothing without sacrifice.*

*"A shared land breeds a shared fate.' We will share the land we have stalked willingly with you newcomers." Several younger fir bolg murmur uncomfortably, questioning the wisdom of sharing and the worthiness of the newcomers. Kes quiets them with a harsh glare*

before continuing.

*"We can't just say you are welcome. You must prove your worthiness for the Wild Hunt to acknowledge your claim to be our peers. We must hunt and be hunted by other hunters, risking everything in the process. We must prove ourselves and you to be true peers with equally shed blood and entwine our fates with yours. A fight with lethal weapons, with nothing held back except a basic mercy to a downed foe, will draw the Wild Hunt's power and allow us to split and weaken the curse, sharing it with those who would share our land. You who dare help us would also have a fragment of the curse, giving you some of the power of a beast and some of its uncontrolled nature. Both of us would be beyond the Morrigan's reach, but whoever relented first would have the worse of the pair."*

*"Killing one of our own for this is pointless, for our territory and our curse are already shared among us. However, the sacrifice must willingly submit to the trial, or we become monsters in another way. In exchange for bearing a part of our curse and risking lives equal to our own, I make you this oath: should you offer up your own for the hunt, this tribe shall protect and guide your people, no matter the outcome, until we no longer roam this world."*

Kes stoically answers any questions posed, offering additional details.

- ❖ As the most eager in the tribe to conceive together and the mightiest hunters as a pair, Kes and Ulgar would be the hunters, joined by a pair of feyhounds if the party is 3rd level and has 5 or fewer members. If the PCs are 4th level or there are 6 or more of them, the couple is joined not by feyhounds but by another couple, Gwent and Wyvar. Gwent is aging, but he is obviously still very strong. Wyvar, his mate, succumbed to the curse and has become a cŵn wybyr, unable to access much of her original mind. He hopes that by taking part in the hunt, she might be returned to her own self, both for her own sake and for their young daughter's.
- ❖ All involved could take no food, water, or steed but may be armed with any weapon at their

disposal.

- ❖ The hunted must be willing and cannot be coerced to take part in the ritual. They must stand a fair chance of victory.
- ❖ The ritual hunt only ends with victory by predator or prey, and they must use full lethal force until at least half of the participants on one side are unconscious, dying, or dead and any conscious survivors don't demand it continue. The Wild Hunt cannot be stirred by half-hearted displays of token blood. The fir bolg agree with great solemn sadness that they are willing to risk death but promise to stabilize surviving foes once either side has clearly won.
- ❖ The tribe fiercely promises to protect and provide for the settlers to the last, regardless of the hunt's outcome. The land will be their shared hunting territory indefinitely.
- ❖ The newcomers gain a head start (approximately 8 hours).
- ❖ If the settlers refuse, they may leave the camp in peace, but from that moment onward, the fir bolg shall never regard them as allies.
- ❖ The effect of the curse on the newcomers is impossible to predict with certainty, but it might resemble lycanthropy if the PCs lose. If the PCs win, it will at the least give them a burst of animalistic strength and cursory lupine features. Once weakened this way, the curse will be possible to remove with magic, though only completing the trial and seeing the results will determine exactly what means can lift it.

**Development:** If the visitors hesitate, especially if they worry about accidentally dying or killing, Kes produces two *scrolls of reincarnate* and vows that they will be used to revive anyone slain on the Wild Hunt's behalf in the name of this noble cause. If the fight concludes with fewer than two deaths total, any remaining scrolls will go to the PCs as thanks for their assistance.

Otherwise, the fir bolg remain silent with the weight of their desperation and guilt driving them to such a request. The fir bolg plight touches a deep chord with Derrick Ardoon, who might volunteer himself if it was





## BUILDING TENSION

The fir bolg's pursuit should keep the PCs in a state of tense expectation. It is important to maintain this right up until a final climactic confrontation. The exact timeline until an attack occurs should remain mysterious to the players but can be represented by more abstract warnings. With successful Perception checks, PCs might hear distant howls growing nearer. PCs doubling back in attempts to lose pursuit might make Survival checks to note how quickly and easily the fir bolg follow after. These worries should compound when no clever strategy, magical ruse, or stealthy trick proves capable of foiling pursuit for long. Be careful not to overdo these sorts of anxiety-driving events. Instead, employ them as a subtle tool to keep the players on track with a nagging sense of dwindling time.

not for his daughter. He implores the PCs, reminding them that they are the only ones among the colonists who stand a chance of survival. However, none can make such a weighty decision for them. The fir bolg stop short of threats or intimidation, but Ulgar might approach PCs privately with heartfelt pleas.

