

Horns of the Hunted

By Matthew Goodall





Horns of the Mounted

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WELCOME TO ADVENTURE PATH PLUG-INS!

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You will see us use phrases such as "King-Building Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the d2opfsrd.com. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE HORNS OF THE HUNTED

Adventure Path campaigns contain amazing plots and stories written by the industry's best authors. But those adventures have space restrictions for print publication that often leave space either for alternatives for the busy GM or chances for the GM to personalize his or her game. In a sandbox campaign, disconnected once-per-day encounters and wandering monsters during hexploration can feel like a bit of a grind (or, alternatively, too easy as characters can pour all their resources into every fight), and this adventure provides the opportunity for a more intense adventure that springs off from their everyday activities and plunges them into a headlong rush that is a test of endurance and tenacity as well as skill as it hurtles along at a breakneck pace; a far cry from the leisurely one-encounter-a-day pattern to which they may have become accustomed.

In addition the case of the Kingdom-Building Adventure Path, the fey are featured as a key part of the campaign setting, especially during the early encounters where PCs are exploring the land they will soon claim, and of course right at the very end of the campaign, with a magnificent adversary lurking at the end of all things. The problem is that so much of that metaplot occurs deep in the background that only the GM will ever see it. There are a few clues scattered here and there, but so far apart and with no obvious connection that they are likely to be long forgotten by the time the villain unveils her grand design. What should be a grand payoff culminating the campaign might turn into an anticlimax, with PCs asking, "Who are you again?" This adventure is designed to strengthen those tenuous linkages, foreshadowing the dangers lying in their future and demonstrating clearly that the fey are not just cute and quirky pranksters or isolated menaces, but a power from beyond the mortal realms with their own designs on the lands the PCs seek to claim. They are a force to be reckoned with, and that reckoning is beginning to loom on the horizon for the PCs and their kingdom. When the time finally comes, it will be a memorable one indeed!



- Jason Nelson

HORNS OF THE HUNTED

"Horns of the Hunted" is an adventure designed for six 6th-level characters. It is intended to take place near the end of the second book of the Kingbreaker Campaign, but with a little adjustment and scaling, it can be set at any time from the end of the first book to the start of the fourth book. The adventure takes the heroes from the fledgling nation they are in the midst of founding to the depths of rugged forestland nearby and from there into the otherworldly faerie realm itself!

ADVENTURE BACKGROUND

THE FAERIE QUEEN

The Gnarled Forest is a place of tangled ancient trees and silent groves holding primeval and otherworldly secrets. While the PCs may have charted and explored a small part of these woods, there are still untold mysteries within that lurk out of sight and remain beyond their awareness.

Unknown to virtually all who currently reside in the lands destined to become the PCs' kingdom, the Faerie Queen has long coveted these lands and seeks to magically imprison the very countryside itself for her own inscrutable purposes. To do this she requires meaningful trophies and prizes collected from the region to aid her mystical focus upon the land. Unicorn horns serve as both a focus and a valuable magical component in this ritual. Early in their explorations in Book 1, the PCs may have stumbled on a dead unicorn its horn hacked from its skull deep in the forest. This was only the first of the Faerie queen's attacks.

THE QUEEN'S HUNTER

The primary antagonist in this adventure is the cold rider Harakund, a vicious fey warrior bound for eternity to the Queen's service, who is vying for the title of the Queen's Huntmaster with his satyr rival, who later becomes the leader of the horned hunt that the PCs may encounter during the irruption of fey blooms in book six of the Kingbreaker Adventure Path. At this stage of the campaign, however, he and his rival are each engaging in their

own campaign to impress their fey mistress, and Harakund's plan is to triumph by acquiring the unicorn horns that will help the Faerie Queen bind the land to herself and steal it away into the fey realm. Harakund leads a group known as the Furious Hunt, which includes worg-riding archers, giant fey wolves, and Harakund's adopted daughter—a tragic forlarren sorceress known as Raewyn.

RAEWYN AND CYOLLUS

Although Raewyn is bound to the will of her adoptive father Harakund, her loathing for him is always at war with her sense of filial duty. She still feels pangs of remorse for the dead and has nightmares where the slain return to haunt her. In recent times, a troubadour faun named Cyollus visited the estates of Harakund and his statuesque figure and charming disposition caught Raewyn's eye. A part of her still pines for the chance to escape her fate, and she quickly became infatuated with the dashing bard, seeing him as her destined soul mate. However, Cyollus swiftly realized the true natures of Harakund and his family and left as quickly as propriety would allow. Cyollus is repulsed not by Raewyn's appearance but by the blackness in her heart and her allegiance to her foster father. He does, however, have some hope that she might yet be redeemed. In the course of the adventure, the PCs may have a chance to save Raewyn's soul along the way.

THE UNICORN FAMILY

Until recently, a small blessing of unicorns comprised of mother (Myvenwy), father (Hilzarun), and young foal (Efyllia) dwelt in the southern Gnarled Forest, but upon hearing terrible stories from fey forest creatures of the Furious Hunt and its atrocities, they fled north. The unicorn parents seek safety for their child as well as aid against the Hunt from several allies including a unicorn named Baylien. Unfortunately, the Furious Hunt is already tracking Baylien and slaughter him before the unicorn family can warn him. Baylien's hornless corpse is the one the PCs discover at the start of the adventure. One of the other allies that Myvenwy is able to contact suggests that the rulers of the newly formed kingdom to the west of the forest might help. Desperate to save her family, Myvenwy requested an urgent meeting with the PCs.

Myvenwy knows that the Furious Hunt serves the Faerie Queen and that she is the one behind these attacks. She has also heard rumors that the queen desires to somehow magically conquer the Lost Lands and her killing of unicorns for their horns is a part of this plot.

ADVENTURE OUTLINE

Evil stirs in the depths of the Gnarled Forest. The heroes have just founded their first settlement on their destined path to become rulers of a mighty kingdom. After a dead unicorn is found at the edge of the PCs' township during its anniversary festival, the PCs receive a message from a trustworthy individual they befriended in their previous adventures, saying that Myvenwy, a protector and guardian of the forest, requests a meeting and their aid in combatting a growing evil.

The PCs arrive at their rendezvous in a forest clearing to find that Myvenwy is a beautiful unicorn mare. However, the conversation is soon interrupted by the sounds of something crashing through the forest toward them. Myvenwy's mate, Hilzarun bursts into the clearing, clearly exhausted and heavily wounded, his flanks lathered with sweat and several arrows protruding from his back. The howling of wolves echoes nearby, followed closely by the sounding of hunting horns. The PCs have a few scant moments to prepare before a band of gnome-like fey (buckawns) riding giant wolves bursts into the clearing and battle ensues.

After the fight, the PCs quickly find out from Hilzarun that the Hunt had stealthily tracked him and his foal to where they were resting in a forest glen. When Hilzarun and Efyllia tried to escape using unicorn magic to teleport away, an evil 'satyr' in the hunting party cast a spell that prevented the foal from fleeing. Hilzarun madly dashed back to rescue his offspring only to glimpse the leader of the hunt slinging his daughter's bound form over the back of his giant goat mount. Hilzarun fought the hunters but there were too many and he fled to find Myvenwy, closely pursued by the Hunt's outriders. The hunters have the young unicorn filly and can't be allowed to escape!

The PCs chase the Hunt, which is spread out but gradually converging back to the portal through which they came from the fey realm. The PCs chase down straggling hunters and hurry to arrive at the portal. There they face the evil 'satyr' (actually Raewyn the forlarren), who has been ordered by her foster father to open the portal for the rest of the Hunt.

Going through the portal, the PCs travel to verges of the fey land, to the Realm of Seasons. Here the PCs encounter a number of fey-touched, and sometimes whimsical, creatures. In the Spring dawn region, meet Cyollus, a friendly but reticent faun bard who has useful information about the fey realm and the identities of those behind the attacks. In an area of giant sunflowers (Summer midday region) the PCs come across a flying bear with butterfly wings who, while gruff, may help by giving the PCs fey honey, which can cure the poison that many of the hunters use on their weapons. In an overgrown forested area of fallen autumn leaves, the PCs fight malevolent twig creatures in league with the evil hunters. Finally, at a rocky area in the Heart of Winter, the PCs come to a series of frozen rapids leading up to a frozen waterfall with a cave behind it. Here the PCs must defeat the frosty Huntmaster and defeat him before he can sacrifice the unicorn foal and take her horn as a prize.

GETTING STARTED

A grand tournament marks the first anniversary of the founding of a fledgling nation ruled by the PCs. A new kingdom carved from the wilderness of the Lost Lands. The PCs' settlement is small but growing rapidly under their strong governance and the PCs' people are prospering. Everyone is eager to enjoy the celebrations; travelers and merchants have swelled the township's population bringing in rare goods and exotic entertainments.

While the exact events to be held at the festival are ultimately up to the PCs themselves to decide on, the planned archery competition and jousting tournament are highly anticipated

by the populace. Other events can include a beauty pageant, storytelling contests, wrestling matches, magic shows, musical concerts, dancing, athletics events, horse races, and finally a huge feast on the last evening as a finale. Days of Wine and Roses from *Legendary Games* provides an excellent resource for organizing tournaments and festivals.

But the celebrations are cut short at dawn of the second day of the tournament by a discovery by a young lad named Tobin. A small crowd soon gathers at the far end of the archery range around something lying partially concealed in the long grass. When the PCs arrive, either because they notice the commotion or when word reaches them that the community's leaders are urgently needed, they find that the thing lying in the grass is a dead unicorn, hacked and mutilated even in death, its hornless corpse defacing the tourney field. The dead unicorn's name is Baylien, which the PCs may be able to ascertain if they use *speak with dead*.

Even if some or all of the PCs aren't rulers of the fledgling kingdom or if you aren't using this adventure as part of the Kingbreaker Adventure Path, it's easy to get the PCs involved. Have one or all of the PCs be part of the initial discovery of the dead unicorn, or the PCs may be champions of the tournament called on by the settlement's rulers to end the menace posed by these furious hunters.

Young Tobin stands nearby, tears staining his cheeks. If coaxed to talk, he stutteringly relates how he was out just after first light searching for wayward arrows fired during the practice rounds of the archery competition when he came across the body and ran to get his parents. PCs who talk to the folk who live near the tournament grounds discover that a few of them were

awakened in the middle of the night by the sounds of hunting horns in the distance, but assuming that this was revelers from the tournament they went back to sleep. Examining the corpse reveals that the unicorn has a variety of wounds, a huge gouge on the noble beast's hind quarters, two deep puncture wounds in its side, and a variety of scratches and scrapes on its legs and flanks. A Heal check can provide further information:

HEAL DC	INFORMATION
DC 10	The gouge is a large bite mark and the punctures came from a slender piercing weapon; most likely an arrow, but possibly a crossbow bolt or dart. The unicorn's horn was almost certainly chiseled out immediately after its death.
DC 15	The bite came from a sharp-fanged creature with very long teeth, likely a Large-sized creature, but the killing blow was one of the puncture wounds that pierced the lung.
DC 20	There are several strangely mottled bruises on the unicorn's backend. The cause of these seems to be similar to frostbite or some form of intense localized cold.

The ground around the body has been disturbed by the locals, but searching further afield only finds the tracks of the unicorn itself; no other footprints or other signs or passage are visible. The people's mood is sadness at the death of such a magnificent

creature, tinged with both indignation at the savagery of the slaughter, and trepidation that such a horrendous thing could happen so close to the township. Word quickly spreads and casts a gloomy pall over the festivities.

Later that day, an unusual messenger approaches the PCs. A small songbird cautiously flutters up to one of the PCs (the kingdom's Ruler or Warden if present) and drops a rolled piece of bark tied with a tiny moleskin pouch in front of him or her before flapping off. The flat piece of bark contains a note written by one of the inhabitants of the land that the PCs may have befriended earlier in their adventures. Choose the most appropriate NPC for your group of PCs from this list: one of the two tiny fey tricksters, the potion-making hermit to the east of the trading post, the druid dryad who the PCs saved from an evil carnivorous tree, the nixie who was under threat from loggers, the leader of the expedition of gnomes, or the swamp witch who lives on the west shore of the lake. The note is signed by this individual and addresses the PCs, it reads, "Noble rulers of this frontier land, I have received word from Myvenwy, a protector and guardian of the forest, that a force of savage hunters stalks the Gnarled Forest. Myvenwy urgently asks for your aid in combatting this evil and indicates that this 'Furious Hunt' poses a grave threat to your newly founded domain as well as to the forest. She asks that you meet with her without delay, directly after the sun sets this evening, in this clearing." The bottom of the message has a rough diagram showing the clearing's location, just inside the Gnarled Forest. The moleskin pouch is unmarked and contains three uses of *pursuit dust*. Even if the PCs fail to identify the dust, Myvenwy knows that the friendly NPC was sending the dust and she knows what it does.

PURSUIT DUST

Aura faint divination; CL 5th

Slot see below; Price 450 gp; Weight —

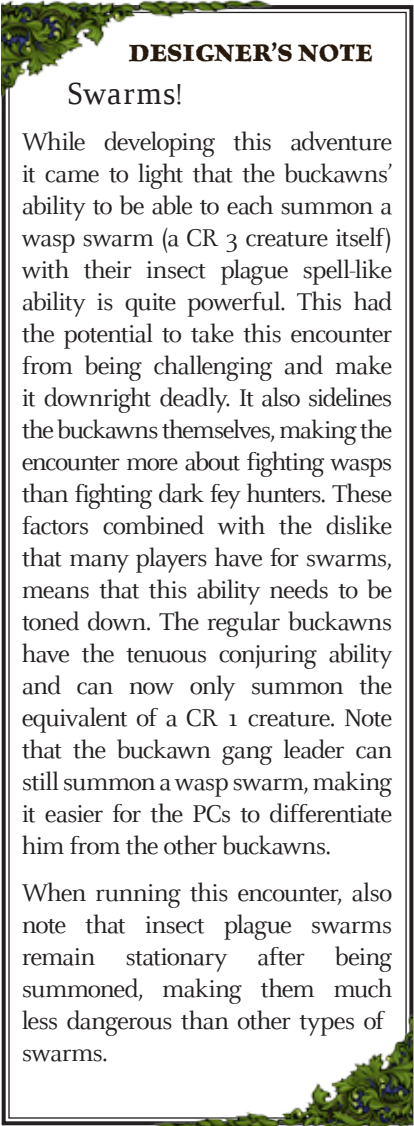
This shimmering finely ground dust glitters like sunlight on a spider web. When blown or sprinkled in the eyes of a creature (as a full-round action) it allows that creature to discern the faint disturbances left by creatures using magic or an extraordinary ability to not leave tracks, such as a pass without trace spell or the trackless step class ability. The dusted creature can find and follow the tracks of 'trackless' creatures as if they did not have these abilities and can recognize whether or not a set of tracks was made by a creature using one of these abilities. However, these tracks automatically count as having been hidden by their maker, imposing a +5 modifier to the DCs of checks to find or follow them. The conditional modifiers listed in the Survival skill's description still apply, but a 'trackless' creature's trail can only be found by someone using pursuit dust if it is less than 48 hours old. While active, pursuit dust counts as taking up the effected creature's eyes slot and wearing or using another magic item in that slot suppresses the dust's effects. The dust's effects last for 5 hours.

CONSTRUCTION

Craft Wondrous Item, *detect magic*, see *invisibility*;
Cost 225 gp

EVENING RENDEZVOUS (CR 7)

Due to the short notice of the message and the distance from the PCs' settlement to the forest clearing, the PCs are likely to need to travel swiftly to arrive promptly for the meeting. Half an hour after dusk fades into night, Myvenwy appears and steps shyly into the clearing. The PCs may be surprised to discover that she is a milky white unicorn. She inclines her head in a bow to the group and introduces herself.



DESIGNER'S NOTE

Swarms!

While developing this adventure it came to light that the buckawns' ability to be able to each summon a wasp swarm (a CR 3 creature itself) with their insect plague spell-like ability is quite powerful. This had the potential to take this encounter from being challenging and make it downright deadly. It also sidelines the buckawns themselves, making the encounter more about fighting wasps than fighting dark fey hunters. These factors combined with the dislike that many players have for swarms, means that this ability needs to be toned down. The regular buckawns have the tenuous conjuring ability and can now only summon the equivalent of a CR 1 creature. Note that the buckawn gang leader can still summon a wasp swarm, making it easier for the PCs to differentiate him from the other buckawns.

When running this encounter, also note that insect plague swarms remain stationary after being summoned, making them much less dangerous than other types of swarms.

Myvenwy subtly uses her *detect evil* spell-like ability to confirm the PCs are decent creatures and then begins to explain her reasons for calling on them for aid, revealing what she knows of the looming threat to the Lost Lands and the PCs' nascent kingdom (as described in the adventure background). However, before she can give more than a brief hint about the nature of this peril, the sounds of something crashing through the forest toward the clearing interrupt the conversation.

PCs who make a successful DC 17 Perception check to hear the approaching noise have two rounds to prepare themselves, but those who fail the check only have one round to prepare. Moments later (at the end of these two rounds) another pale unicorn bursts into the clearing. This heavily wounded stallion is clearly exhausted, his

flanks lathered with sweat and several arrows protruding from his back. The unicorn is Hilzarun, Myvenwy's mate and the father of their filly. Almost immediately, the howling of wolves echoes very close by and the sounding of nearby hunting horns is answered by another horn off in the distance.

The howls are from a pair of fey wolves tasked with hounding the fleeing unicorn and running him down until he drops from exhaustion. These two circle around the clearing and lurk in the shadowy forest to prevent their prey from fleeing. The sound of horns comes from a band of malicious buckawns (small fey folk with swarthy skin, dark hair, and cruel hazel eyes) who ride large worgs.

Creatures: The PCs have one round to react before the band of Furious Hunt riders bursts into the clearing and attacks.

MYVENWYCR 3

XP 800
Female unicorn (*Pathfinder RPG Bestiary*)
hp 34

TACTICS

During Combat Myvenwy fights valiantly to save her mate. She attempts to shield him while staying adjacent to any allies to keep them within the radius of her *magic circle against evil*.
Morale Myvenwy fights to the death to defend her mate.

HILZARUNCR 3

XP 800
Male unicorn (*Pathfinder RPG Bestiary*)
hp 34 (currently 8)

TACTICS

During Combat Hilzarun has the exhausted condition and has used up his curing spell-like abilities and his *greater teleport* ability, but hasn't utilized his *neutralize poison* ability. He uses this if he sees a PC succumb to a poisonous attack. While currently too weakened to be an effective combatant himself, Hilzarun still supports the PCs by staying behind them but keeping them in his *magic circle against evil* aura.
Morale Unable to run any further, Hilzarun makes a final stand here.

WORGS (4)CR 2

XP 600 each
hp 26 each (*Pathfinder RPG Bestiary*)

TACTICS

During Combat The worgs leap at the unicorns to tear them down, but quickly turn on the PCs if they interfere.
Morale The worgs are in the throes of bloodlust and fight until slain.