**Story Award:** The PCs receive 600 additional XP for agreeing to the fir bolg's offered deal.

## CHAPTER 3: HUNTER AND HUNTED

The PCs can set off from the camp at any point they wish. The hunt begins 8 hours after the PCs leave.

**Influence of the Morrigan:** The Morrigan does not know if this ritual is destined to succeed or fail, but she has no intention of the fir bolg finding out either way. She cannot intercede directly. Otherwise, she would sweep into the forest and murder the fir bolg tribe to the last. Instead, she can only stack the deck against them. She does this by sending a hard and driving

storm the night after the PCs depart the camp.

**Survival:** With a DC 15 check, a PC predicts that the weather should be clear for the foreseeable future. A DC 20 check predicts a hard rain lasting until dawn (starting just after midnight) with fog the morning after until it clears before noon. A DC 25 or higher check (Knowledge [arcana] DC 25) allows PCs to note signs of unnatural winds and ill omens pointing toward some primal force manipulating the weather.

**Spirit of the Hunt:** The PCs and the fir bolg invoke the Wild Hunt by taking part in the ritual of predator and prey. The Hunt rewards cleverness, strength, and bravery while punishing ignorance, weakness, and cowardice. With the magic of the Hunt taking hold, the PCs eventually find evasion impossible and conflict inevitable. Likewise, the PCs become supported should they respect the game they play and turn the tables on their pursuers.

The effects of the Hunt's spirit impact the normal rules for using the Survival skill. See the *Pathfinder Roleplaying Game: Core Rulebook* for specifics on using the Survival skill.

A successful Knowledge (nature) DC 15 check (Survival DC 20) whenever a twist of coincidence occurs allows the PC to recognize it as unnatural. A DC 20 check allows the PC to recall tales of the hunt and the favoring of violence over escape.

**Foraging:** The hunt rewards those that fend for themselves and punishes those who don't or can't. A PC using the Survival skill to forage for food and water easily finds enough to eat and drink, but attempts to gain a surplus seem thwarted by horrendous luck or strange circumstance. The Survival skill check to get along in the wild is DC 10 and the PC foraging moves at a normal speed. However, the PC cannot provide food or water for others no matter how high their check.

**Hiding:** PCs using the forest to hide in order to set up an ambush find that the trees shield them from sight and the background noises of the forest rise at just the right moments. This grants a +10 circumstance bonus on Stealth checks (as opposed to the normal +5 bonus for heavy undergrowth). However, PCs attempting to hide in order to evade pursuit find the forest stilling, breakable twigs underfoot, and coincidental clearings

making evasion far from easy. In this case, PCs do not gain the normal +5 circumstance bonus to Stealth checks from undergrowth.

**Tracking:** Pursuit is inevitable and inescapable. Between the feyhound's or cŵn wybyr's scent ability, the tracking skill of the fir bolg rangers, and the influence of the Wild Hunt, the PCs can only stall pursuit for a time. The GM should not roll Survival skill checks for the fir bolg to track the PCs. Instead, use the following table to determine how long the pursuit takes with the minimum time being 8 hours after the hunt begins (16 hours after the PCs depart). PC actions can add time to the hunt. This is not an exhaustive list, and PCs should be rewarded for clever ideas (see **Table 1: Wild Hunt Time Modifiers**).

## PURSUIT (CR 8 OR 9)

The fir bolg hunters are desperate and deadly. They pursue the PCs with single-minded focus, resting only when they must, knowing their quest is girded by the Wild Hunt's power. Tracking the PCs down is only a matter of time, and they represent a dire threat quite capable of killing an entire party. Use the generic forest map to represent any combat encounter in a location the PCs do not choose.

**Creatures:** Kes and Ulgar hunt the PCs with a pair of feyhounds if the party is 3rd level and has 5 or fewer members. As a group, they represent a threat that should outmatch the PCs in a fair fight on open ground. At the least, they face stiff odds. If the PCs are 4th level or there are 6 or more of them, the couple is joined not by feyhounds but by another couple, Gwent (a ranger like the other two) and Wyvar (a cŵn wybyr). The fir bolg, cŵn wybyr, and feyhounds originally appeared in *The Faerie Ring: Along the Twisting Way Campaign Guide*.

### KES, GWENT, AND ULGAR CR 5 EACH (2 OR 3)

**XP 1,600 each**

Female and male fir bolg ranger 6

CN (Ulgar) and LN (Kes, Gwent) Medium fey (fir bolg, formorian)

**Init** +2; **Senses** low-light vision, mark prey;

**Perception** +13

#### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

**hp** 51 each (6d10+18)

TABLE 1: WILD HUNT TIME MODIFIERS

Action	Description	Time Modifier (Hours)
Hustle	Each hour of hustling adds time to pursuit (this is cumulative).	+1
Base Movement	If the PCs are moving at a speed above 30 feet (this is cumulative, once for every 10 feet faster than 30 the speed is, once per day).	+2
Forced March	Walking for more than 8 hours in a day adds time to pursuit (maximum once per day).	+1 per additional hour walked
Trackless Step	Each PC with the trackless step ability adds time to pursuit (this is a cumulative one-time bonus).	+4
Favored Terrain	Each PC with favored terrain (forest) adds time to pursuit (this is a cumulative one-time bonus).	+4
Hiding Trail	The PCs work to hide their tracks per the Survival skill (one-time bonus per different spell).	+4
Magic	The PCs use magic to trick or foil pursuit (one-time bonus).	+8
Double Back	The PCs create a false trail by doubling back, sending the fir bolg down a dead end (one-time bonus).	+4
Storm	If the PCs delay the fir bolg until the Morrigan's storm hits, it adds additional time (one-time bonus).	+12



Fort +8, Ref +7, Will +4

Weakness savage (DC 16)

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**OFFENSE**

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Speed 30 ft.

**Melee** +1 shortsword +9/+4 (1d6+3/19–20) or +1 shortsword +7/+2

(1d6+3/19–20) and mwk short sword +7/+2 (1d6+1/19–20)

**Ranged** mwk composite

longbow (+2) +9/+4

(1d8+2/x3)



**Special Attacks** favored enemy (animals +4, fey +2), hunter's bond (animals +2, fey +1), mark prey\*

**Spells** Prepared (CL 3rd, concentration +5)

1st—*entangle* (DC 13), *longstrider*

### STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 21

**Feats** Dodge, Endurance<sup>B</sup>, Mobility, Improved Two-Weapon Fighting<sup>B</sup>, Spring Attack, Hunter's Tattoo<sup>B</sup> (Will; *The Faerie Ring Player's Guide*), Two-Weapon Fighting<sup>B</sup>

**Skills** Climb +8, Handle Animal +5, Heal +8, Knowledge (nature) +9, Perception +13, Stealth +13, Survival +13 (+16 when following tracks), Swim +8; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

**Languages** Common, Sylvan

**SQ** favored terrain (forest +2), hunter's cache (6 points), survivalist, track, wild empathy +5

**Gear** +1 shortsword, +1 studded leather armor, masterwork composite longbow (+2), masterwork shortsword

### SPECIAL ABILITIES

**Hunter's Cache (Su)** The fir bolg has a pool of up to 6 cache points. As long as it has at least 1 cache point, the fir bolg can use *know direction* as a spell-like ability with a caster level equal to your character level. Cache points recover at a rate of 3 per day or when dealing a killing blow against a creature with a CR greater than 6th, gaining cache points equal to the difference between 6 and the target's CR.

**Hunter's Tattoo (Ex)** The fir bolg draws inspiration from tattoos of wise owls on its body. When the fir bolg would fail a Will saving throw, it can spend 2 cache points to reroll the failed save and take the better result.

**Mark Prey (Su)** As an immediate action, a fomorian may designate a creature it damages as prey. The fomorian gains the benefit of the scent ability against the marked creature. This ability lasts until the creature dies or the fomorian designates a new creature as prey. The fomorian may only have one creature marked as prey in this manner.