FURIOUS HUNTERS (3)CR 2

XP 600 each
Buckawns (*Tome of Horrors Complete*)
N Small fey
Init +3; Senses low-light vision; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)



hp 10 each (3d6)
 Fort +1, Ref +6, Will +4
 DR 5/cold iron; SR 13

OFFENSE

Speed 30 ft.
 Melee mwk dagger +6 (1d3/19–20 plus poison)
 Ranged mwk shortbow +6 (1d4/x3 plus poison)
 Special Attacks poison
 Spell-Like Abilities (CL 3rd; concentration +5)
 At will—*dancing lights*, *disguise self*, *ghost sound*, *invisibility* (self only)
 1/day—*entangle* (DC 13), *insect plague* (one swarm only, also see tenuous conjuring below), *pass without trace*

TACTICS

Before Combat The hunters have applied each a dose of poison to their daggers and to one arrow.
During Combat The hunters dismount and launch a volley of poisoned arrows before each using their *insect plague* ability. They use *invisibility* and their poisoned daggers to flank and gang up as a group on a single PC. The hunters only use their *entangle* ability if they can avoid catching allies in it or to halt a fleeing foe.
Morale Caught up in the frenzy of the chase, the hunters fight to the death.

STATISTICS

Str 10, Dex 17, Con 11, Int 12, Wis 13, Cha 14
 Base Atk +1; CMB +0; CMD 14
 Feats Dodge, Weapon Finesse
 Skills Craft (alchemy) +7 (+9 making poison), Escape Artist +9, Knowledge (nature) +7, Perception +9, Ride +9, Sense Motive +7, Stealth +13; Racial Modifiers +2 Craft (alchemy) when making poison, +2 Perception
 Languages Common, Sylvan
 SQ tenuous conjuring, poison use
 Combat Gear *potion of cure light wounds*, moonseed berry poison (2 doses); Other Gear masterwork dagger, masterwork shortbow with 30 arrows, military saddle, hunting horn

SPECIAL ABILITIES

Tenuous Conjuring (Su) Outside the fey realm, these buckawns' summoning abilities are significantly weakened. Instead of summoning a wasp swarm with its *insect plague* spell-like ability, they each instead summon a swarm of bees. Treat this bee swarm as a spider swarm, except that it has Speed fly 30 ft. (good), Skills Fly +12 (instead of Climb), and deals 1 Dex damage (instead of Str damage) with its poison.

Poison (Ex) *moonseed berries*—ingested or injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

TRINDLE HARX, FURIOUS HUNT LEADER CR 5

XP 1,600
 Buckawn ranger (guide) 4 (*Tome of Horrors Complete*, *Pathfinder RPG Advanced Player's Guide*)
 NE Small fey
 Init +6 (+8 in forests); Senses low-light vision; Perception +14 (+16 in forests)

DEFENSE

AC 20, touch 18, flat-footed 13 (+6 Dex, +1 dodge, +2 natural, +1 size)
 hp 50 (7 HD; 3d6+4d10+18)
 Fort +7, Ref +13, Will +6
 DR 5/cold iron; SR 13

OFFENSE

Speed 30 ft.
 Melee mwk dagger +13 (1d3+1/19–20 plus poison)
 Ranged mwk composite shortbow +14 (1d4+1/x3 plus poison)
 Special Attacks poison, ranger's focus +2
 Spell-Like Abilities (CL 3rd; concentration +5)
 At will—*dancing lights*, *disguise self*, *ghost sound*, *invisibility* (self only)
 1/day—*entangle* (DC 13), *insect plague* (one swarm only), *pass without trace*
 Ranger Spells Prepared (CL 1st; concentration +3)
 1st—*resist energy*

TACTICS

Before Combat The gang leader has applied doses of poison to his dagger and to three arrows.
During Combat The gang leader dismounts and hangs back, peppering the PCs with poisoned arrows. He uses his ranger's focus and Deadly Aim feat on a dangerous looking PC and uses *entangle* to slow down strong melee attackers. He uses his *insect plague* ability on a foe already immobilized by an *entangle* spell.
Morale With his elusive prey finally in his sights, the gang leader fight to the death.

STATISTICS

Str 12, Dex 22, Con 15, Int 10, Wis 15, Cha 14
 Base Atk +5; CMB +5; CMD 22
 Feats Deadly Aim, Dodge, Endurance, Rapid Shot, Weapon Finesse, Weapon Focus (shortbow)
 Skills Craft (alchemy) +8 (+10 making poison), Escape Artist +16, Knowledge (nature) +10, Perception +14 (+16 in forests), Ride +11, Stealth +20 (+22 in forests), Survival

+12 (+14 in forests); Racial Modifiers +2 Craft (alchemy) when making poison, +2 Perception

Languages Common, Sylvan

SQ poison use, favored terrain (forest +2), terrain bond, track +2, wild empathy +6

Combat Gear *potions of cure moderate wounds* (2), moonseed berry poison (5 doses); Other Gear masterwork dagger, masterwork composite shortbow with 30 arrows, military saddle

SPECIAL ABILITIES

Poison (Ex) *moonseed berries*—ingested or injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

WOLF PACK TACTICS (CR 5)

Creatures: A pair of fey wolves, with eerie green eyes and fur as black as night, serve as scouts for the Hunt. These rapacious wolves skirt the battle while remaining about 60 feet away from

the clearing's edge, watching for any of the PCs, their mounts, or the unicorns to try to escape. During the battle, PCs who beat the wolves' Stealth checks (with a -5 penalty for the distraction of battle, a -6 penalty for range, and penalties for the dim lighting conditions) can discern the wolves' eyes watching them through the trees. However, as the battle turns against the other hunters, the two wolves surge forward to hungrily snap at a PC or unicorn separated from his or her companions.

DESIGNER'S NOTE

Running these two battles back to back makes for a tough opening encounter, but the number of low HD creatures means that many of the PCs' foes are likely to drop in a single hit. The PCs also have a pair of unicorns to aid them in these fights. Allow the PCs a round or two to rest and heal between the two fights if the first battle with the Furious Hunters is particularly challenging for them. On the other hand, if the PCs are having an easy time of it, have the fey wolves attack while the PCs are still mopping up the hunters.

FEY WOLVES (2)

CR 3

XP 800 each

CE Large fey (augmented animal) (fey animal template)
(*Pathfinder RPG Bestiary*, *Pathfinder Campaign Setting: Lands of the Linnorm Kings*)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)
hp 28 (3d8+15)
Fort +7, Ref +7, Will +3

DR 5/cold iron; SR 14

OFFENSE

Speed 60 ft.

Melee bite +6 (1d8+6 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks death curse (DC 13)

Spell-Like Abilities (CL 3rd; concentration +5)

1/day—*charm person* (DC 13), *faerie fire*

TACTICS

Before Combat The fey wolves have had *pass without trace cast* on them by buckawns to conceal their trail.

During Combat The fey wolves are a mated pair and work as a team to flank and trip an opponent. They often make disturbing remarks in Common about precisely how they are going to eat an opponent.

Morale If one wolf goes down, the other attacks savagely to avenge it. When each wolf dies, it emits a chilling, plaintive howl as its death curse assaults its slayer.

STATISTICS

Str 19, Dex 19, Con 19, Int 12, Wis 14, Cha 14

Base Atk +2; CMB +7; CMD 21 (25 vs. trip)

Feats Toughness, Weapon Focus (bite)

Skills Acrobatics +10 (+22 when jumping), Bluff +12, Diplomacy +6, Perception +8, Sense Motive +8, Stealth +10, Survival +8 (+12 scent tracking), Swim +9; Racial Modifiers +4 Bluff, +4 Stealth, +4 Survival when tracking by scent

Languages Common, Sylvan

SPECIAL ABILITIES

Death Curse (Su) When a creature slays a fey wolf, the slayer is cursed with ill luck unless it makes a successful DC 13 Will saving throw to resist the curse. If it fails to resist, the victim takes a -2 penalty on all attack rolls, ability checks, skill checks, and saving throws until the curse is removed. The total penalty from multiple death curses stacks, but multiple death curses count as a single curse overall for the purposes of removing its effects. A fey creature can see this curse on a creature as an angry red halo around the victim's head.

Development: Assuming Hilzarun survives, he hastily relates what happened to him as outlined in the Adventure Background. Even if Hunters strike down Hilzarun during the fight, he cries out "They've taken Efyllia!" as he falls. Myvenwy begs the PCs to help her rescue her daughter, fearing that if the hunters ritually remove Efyllia's horn, it would not only kill her only child, but could spell the dawn of doom for the entire land.

HUNTING THE HUNTERS

The remaining hunters, having heard the horns signaling that the Hunt outriders have caught up with the unicorn stallion, assume the chase has reached its inevitable conclusion and break off, and commence their return to the portal that

transports them to the fey realm. The PCs and Myvenwy race after the straggling hunters to catch them before they can get away. Hilzarun is exhausted from his grueling run and urges them to go on without him, promising to follow the PCs' trail as best as he can.

Immediately after capturing Efyllia, Harakund ordered his hunters to chase down the fleeing unicorn stallion, but Harakund and his step-daughter Raewyn returned directly to the portal with the captured unicorn prize. No matter how quickly the PCs navigate the chase, Harakund has already gone through the portal, leaving Raewyn behind to open the portal for the remaining hunters. However by chasing down straggling hunters before they can escape, the PCs reduce the foes they must face when they confront Harakund.

This encounter uses the chase scene rules from the *Pathfinder RPG GameMastery Guide* with some modification. Each square on the next page represents approximately 300 feet of distance, and the PCs must close to the same square to catch up with a group of hunters. Each square takes 1 minute to traverse, rather than a round as with most chase scenes, but the principle of characters using move actions to move through a square and then using standard actions to overcome that square's obstacle remains the same.

As moving through each square takes 10 rounds, a PC who chooses to take standard action not directly related to navigating the chase's course, such as casting a spell or drinking a potion, can do so, but takes a -1 penalty on their check to overcome the square's obstacle during this minute. For this purpose, a full-round action or a one round action is the equivalent of two standard actions, imposing a -2 penalty. A PC can take up to the equivalent of five standard actions not related to the chase in each minute and still be able to make a check to overcome the square's obstacle. Using the aid another action to help another character overcome a square's obstacle takes a full-round action, imposing a -2 penalty on the aider's own check.

ADDITIONAL CHASE RULES

Group Obstacle: A square marked with the 'group' option is a challenge that becomes trivial to bypass once at least one character has overcome it. A good example of this type of challenge is a locked door obstacle that can be overcome by picking the lock or forcing the door open with brute strength. Once one member of a group overcomes the obstacle, other members do not need to make a check to exit this square.

Decision Obstacle: A square marked with the 'decision' option is a challenge that funnels characters into one of two different squares depending on whether the character succeeds at or fails the obstacle. In this type of challenge, the character still exits the square even if they fail the obstacle check, but the failure square usually has more difficult obstacles on it than the success square. In an urban chase, a series of zigzagging alleys that lead to either a congested twisting street or a clear straight laneway is a good example of this.

Mounts: Creatures with a mount gain the benefit of the mount's greater speed but in many of the squares must also have the mount overcome the obstacle in the square as appropriate. At the GM's discretion, the rider may need to make a Ride check

instead of, or in addition to, the obstacle listed on the square to guide the mount over or through the obstacle. This Ride check should usually have the same DC as the check required by the mount and shouldn't include any bonuses the mount gains from having a movement rate above 30 foot. For example, a rider attempting to swim at the Boggy Stream square would need to make a DC 12 Ride check to guide his or her mount across and the mount would need to make a DC 12 Swim check, modified by its speed.

Reward Creative Skill Use: Allow PCs to use alternative skills when it makes sense, but increase the check DC, typically by between 2 and 5. For example, a fast and athletic PC wishes to jump over some collapsed rubble instead of having to make a Climb check, which is one of the listed options for the square. Allowing the player to make an Acrobatics check with an increased DC may make the obstacle more difficult, but it still rewards the player's creativity.

Unskillful Characters: If players are having an extremely difficult time succeeding at a check, allow them a cumulative +2 circumstance bonus to their checks for each time they have already attempted the obstacle. This allows them to eventually succeed and rewards their perseverance and previous efforts.

Creatures: There are two groups of hunters ahead of the PCs on their way back to the portal. While trees and foliage block line of sight to other squares, these groups are not being particularly quiet and PCs who make a DC 25 Perception check can hear a group of hunters in an adjacent square. These groups may also blow their hunting

DESIGNER'S NOTE

Chase Scenes

Some players dislike chase scenes, but they can be a very enjoyable experience as long as you the GM remain flexible and give detailed descriptions of each challenge. Allow the PCs to use their skills and abilities to overcome obstacles as per the normal game rules, rather than feeling locked into following the exact chase scene rules as written, and the two obstacles presented at each square. For example, in this adventure a PC with the woodland stride ability shouldn't even need to roll to overcome the Dense Undergrowth square. If the chase scene rules create an illogical or contradictory situation, use your discretion and make a quick ruling while describing things in an interesting and cinematic way.

At the beginning of the chase, explain to the players how the aid another rules work for this particular chase. With each square taking a minute to traverse, having the party split over multiple squares can be deadly for a PC attempting to fight a group of Hunters by themselves, as well as being boring for the other PCs who have to watch 10 rounds of combat without participating. Finally, give the PCs the chance to regroup before they move into the Ill Met by Moonlight encounter.

I personally find that the chase scene rules are a useful aid, allowing a group to quickly run an exciting chase without having to count out every 5 foot square.



1— Apply appropriate penalties from the Perception skill description if the PCs have insufficient light. Only PCs sprinkled with *pursuit dust* can make either of these checks.

* Characters with bonuses to bull rush or overrun maneuvers can apply them to this check.

** Large creatures take a -2 penalty and Small creatures receive a +2 circumstance bonus on this check

2—Several of the Furious Hunters have used their *entangle* abilities here.

If a PC fails the Reflex save, he or she can make a DC 13 Escape Artist check as his or her next attempt to overcome the obstacle instead of another Reflex save.

horns occasionally to communicate with each other, letting the PCs know there are foes ahead of them. Although these hunters leave no tracks (either from a class ability or from a *pass without trace* spell), PCs under the effects of *pursuit dust* can easily stay on their trail once they have found it. Use these groups to keep up the pace of the chase scene so that PCs feel they have a real chance to catch up to these fey hunters. The hunting groups have to negotiate the chase's challenges just like the PCs, and they can react to PCs' actions, such as by setting an ambush if the PCs are making a lot of noise, or by trying to outrun the PCs if they know the PCs are hot on their trail.

HUNTING GROUP 1 (CR 6)

This group of hunters includes a pair of worgs, a buckawn, and Taigann the korred. Taigann is a stunted, extremely hairy, and disheveled-looking creature who has recently joined the Hunt because she revels in the excitement of the kill, but Harakund distrusts her because of her ability to use *shatter*. This group starts in the 'Boggy Stream' square.

TAIGANN

CR 4

XP 1,200

CE female korred (*Pathfinder RPG Bestiary*)

hp 33

TACTICS

During Combat Taigann uses her stunning laugh ability freely, regardless of whether it hurts her allies; the buckawn is immune to it, but the worgs are not. In melee, she lashes out with her club, tittering disturbingly all the while.

FURIOUS HUNTER

CR 2

XP 600

Buckawn (see page 5 above)

hp 10

WORGs (2)

CR 2

XP 600 each

hp 26 each (*Pathfinder RPG Bestiary*)

HUNTING GROUP 2 (CR 6)

This buckawn gang leader fell behind during the Hunt's pursuit of Hilzarun and she argues loudly with her worg mount over whose fault this was. These two start in the 'Dense Brambles Ahead' square.

FURIOUS HUNT GANG LEADER

CR 5

XP 1,600

Buckawn ranger (guide) 4 (see page 7 above)

hp 50

TACTICS

During Combat The gang leader starts with her *entangle* ability to catch as many PCs as possible then uses *insect*

swarm on those caught in the effect. She uses her ranger's focus on the foe who troubles her the most.

WORG

CR 2

XP 600

hp 26 (*Pathfinder RPG Bestiary*)

Development: If either of these groups of hunters gets away, then the PCs encounter them later at the Dark Heart of Winter.

ILL MET BY MOONLIGHT (CR 8)

Gossamer moonbeams filter their way through the leaves of the surrounding trees, painting this small overgrown glade with a pallid light. On the clearing's southern side stands a pair of twisted oak trees grown close together. Their main branches intertwine, creating a well formed arch between them. Moonlight shimmers through the arboreal archway, sparkling brightly with an unearthly glow, and tiny motes of glittering energy float between the two gnarled trunks.

This 30-foot diameter clearing is the end-point of the chase, where the Furious Hunters magically shift back to the fey realm. When activated, the archway transports anyone who steps through it to the fey Realm of Seasons. The archway radiates an aura of moderate conjuration magic, but its portal can only be activated while moonlight shines upon the arch itself. At any other time, the archway appears to be a pair of overgrown, but normal, oak trees.

Harakund and Raewyn each possess a moonstone talisman that allows them to activate the archway's portal. The command word to use one of these talismans is the Faerie Queen's name. A PC who succeeds at a DC 25 Use Magic Device check can blindly trigger a talisman to activate the portal without the command word. When a talisman activates the portal, it remains open for 1 minute before closing again.

Activating the portal without a talisman is more difficult, requiring a successful DC 30 Use Magic Device check. Alternatively, casting a spell that specifically affects plants or wood such as *entangle*, *antiplant shell*, *command plants*, *diminish plants*, *entangle*, *plant growth*, *speak with plants*, *tree shape*, *warp wood*, or *wood shape* while standing adjacent to the archway can also activate the portal if the caster succeeds at a DC 20 caster level check. The caster gains a circumstance bonus on this check equal to the level of the spell used. A *transport via plants* or *tree stride* spell automatically activates the portal. Spells used in this way have no other effect, even if they fail to activate the portal. When activated without a talisman, the portal remains open for a number of rounds equal to the level of the spell used or the number by which the Use Magic Device check exceeded the DC (minimum 1 round).

Creatures: Harakund's adopted daughter Raewyn waits here to activate the gateway for the remaining members of the Furious Hunt. If the PCs arrive in the clearing at the same time as other Furious Hunters, Raewyn is near the archway ready to activate



the portal for them. Otherwise, she lurks in the thick foliage near the edge of the clearing, using stealth combined with her woodland stride ability to remain unseen. Raewyn attacks the PCs to prevent them from accessing the portal, while any other hunters present attempt to escape through it to the realm beyond.

RAEWYN

CR 8

XP 4,800

Female forlarren sorcerer (fey bloodline) 9 (*Pathfinder RPG Bestiary* 2)

NE Medium fey

Init +7; Senses low-light vision; Perception +23

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 armor, +3 Dex, +1 dodge, +3 natural)

hp 67 (13 HD; 4d6+9d6+22)

Fort +5, Ref +10, Will +11

DR 5/cold iron

Weaknesses remorse

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d4)

Spell-Like Abilities (CL 4th; concentration +6)
3/day—*chill metal* (DC 14)

Bloodline Spell-Like Abilities (CL 9th; concentration +11)
5/day—*laughing touch*
9 rounds/day—fleeting glance

Sorcerer Spells Known (CL 9th; concentration +11; ranged touch +9)

4th (4/day; 1 cast)—*confusion* (DC 18), *dimensional anchor*, *poison* (DC 16)

3rd (6/day; 1 cast)—*deep slumber* (DC 17), *displacement*, *hold person* (DC 17), *vampiric touch*

2nd (7/day; 2 cast)—*hideous laughter* (DC 16), *invisibility*, *see invisibility*, *scorching ray* (cold), *touch of idiocy*

1st (7/day; 2 cast)—*endure elements*, *entangle* (DC 13), *expeditious retreat*, *mage armor*, *ray of enfeeblement* (DC 13), *true strike*

o (at will)—*dancing lights*, *detect magic*, *detect poison*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation*, *touch of fatigue* (DC 12)

Bloodline fey

TACTICS

Before Combat Raewyn casts *mage armor* every day and has already used some of her spells during the

attack on the unicorns. If Raewyn is aware that the PCs are pursuing the Hunt, she casts *invisibility*.