**Savage (Ex)** When badly injured, a fomorian might fly into a mindless rage. Each round the fir bolg has 25 or fewer hit points, it must succeed on a Will save (DC 16). On a failed save, the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration until it has at least 26 hit points or it is no longer in combat for at least 1 minute.

**Survivalist (Ex)** The fir bolg may expend 1 point from its hunter's cache as part of making a Survival check to forage in order to double the foraged food. Alternatively, it may expend 2 points from its hunter's cache as part of a 1-minute preparation to scrounge up paste, plant matter, and similar material and affect a target creature with the benefits *endure elements* with a duration of 3 hours.

### FEYHOUND (2)

CR 2 EACH

XP 600 each

N Medium fey

**Init** +7; **Senses** low-light vision, scent; Perception +8

### DEFENSE

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 22 (4d6+8)

**Fort** +3, **Ref** +7, **Will** +5

**DR** 5/cold iron

### OFFENSE

**Speed** 50 ft.

**Melee** bite +4 (1d8+3 plus trip)

**Spell-Like Abilities** (CL 4th; concentration +5)  
3/day—*faerie fire*

### STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 3, **Wis** 12, **Cha** 12

**Base Atk** +2; **CMB** +4; **CMD** 17 (21 vs. trip)

**Feats** Endurance, Improved Initiative

**Skills** Perception +8, Stealth +10, Survival +1 (+5 when tracking by scent)

**SQ** woodland stride

### SPECIAL ABILITIES

**Hunter's Howl (Ex)** A feyhound may howl as a



standard action. When a feyhound howls, those within a 30-ft. radius must succeed on a DC 13 Will save or become shaken. Fear conditions caused by multiple feyhounds using the hunter's howl ability are cumulative. On a successful save, a creature is immune to the hunter's howl ability of any feyhound for 24 hours. The save DC is Charisma-based.

## WYVAR (CŴN WYBYR)

CR 5

XP 1,600

N Medium fey (fomorian)

**Init** +7; **Senses** low-light vision, scent; Perception +11

### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 52 (8d6+24)

**Fort** +5, **Ref** +9, **Will** +6

**Weakness** savage (DC 18)

**DR** 5/cold iron

### OFFENSE

**Speed** 50 ft.

**Melee** bite +10 (1d6+7 plus trip)

**Special Attacks** alpha howl, savage trip

**Spell-Like Abilities** (CL 8th; concentration +9)

At will—*know direction*

1/day—*wind walk* (self only)

### STATISTICS

**Str** 21, **Dex** 16, **Con** 16, **Int** 5, **Wis** 11, **Cha** 12

## SPLITTING THE PARTY

The PCs might be tempted to split up in order to accomplish more at once in smaller groups. This is a risky tactic. When the fir bolg's pursuit is over, they find one of the groups of PCs, and the fey's victory is all but certain. It is only a matter of time before the remaining PCs are hunted down and killed as well. The *augury* spell or similar magic might indicate whether the proposed action is a good or bad idea within the unknown time frame.

**Base Atk** +4; **CMB** +9; **CMD** 22 (26 vs. trip)

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (bite)

**Skills** Perception +11, Stealth +14, Survival +8

### SPECIAL ABILITIES

**Alpha Howl (Ex)** As a standard action, a cŵn wybyr can howl in a commanding voice, quieting dissension and cowing rivals. This functions as a calm emotions spell for any creature within 30 feet under the effect of an emotion spell or effect that provides a morale bonus. Creatures not under the effect of any emotion effect or morale bonus are instead shaken. These effects last for 1 minute. A DC 15 Will save negates the effect. Whether or not the save is successful, creatures who hear a given cŵn wybyr's howl are immune to that hound's howl for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

**Savage (Ex)** When badly injured, a fomorian might fly into a mindless rage. Each round Wyvar has 25 or fewer hit points, she must succeed on a Will save (DC 18). On a failed save, she cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration until she has at least 26 hit points or she is no longer in combat for at least 1 minute.

**Development:** While both Kes and Ulgar (and Gwent, if he is present) are conflicted, it is not enough to stay their hands. Each does their utmost to reduce each PC to 0 hit points before moving on to the next until at least half the PCs are down and any remaining surrender.