During Combat Raewyn uses her fleeting glance ability each round to become invisible while attacking and uses her metamagic rod to cast spells silently while remaining unseen. If the PCs negate her invisibility, she casts *displacement* to protect herself. While Raewyn is malicious and spiteful, her conscience still nags at her, and she prefers not to kill living beings herself. She has few qualms about wounding them, however, or having others perform killing blows, but prefers these deeds aren't done in her presence. In a fight, she starts with *confusion*, then uses damaging or debilitating spells such as *poison*, *ray of enfeeblement*, *scorching ray*, reach *touch of idiocy*, and reach *vampiric touch* to bring down her foes. She uses *deep slumber*, *hideous laughter*, and *hold person* to finish off opponents without killing them. Even if she defeats the PCs, Raewyn doesn't kill them, but incapacitates them and retreats through the archway.

Morale When reduced to 20 hp or less, Raewyn attempts to flee through the archway, invisibly if she can.

STATISTICS

Str 10, Dex 17, Con 12, Int 8, Wis 13, Cha 15

Base Atk +6; CMB +6; CMD 19

Feats Dodge, Empower Spell, Eschew Materials, Improved Initiative, Point-Blank Shot, Precise Shot, Reach Spell^{APG}, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +9, Perception +23, Stealth +19

Languages Common, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), 9 rounds/day—fleeting glance, frozen heritage, woodland stride

Combat Gear *lesser silent metamagic rod*, *potion of cure serious wounds*, *potion of lesser restoration*; Other Gear embalmed hand of dead mother (wears a platinum wedding ring worth 450 gp), moonstone talisman (worth 350 gp), book of melancholy elven poetry (worth 100 gp)

SPECIAL ABILITIES

Frozen Heritage (Su) Raewyn's father was an icy fiend. She gains *chill metal* as a spell-like ability from this heritage, and her spells that deal fire damage (such as *scorching ray*), deal cold damage instead.

Remorse (Ex) Whenever Raewyn kills a living creature, she must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If she fails this save, she becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

^{APG} *Pathfinder RPG Advanced Player's Guide*

Development: If Raewyn flees through the portal, she waits on the other side to ambush the PCs. If this occurs, see the sidebar

below for more details. Soon after the adventure, when the PCs have defeated Harakund and the Furious Hunt, agents of the Faerie Queen destroy this portal to prevent any further mortal intrusion into the fey realm.

SPRING DAWNS

THE REALM OF SEASONS

The Realm of Seasons is a transitive plane between the fey realm and the material plane and is coterminous to both. The plane has a self-contained shape and its borders wrap around on themselves bringing travelers back to their starting point after about half a day's travel.

Locational Seasons: The time of day and the apparent season, including where the sun sits in the sky and other cyclic environmental effects, depend on where a creature is on the plane. The plane is divided into four regions: in the first it is Spring and dawn; in the second, Summer and noon; in the third, Autumn and dusk; and in the last, Winter and midnight. A creature wishing to travel from region to region must either concentrate on the new region while traveling, or alternatively follow another creature's trail. Traveling the regions in the order of the seasons is fairly easy, Spring leads to Summer leads to Autumn leads to Winter leads to Spring. Traveling in the reverse direction is difficult and requires a DC 25 Knowledge (planes) check to do so. Attempting to travel straight from one season to an opposing one is impossible; the travelers simply find themselves in the next region in seasonal order. For example, attempting to travel from Summer to Winter instead takes the traveler into the Autumn region. Using teleportation magic ignores these constraints.

The PCs step into a similarly sized, but otherwise very different clearing to the one they left. A pair of ancient stone menhirs form an archway behind the PCs and the soft light of early morning flows serenely through lush vegetation. The trees are blooming with a profusion of fruit and berries of many unusual colors and the ground is a carpet of verdant grass over a foot high. A gentle breeze brings the fresh scents of nature and birdsong faintly chimes in the distance. This idyllic clearing shows no signs of the Hunt's passage; the forested terrain allows the hunters to use their trackless step abilities to leave no trace, but the PCs under the effects of *pursuit dust* can pick up the trail fairly easily (DC 13 Survival checks).

Creature: The PCs' arrival doesn't go unnoticed. A faun traveler named Cyollus hears and catches sight of the PCs. He initially attempts to eavesdrop on the PCs while remaining unseen to discern why mortals are here in the fey realm. As the PCs start to leave the clearing, or as soon as the PCs notice him, Cyollus plays a lively

tune on his pipes from the cover of dense foliage. He withdraws if the PCs approach his position but circles around the PCs while continuing to play. If the PCs call out to him, Cyollus changes his tune to indicate he can hear them, and it may seem to the

PCs that the piper's melody is answering them musically. However, Cyollus doesn't approach until he hears someone compliment him on his music or a PC accompanies or answers his tune with his or her own music, song, or other appropriate performance. If a PC makes a Perform check and exceeds DC 25, his or her exquisite performance impresses Cyollus and he feels compelled to meet its creator. In this case, his initial attitude is Friendly, otherwise he is Indifferent.

If the PCs act aggressively, shout threats, or attempt to chase Cyollus down, he retreats, putting as much distance as he can between the antagonistic PCs and himself as possible. If the PCs manage to capture Cyollus, his initial attitude becomes Unfriendly (at best).

Cyollus has a personality and manner that is 'fey' in the classical sense. He lives in the moment, seeing the world as a theatric play that flows around him. While long-lived, he doesn't dwell on his own death, being much more concerned with finding a tumultuous finale to his role than worrying about the finality of dying. Cyollus asks why the PCs are in the Realm of Seasons. While the PCs have piqued Cyollus' interest with both their presence and their response to his music, he swiftly loses interest in them unless they tell the tale of why they are here in a dramatic and compelling fashion. If they do so, Cyollus feels an emotional tie to the PCs and their quest, and offers to reveal secrets the PCs may not know and answer their questions as best he can.

Cyollus wants to hear a glorious epic with valiant protagonists struggling against the odds and he requests the PCs portray and act out the dramatic and emotive state of the participants. He is likely to interrupt the PCs, asking them to elaborate on certain parts of their tale and inquiring about how certain PCs felt at key moments. Cyollus extolls the PCs, "Show me! Bring the scene to life around me!" If the PCs do this, at least one PC must make a Perform (act) or Perform (oratory) check to narrate the tale, but other PCs can use other

Perform skills, such as Perform (dance) or playing a musical instrument as accompaniment as long as there is still at least one PC narrating. Reward players who use creative options, such as letting a PC who uses an illusion spell to set the scene make a Spellcraft check instead of a Perform check. Particularly good

RAEWYN IN SPRING

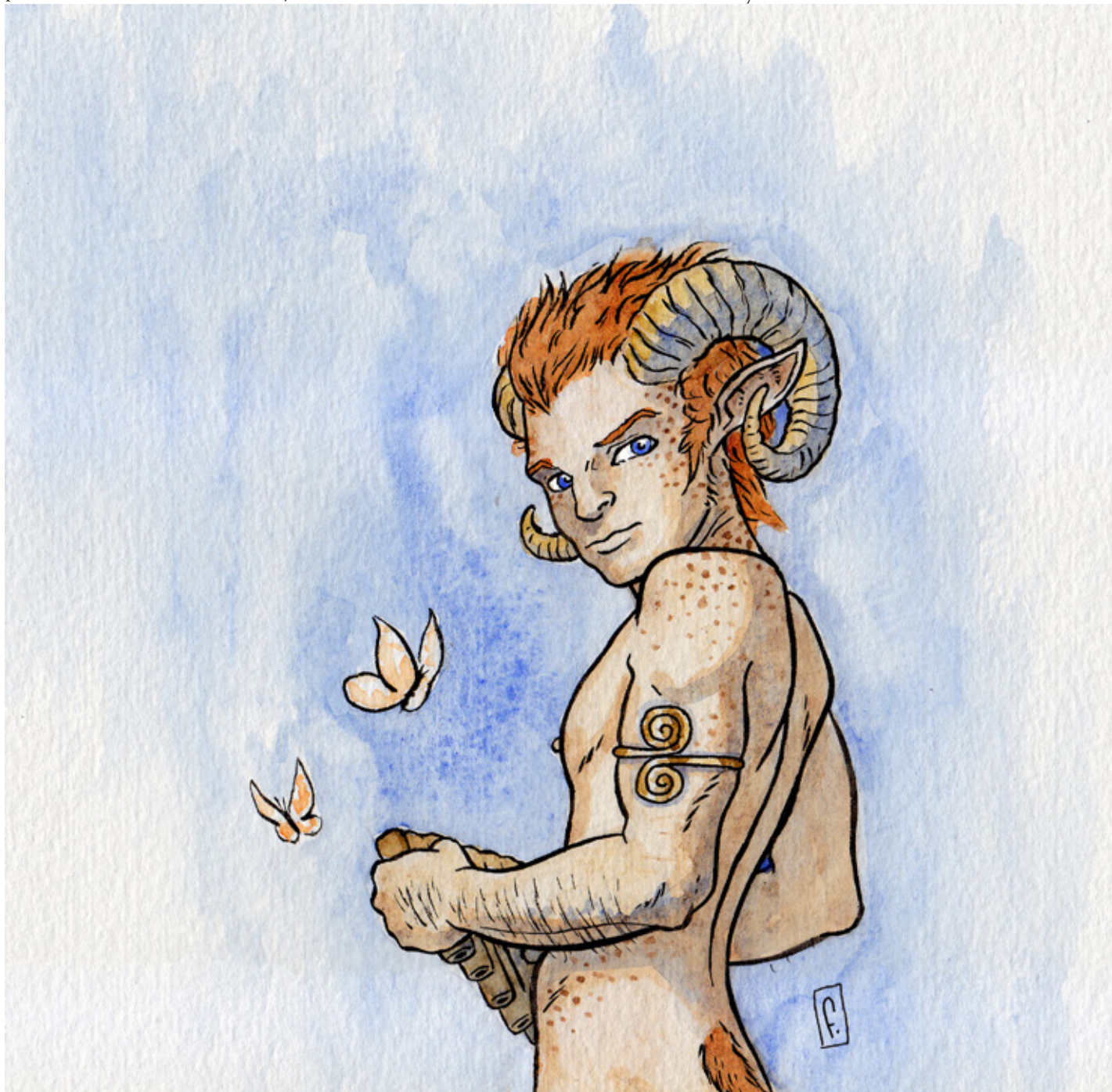
If Raewyn escapes through the archway into the Realm of Seasons, she lies in wait for the PC on the other side. However, when she engages the PCs, Cyollus hears the fighting and rushes to the clearing. If Raewyn is invisible, he uses his *scroll of glitterdust* to reveal her before casting *suggestion* while angrily castigating her for surrendering to her baser instincts. If Raewyn fails the save against this suggestion she is affected as if she had failed a saving throw against her remorse ability. Cyollus aids the PCs in their fight, but begs the PCs to spare Raewyn's life, so that she has the chance to redeem herself and atone for her evil ways. Cyollus promises to take her to a place where she will be punished for her crimes.