**Story Award:** The PCs gain 800 additional XP if they defeat Kes and Ulgar but spare their lives.

## AMBUSH

The PCs' best path for victory is to lure the fir bolg into an ambush. This allows the PCs to choose which one of the maps the fight takes place on, based on a combination of successful Survival skill checks and

time spent scouting the wilderness for the best location. Success is cumulative with the DC 25 check making all maps available.

The PCs can use the aid another rules to work together to scout the area for an ambush location. They can retry this Survival skill check every 24 hours. They do not have sufficient time to take a 20 on this check. Each PC can choose his or her most advantageous location on the map prior to the ambush and the direction the fir bolg approach from. If the PCs do not scout the area or are surprised, use the generic forest map, and the PCs do not get to control the fir bolg's approach.

TABLE 2: MAP LOCATIONS

Survival DC	Time Required to Scout (hours)	Map Location Available
None	n/a	Map 1: Generic Forest
DC 15	8	Map 2: Short Ledge
DC 20	16	Map 3: Canopy Clearing
DC 25	24	Map 4: Narrow Valley

## TRAPS AND TRICKS

The PCs can make use of simple traps for ambush or to delay pursuit. The Wild Hunt supports such efforts, and the PCs might realize as much with a successful DC 11 Knowledge (nature) (Survival or Craft DC 16) check. The following traps do not require gold or special abilities, only skill checks and valuable time. A trap can be placed anywhere on a map available to the PCs (see above).

Traps can also be used as a delaying tactic against the rangers, though each trap type is effective only once in this way, adding the modifier shown to the fir bolg's pursuit time. Creating traps requires a Survival or Craft (trapmaking) skill check with the DC shown. Each PC beyond the first assisting on constructing a

trap reduces the time required to construct it by 1 hour (to a minimum of 1 hour).

TABLE 3: TRAP CONSTRUCTION OPTIONS

Trap	Skill Check	Time Required (hours)	Time Modifier (hours)
Snare	DC 12	1	+1
Pit	DC 14	1	+2
Camouflaged Pit	DC 16	1	+2
Spiked Pit	DC 18	2	+4
Camouflaged Spiked Pit	DC 20	4	+8
Falling Tree	DC 20	4	+8
Falling Rocks	DC 25	8	+16

The PCs might think to construct other traps not covered in this section, and the GM is encouraged to reward creative thinking. Assign any idea an appropriate Survival DC and time using the following traps as a guideline.

### SNARE TRAP

CR 1/2

XP 200

Type mechanical; Perception DC 15; Disable Device DC 15

#### EFFECTS

Trigger location; Reset manual

**Effect** The trap constricts around a limb or other part of the triggering creature's body (Reflex DC 15 negates). The creature cannot move from the location of the trap. The trapped creature can escape with an Escape Artist check (DC 15) as a full-round action. The trap has hardness 0 and 2 hit points or can be burst as a full-round action with a DC 23 Strength check. The trap can hold up to a Medium creature.



### SIMPLE PIT TRAP

CR 1

XP 400

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 15

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### CAMOUFLAGED PIT TRAP

CR 2

XP 600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### SPIKED PIT TRAP

CR 2

XP 600

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 15

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### CAMOUFLAGED SPIKED PIT TRAP

CR 3

XP 800

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for

1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### FALLING TREE TRAP

CR 4

XP 1,200

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (3d6); multiple targets (all targets in a 10-ft. square)

### FALLING ROCK TRAP

CR 5

XP 1,600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

**Spells:** Magic can aid the PCs in erecting traps. An *expeditious excavation* spell (*Pathfinder Roleplaying Game: Advanced Player's Guide*) cuts the time to construct any pit trap in half. A *floating disk* spell reduces the construction time of a falling tree or rock trap by 2 hours. An *unseen servant* can reduce the construction time of any trap by 1 hour (to a minimum 1 hour). Other spells might create traps or reduce the time to construct traps at GM discretion.