roleplaying may, at your discretion, add additional bonuses to these checks.

If the PCs succeed at a DC 25 Perform check, either individually or as a group (assume that the PCs are using the aid another action on the PC who is narrating), then Cyollus is impressed and engaged by the performance and he becomes Helpful toward the PCs. In addition to telling the PCs what he knows, he offers to journey with the PCs part of the way across the realm. If the PCs get 15 or above on the check, then Cyollus is satisfied, becoming Friendly toward them and revealing what he knows. If the check result is 14 or less, Cyollus is unmoved by the PCs' antics and departs as soon as the performance finishes.

If made Friendly or Helpful, Cyollus starts by explaining the specifics of how the Realm of Seasons differs from the material plane. He then melodramatically describes what he knows of

the Faerie Queen, Harakund the Huntmaster and his foster daughter Raewyn, and lastly, that he has heard rumors that the Faerie Queen has been harvesting strange things from the land of mortals. Fey have always been notorious as gleaners of seemingly innocuous objects, leaving oddments in exchange but taking them for their own amusement or because the item catches their eye. This seems different. He has heard tales of broken statues, pieces of ruined buildings, saplings from sacred groves, and items of great craftsmanship, and most horribly, unicorn horns. It is believed that these items are not merely curios but may be binding tokens of some sort, tying her to the land and the land to her, allowing her to spread her power in some way into the world beyond. What her true purpose is he cannot guess, but it should bear watching for the future. In the meantime, since unicorns have the natural ability to teleport, it may be that their horns function as keystones for whatever influence she wishes to



exert upon the Lost Lands. Whatever her plans, if the PCs wish to foil them, this Furious Hunt must be stopped.

CYOLLUS

CR 5

XP 1,600

Male faun bard 4 (*Pathfinder RPG Bestiary* 3)

CG Medium fey

Init +3; Senses low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 53 (7 HD; 3d6+4d8+25)

Fort +4, Ref +10, Will +8; +4 vs. bardic performance, language-dependent, and sonic

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +8 (1d4+3/19–20)

Ranged mwk composite shortbow +8 (1d6+3/x3)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), panpipes

Spell-Like Abilities (CL 3rd; concentration +9)

At will—*ghost sound* (DC 16)

1/day—*hideous laughter* (DC 17), *sleep* (DC 17)

Bard Spells Known (CL 4th; concentration +10)

2nd (3/day)—*heroism*, *suggestion* (DC 20)

1st (5/day)—*charm person* (DC 19), *cure light wounds*, *hideous laughter* (DC 19), *lesser confusion* (DC 19)

o (at will)—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *summon instrument*

TACTICS

Before Combat If expecting danger, Cyollus casts *heroism* on himself. However, when encountering the PCs, Cyollus only does this if they are hostile toward him.

During Combat Cyollus is a peaceful creature and only fights to protect himself or other innocents. He disables or distracts opponents with enchantments like *charm person*, *hideous laughter*, or *suggestion*. He uses his Spell Song feat to disguise his spell casting so as not to reveal himself as a threat.

Morale Cyollus withdraws from combat as soon as possible, only remaining if allies are in danger.

STATISTICS

Str 16, Dex 16, Con 15, Int 15, Wis 12, Cha 22

Base Atk +4; CMB +7; CMD 20

Feats Greater Spell Focus (enchantment), Spell Focus (enchantment), Spellson^{UM}, Toughness

Skills Acrobatics +13, Bluff +16, Diplomacy +16, Perception +11, Perform (act) +16, Perform (sing) +16, Perform (string) +16, Perform (wind) +16, Sense Motive +16, Stealth +13

Languages Common, Gnome, Sylvan

SQ bardic knowledge +2, versatile performance (sing)

Combat Gear *scrolls of glitterdust* (2); Other Gear masterwork dagger, masterwork composite shortbow with 20 arrows, *harp of shattering*^{UE}, masterwork panpipes

SPECIAL ABILITIES

Panpipes (Su) Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

^{UE} *Pathfinder RPG Ultimate Equipment*

^{UM} *Pathfinder RPG Ultimate Magic*

SUMMER BLOOMS (CR 5)

The sparse forest of morning opens out into wide fields of giant flowers whose petals sway overhead in the warm breeze. Pleasant sunlight filters through fluffy clouds and the scent of pollen in the air gives the relaxing atmosphere of an indulgent summer afternoon. As the trail of the Furious Hunt exits the wood, their tracks become clearly visible in the rich soil and are easy to follow (DC 8 Survival checks). The huge flowers are 10 to 15 feet tall with thin stalks about 6 inches in diameter.

Creature: One of the Realm's residents, a flying fey grizzly bear named Maelarth, has already discovered the trail left by the Hunt's passage. Maelarth has bright butterfly-like wings and feeds on the nectar that the giant flowers produce. He regards this region as his personal territory and is agitated and annoyed at finding the Hunt's tracks and their strange scents passing through his land. When he notices the PCs following the Hunt's trail, he confronts the PCs to drive these unusual interlopers out of his domain. Maelarth flutters 20 feet above the ground in front of the PCs and bellows and growls down at them. Maelarth expects the PCs to quickly retreat back the way they came, and if they hesitate for too long he uses his non-damaging spell-like abilities such as *faerie fire* to show that he's not to be trifled with.

If the PCs attempt to communicate, Maelarth starts with an Unfriendly attitude. He only speaks Sylvan but won't deign to speak until he has an Indifferent attitude or better, preferring to show his displeasure with grunts and loud growling. If Cyollus is with the PCs, he calls out a friendly greeting to the flying bear in Sylvan. If none of the PCs speaks Sylvan, Cyollus offers to translate, but he lets the PCs take the lead in discussions. However, Cyollus' calming nature and soothing voice automatically aids in a parley with Maelarth, granting a +2 circumstance bonus to the PCs' Diplomacy checks. Even though he isn't a normal animal, Maelarth tolerates PCs making wild empathy attempts, granting a +2 circumstance bonus to these checks. If Maelarth sees any creature with a death curse



aura from killing a fey wolf, the entire party receives a -2 circumstance penalty on Diplomacy checks made with him.

If fighting breaks out and Cyollus is with the PCs, he urges them to withdraw, covering their retreat with *lesser confusion* and *suggestion* spells to prevent Maelarth from chasing them. If the PCs seem aggressively determined to fight, Cyollus's gentle nature recoils from their belligerent attitude, and he slips away during the fighting.

Maelarth is cantankerous, gruff, and isn't the brightest creature, but he does have an honest nature and if the PCs can clearly and simply explain why they need to cross his territory and change his attitude to Friendly, he is willing to let them pass. If the PCs impress Maelarth by explaining they are attempting to rescue a young creature from the hunters who already trespassed through Maelarth's lands and change his attitude to Helpful, then Maelarth guides them to the small bower of overgrown plants that is his den. Here he offers the PCs golden nectar held in a cup-sized tube-shaped flower. This fey nectar has magical properties and each dose provides the drinker with the benefits of a *lesser restoration* and *cure moderate wounds* (both CL 5th). Maelarth has collected enough nectar for 3 doses and the PCs can transfer the nectar from the flower to other containers to take it with them.

MAELARTH

CR 5

XP 1,600

Male fey grizzly bear (*Pathfinder RPG Bestiary*,
Pathfinder RPG Bestiary 3)

N Large fey

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

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)
hp 59 (7d8+28)

Fort +9, Ref +8, Will +3; +4 vs. mind-affecting effects

DR 5/cold iron; Resist cold 10, electricity 10; SR 16

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee 2 claws +9 (1d6+4 plus grab), bite +9 (1d8+4)

Space 10 ft.; Reach 5 ft.

Special Attacks vanish

Spell-Like Abilities (CL 7th; concentration +6)

3/day—*dancing lights*

1/day—*deep slumber* (DC 12), *entangle* (DC 10),
faerie fire, *glitterdust* (DC 11)

TACTICS

During Combat When trying to drive the PCs away, Maelarth uses his non damaging spell-like abilities such as *deep slumber*, *faerie fire*, and *glitterdust*, then uses his vanish ability to turn invisible. However, if wounded, Maelarth attacks ferociously, full attacking while hovering above a PC and then using his vanish ability afterward. If Maelarth manages to successfully grab and grapple

a PC, he maintains the grapple and flies upward with the PC for 2 rounds before letting go and dropping him or her.

Morale Enraged by his wounds, Maelarth fights to the death.

STATISTICS

Str 19, Dex 17, Con 19, Int 4, Wis 12, Cha 8

Base Atk +5; CMB +10 (+14 grapple); CMD 23 (27 vs. trip)

Feats Improved Initiative, Power Attack, Weapon Focus (claws), Weapon Focus (bite)

Skills Acrobatics +7 (+11 when jumping), Fly +15, Perception +8, Stealth +3, Survival +8, Swim +12; Racial Modifiers +4 Swim

Languages Sylvan

SPECIAL ABILITIES

Vanish (Su) As a swift action, Maelarth can vanish for 1 round as if affected by *invisibility*. He has 7 uses of this ability per day.

Development: If the PCs successfully negotiate with Maelarth, award them his full XP value. If the PCs withdraw and attempt to go round Maelarth's territory, it takes an hour to bypass. The PCs then need to relocate the Hunt's trail with a DC 15 Perception or Survival check.

If Cyollus is with the PCs, he parts cordially ways with them shortly after leaving the giant flower fields. During Cyollus' series of dramatically embellished farewells, he glumly explains that his travels are urgent and take him down a different path to that which the PCs must travel. If the PCs changed Cyollus' attitude to Helpful, impressed him with their performance skills, and successfully negotiated a way past Maelarth, the faun rewards the PCs by gifting them his *harp of shattering*, stating,

"Harakund the Huntmaster favors the discordant braying of hunting horns, but loathes the sound of a pure musical note."

HARP OF SHATTERING^{UE}

Aura faint evocation; CL 3rd
Slot none; Price 8,000 gp;
Weight 5 lbs.

This finely crafted masterwork harp fits comfortably in one hand, but it requires two hands to play. The harp has 10 charges. By making a DC 10 Perform (string) check, the bearer can produce the following effects:

- *break*^{APG} (1 charge)
- *shatter* (2 charges)

When the last charge is expended, the harp loses all of its magic but still functions as a masterwork harp.

CONSTRUCTION

Craft Wondrous Item, *break*^{APG},
shatter; Cost 4,000 gp

^{APG} *Pathfinder* ^{RPG}
Advanced Player's Guide

^{UE} *Pathfinder RPG Ultimate Equipment*

If there is a PC that Cyollus has got on especially well with or has become particularly fond of, he offers that PC his blessing in the form of a *heroism* spell. This spell lasts 40 minutes, long enough to be useful in the Autumnal Dusk encounter (below), but it expires well before the PCs reach the Dark Heart of Winter.

AUTUMNAL DUSK (CR 7)

The fields of summer give way to woodlands of overgrown briars and tangled thorny undergrowth. The foliage changes color to shades of orange, red, and brown and a carpet of fallen leaves covers the ground. The sun hangs low in the sky, producing a magnificent golden sunset that traces through the gossamer clouds in a cascade of colors, passing through shadings of scarlet, crimson, and hot pinks, through to rosy blues streaked with brushings of indigo and purple.

The waning light casts long shadows and the illumination level is normal light. The Hunt's trail vanishes from normal vision as the terrain becomes forested. The trail winds its way through terrain choked with barbed briars and thickets of prickly underbrush. The areas marked on the map in light green are light undergrowth (2 squares of movement, concealment, +2 to the DCs of Acrobatics and Stealth checks) and the areas in

darker green are heavy undergrowth (4 squares of movement, concealment with 30% miss chance, +5 to the DCs of Acrobatics checks, +5 circumstance bonus on Stealth checks). See the Environment chapter of *Pathfinder RPG Core Rulebook* for more details on undergrowth.

Creatures: A trio of malicious illglasir guards the way. These ligneous creatures are in league with Harakund, who has commanded them to prevent anyone (mortal or fey) from approaching his wintry demesne. One of the creatures reveals itself as the PCs approach, positioning itself in an area of light undergrowth with a leaf covered pit between it and the PCs, preferably in the patch of undergrowth between the two pits in the center of the map. The creature speaks with a voice that sounds like branches creaking in a strong wind, warning the PCs to come no further. Unless the PCs retreat immediately, the illglasir preemptively attack, hoping to earn favor with Harakund by presenting him with the PCs' corpses.

ILLGLASIR (3)

CR 4

XP 1,200 each

Giant twigjacks (*Pathfinder RPG Bestiary 2*)

CE Small fey



Init +2; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 37 each (5d6+20)

Fort +5, Ref +6, Will +6

Weaknesses fire

OFFENSE

Speed 40 ft.

Melee 2 claws +6 (1d6+1)

Special Attacks sneak attack +2d6, splinterspray

TACTICS

During Combat The illglasir use their speed and woodland stride ability to move easily through the dense brambles and undergrowth, luring the PCs to fall into covered pits they have dug throughout the area. If an opportunity presents itself, they maliciously use their splinterspray on a PC at the bottom of a pit or on those who hang back. The illglasir gang up on opponents in melee by using their bramble jump ability to quickly gain flanking positions with each other.

Morale When two of the illglasir fall, the third flees.

STATISTICS

Str 12, Dex 14, Con 19, Int 11, Wis 14, Cha 13

Base Atk +2; CMB +2; CMD 14

Feats Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +10, Climb +9, Disable Device +7, Knowledge (nature) +8, Perception +10, Stealth +17

Languages Common, Sylvan

SQ bramble jump, woodland stride

SPECIAL ABILITIES

Bramble Jump (Su) An illglasir can travel short distances between brambles, shrubs, or thickets as if via *dimension door* as part of a move action. The illglasir must begin and end this movement while in an area of at least light undergrowth. The illglasir 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) An illglasir 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 16 Reflex saving throw halves this damage. The save DC is Constitution-based.

Traps: The illglasir have dug a series of spiked pits in the area, covering them with a thin layer of branches and fallen leaves.

The crumbling loamy walls of these pits require DC 20 Climb checks to scale.

POISONED SPIKE PIT TRAP

CR 3

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect 15-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus wildroot poison); DC 20 Reflex avoids; multiple targets (all targets in a 5-ft.-square area)

WILDROOT POISON

Type poison (injury); Save Fortitude DC 13

Onset 1 round; Frequency 1/round for 6 rounds

Effect 1 Con damage and 1 Wis damage; Cure 2 consecutive saves

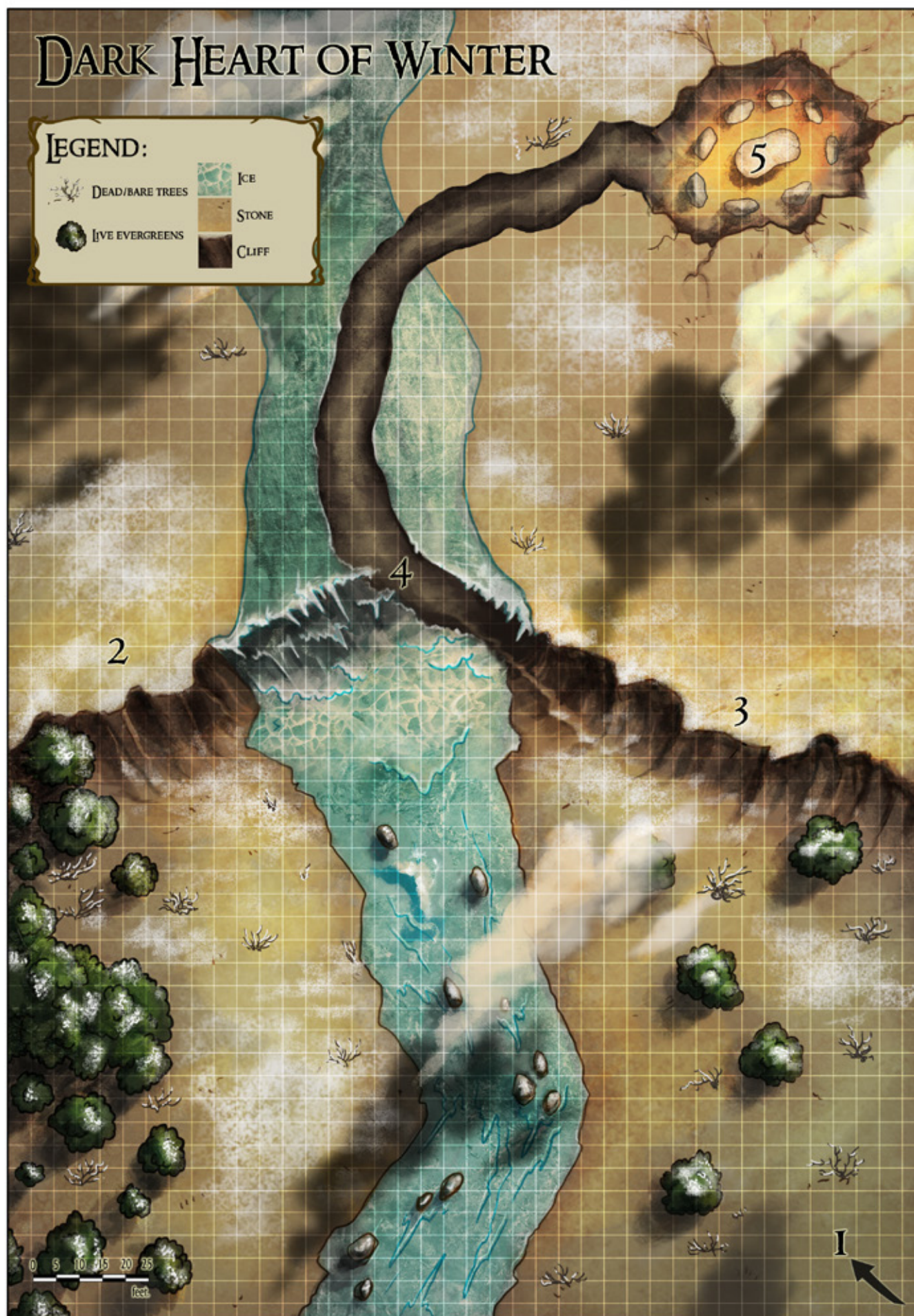
Development: The Hunt's trail continues deeper into the woods and the temperature drops rapidly (to around 20° F) as the PCs move from the autumnal twilight and into the night of winter. There are no stars or moon visible, but the night sky itself seems far brighter here than it normally is on the material plane (providing dim illumination).