**Story Award:** The PCs receive experience for each trap they construct as if they had defeated it in combat.

## FLEEING

Rather than setting up a single ambush point for one fight, the PCs might try to fight the fir bolg using hit and run tactics. This allows less time to prepare any single location for attack but has the added advantage of not hanging all of their hopes on one fight. To fight Kes and Ulgar in this manner, the PCs can either make use of the ambush locations described previously (using them in any order) or simply attack the fir bolg whenever

opportunity presents itself. However, the primary difficulty then becomes fleeing the fight. The PCs may inadvertently use these rules during any of the previous encounter setups if forced to flee. The following rules take effect once the PCs have withdrawn from combat and begin retreating.

Escaping an encounter with the fir bolg requires both moving quickly and forcing the hunters to fail a Survival check to track the PCs. The Survival skill check to track the PCs is base DC 10. The base Survival check is increased to DC 15 (firm ground) if the feyhounds or cŵn wybyr have been killed or incapacitated. If the PCs split up, the fir bolg follow the most obvious trail with the most people to its conclusion.

Unless the PCs move at a speed of 20 feet before factoring in terrain, the fir bolg must add +5 DC to their check to move at a normal speed while tracking. If the feyhounds or cŵn wybyr have been killed or incapacitated, visibility during the night or during the Morrigan's storm might add to the difficulty (+3 DC for moonlight or +6 DC for overcast). Each PC with the trackless step ability adds a cumulative +2 DC to the check.

The PCs can attempt to hide their trail by succeeding at a DC 15 Survival check. This check is +2 DC for each PC beyond the first. A successful check adds +5 DC to the fir bolg's Survival check.

Development: With a successful Survival check, the fir bolg manage to track the PCs down and start combat again. On a failed check, the PCs manage to evade direct pursuit. The fir bolg eventually find them again but are 1 hour behind for every point by which they fail the Survival check. The PCs can then increase this time through actions detailed earlier in this chapter.

## CONCLUSION

The PCs may refuse to take part in the ritual of the Wild Hunt. The fir bolg understand and bear no overt enmity. The settlers are allowed to freely leave but face terrible danger establishing a colony without the fey's aid. Worse, some fir bolg come to resent them, and it might be only a matter of time before violent elements take control within the tribe and more aggressive fey

decide that driving these settlers out in favor of others is the only way to weaken the curse.

If the PCs take the deal, the fir bolg are true to their word, regardless of the outcome. The nomads establish a community with the mortals, teaching them the ways of the forest. If the PCs killed Kes and Ulgar during the hunt and there were not enough *scrolls of reincarnate* to go around, tensions strain over time and eventually might become violent without careful diplomacy. If Kes (and Wyvar, if she participated) survives, she becomes capable of changing form between hound and fir bolg by mastering the darkness within. This changes the nature of the fir bolg but ties their fate to murder if any PCs died and definitely alters their culture as the terms of the ritual require sharing space with the new settlers.

As long as the PCs participate with earnest lethal force but spare at least one hunter's life, this forges a deep and strange connection between the PCs, the Wild Hunt, and the Morrigan. The weight of the magic transfers partially to the PCs. The full repercussions of the curse and what quests might be required to find a cure could fuel an entire campaign. Of course, the PCs also earn the direct rage of a foiled fey sovereign. The consequences of this are likely to be dire and long lasting. The GM is encouraged to choose a form for the curse that is most fitting for the campaign in the long run, but ideas are offered here.

If the PCs lose but survive, they might gain the lycanthropy corruption from *Pathfinder Roleplaying Game: Horror Adventures*. They might also gain the werewolf lycanthropy curse from *Pathfinder Roleplaying Game Core Rulebook* without a saving throw to avoid gaining it.

If the PCs win, they might gain the lycanthropy corruption using the beneficial corruption variant or gain the following curse with no saving throw to avoid gaining it.

### WILD HUNT'S GIFT

**Type** curse; **Save** Fortitude DC 15 to avoid effects

**Frequency** whenever the target is injured

**Effect** target gains a +2 enhancement bonus to

Strength for 10 minutes, and grows visible fangs,



claw, and tufts of fur but takes a -2 penalty on Will saving throws; target gains claw natural weapons with base dice 1d4 for that time





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Map 1: Generic Forest





Map 2: Short Ledge





Map 4: Narrow Valley





Map 3: Canopy Clearing