DARK HEART OF WINTER (CR 8+)

An impressive river of ice lies still and unmoving amid a succession of jagged rocks. What was once a series of raging rapids seems to have frozen in a heartbeat, the waterway's uneven swirls and eddies instantly sealed and captured in solid ice. A dozen yards upstream, a frozen waterfall forms a sheet-like pillar of ice suspended from the overhanging cliff face.

The PCs initially approach from the direction marked as (1) on the map. The river is frozen solid and the slippery ice makes movement difficult (each square of ice costs 2 squares of movement to enter, and the DCs for Acrobatics checks increase by +5. Running or charging across the ice requires a DC 10 Acrobatics check). The uneven rocks jutting out of the ice are difficult terrain but are only slightly slippery (+2 to the DCs of Acrobatics checks).

The cliff face (labeled (3) on the map) is 30 feet high and is a very rough natural surface (Climb DC 15). The rock face becomes icy within 20 feet of the frozen waterfall (DC 20), while the frozen waterfall itself is even harder to climb (DC 25). Harakund uses his icewalking ability to traverse the frozen waterfall with ease while mounted (+17 Climb bonus on icy surfaces and can take 10 even if under threat or distracted, with a climb speed of 20 feet), using his glaive to attack characters trying to climb up. As noted in the Climb rules, climbing creatures are denied their Dexterity bonus to AC, and creatures taking damage while climbing must make a Climb check to avoid falling.





SADDLE OF THE HARMONIOUS COMPANION

Aura faint transmutation; CL 4th
 Slot belt; Price 8,000 gp; Weight 30 lbs.

Fashioned from deeply tanned leather, this elaborate military saddle has several fastenings near the front pommel to secure a rider's weapons. The saddle magically changes size and shape to fit any appropriate creature that could wear a saddle. When mounting, a rider can share one of the following spells or abilities with the creature wearing the saddle: camouflage, favored enemy, favored terrain, *endure elements*, *jump*, *hide from animals*, hide in plain sight, *longstrider*, *pass without trace*, swift tracker, trackless step, and woodland stride. The rider must possess this ability or be under the effect of the chosen spell and can only share one ability or spell at a time. The ability or spell functions for the saddle's wearer as it functions for the rider, save that the rider can only share one favored enemy or favored terrain, and the saddle's wearer only gains a maximum of a +2 favored enemy or favored terrain bonus, regardless of the rider's actual bonus. If the rider dismounts or otherwise leaves the saddle, the sharing immediately ends for the saddle's wearer.

CONSTRUCTION

Craft Wondrous Item, *hunter's friend*^{AA}; Cost 4,000 gp

^{AA} *Pathfinder Player Companion: Animal Archive*



lies a smooth-walled tunnel (marked as (4) on the map) leading up at a steep angle. Originally carved out by the flow of water, the tunnel walls and floor are smooth and slippery requiring DC 5 Climb checks or DC 7 Acrobatics checks to move through for the first 50 feet. The slope and the slipperiness add +7 to the DCs of Acrobatics checks made in this area.

Creatures: This is the dominion of Harakund, the Master of the Furious Hunt. Astride his giant goat mount, he presents a grim and enigmatic figure atop a raised outcropping on the far side of the river (marked as (2) on the map). Harakund awaits the arrival of emissaries from the Faerie Queen to witness the dehorning and ritual sacrifice of the young unicorn, finally acknowledging his true prowess as the Queen's hunter.

If other members of the Furious Hunt escaped through the archway to this realm, then they are also here, standing between the PCs and the river. In this case, Harakund orders his hunters to bring down the PCs while he observes from the middle of the river. He uses his *chill metal* ability on PCs but doesn't deign to engage them more directly until they have proven themselves against his minions.

HARAKUND

CR 8

XP 4,800

Male cold rider (*Pathfinder RPG Bestiary*3)

CE Medium fey (cold)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 97 (13d6+52); fast healing 5

Fort +8, Ref +11, Will +10

Defensive Abilities implements of ice; Immune cold; SR 19

Weaknesses vulnerable to fire and sonic, susceptible to *shatter*

OFFENSE

Speed 30 ft.; icewalking

Melee +2 *icy burst glaive* +12/+7 (1d10+6/x3 plus 1d6 cold) or gore +9 (2d6+3 plus 1d6 cold)

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*pass without trace*

At will—*chill metal* (DC 15), *deep slumber* (DC 16), *ghost sound* (DC 13), *obscuring mist*, *phantom steed*, *ray of frost*

1/day—*freedom of movement*, *ice storm*

TACTICS

Before Combat Harakund casts *freedom of movement* when he becomes aware of the PCs and blows his *horn of goodness/evil* as soon as they come into view.

During Combat Harakund starts by dropping an *ice storm* on the PCs, provided he can catch several of them in it. He uses *chill metal* at range and attempts to lure PCs onto the frozen river where he makes ride by attacks or engages a PC with Spirited Charge. During combat, Harakund demands to know what the PCs have done with his daughter Raewyn, and focuses his anger on anyone who speaks of her.

Morale If reduced below half hit points, Harakund attempts to withdraw to the altar stone (see below), using *obscuring mist* to cover his retreat if needed. There he grabs the unicorn foal and fights his way out to freedom. Harakund is prideful and unwilling to concede to mortals: if surrounded, he fights to the death.

STATISTICS

Str 17, Dex 16, Con 18, Int 14, Wis 15, Cha 17

Base Atk +6; CMB +9; CMD 22

Feats Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Weapon Focus (glaive)

Skills Acrobatics +19, Handle Animal +16, Intimidate +16, Knowledge (nature) +18, Perception +18, Ride +22, Sense Motive +18, Stealth +19



Languages Common, Elven, Sylvan

Combat Gear *horn of goodness/evil*; Other Gear moonstone talisman (worth 350 gp)

SPECIAL ABILITIES

Icewalking (Ex) Harakund and any creature he rides can move across icy surfaces without penalty and do not need to make Acrobatics checks to run or charge on ice. They may climb icy surfaces as if under the effects of the *spider climb* spell.

Implements of Ice (Su) Harakund wears full plate armor and wields a *+2 icy burst glaive* both made of magical ice as hard as steel. His armor has no armor check penalty. When Harakund dies, his armor and glaive melt into water in 1d6 rounds.

Susceptible to Shatter (Ex) A *shatter* spell deals 3d6 points of damage to Harakund (no save) and reduces his armor bonus by 2 for 1 minute. *Shatter* spells automatically overcome Harakund's spell resistance.

RIMEFROST GOAT

CR 4

XP 1,200

Advanced giant goat

N Large animal

Init +4; Senses low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, –1 size)

hp 42 (4d8+24)

Fort +9, Ref +8, Will +4

OFFENSE

Speed 30 ft.

Melee gore +8 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks powerful charge (gore +10, 2d8+7)

STATISTICS

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11

Base Atk +3; CMB +9; CMD 23

Feats Toughness, Weapon Focus (gore)

Skills Acrobatics +8, Climb +9, Perception +7, Survival +4

Equipment *saddle of the harmonious companion*

THE ALTAR STONE

The tunnel expands out into an exposed grotto of cracked and weathered rock open to the night sky above. At the heart of the cavity stands a large and crude granite altar surrounded by a circle of timeworn obelisks. A chill wind swirls around the dark blocks of stone.

This open grotto is marked as (5) on the map, its walls rise 10 feet before opening out.

Creature: Lying trussed up on the altar is Myvenwy's and Hilzarun's child, the unicorn foal Efyllia, her silver coat gleaming faintly in the pale light. She is cold and scared, but otherwise unharmed having used her own magic to heal her wounds. Once rescued, she tearfully nuzzles against the PCs until she is reunited with her parents.

EFYLLIA

CR 2

XP 600

Young female unicorn (*Pathfinder RPG Bestiary*)

hp 26

Treasure: Resting on the altar is a jagged mithril dagger inlaid with bloodstones (worth 650 gp). A crude stone mallet along with a chisel forged from Elysian bronze (worth 500 gp for its metal) lie on the floor nearby.

Development: The PCs earn a story award of 3,600 XP for rescuing Efyllia. Returning to the portal takes only a short time provided the PCs go with the flow of the seasons and travel from Winter to Spring. The sky brightens with predawn light and the PCs can step through the portal and return to the Gnarled Forest where Hilzarun awaits their return under waning moonlight.

CONCLUSION

The PCs thwarted the cruel plans of the Faerie Queen and her huntsmen and saved an innocent life. The unicorn family's unexpected appearance at the boundary of the PC's settlement seems to cast a blessing over the festival and inspires the citizens to happiness and good fortune in the coming season. If using this adventure in conjunction with the Kingbreaker Adventure Path or any campaign featuring the kingdom-building rules from Pathfinder RPG Ultimate Campaign, the kingdom immediately experiences Natural Blessing and Good Weather kingdom events that last for 1d4 months; these events are in addition to any events that occur in the normal course of kingdom turns. The sustained run of such blessings inspires great confidence in the populace in the wisdom of their rulers, reducing Unrest by 1 each month that they continue. The grateful fey of the Gnarled Forest erect a circle of standing stones engraved with the names and likenesses of the PCs, which becomes a permanent Landmark. In addition, if using Festival edicts as described in *Ultimate Rulership* from Legendary Games, the fey sponsor a Festival at this Landmark at no cost to the PCs and their kingdom.

Myvenwy and Hilzarun return to the woods but promise to personally watch over the northern Gnarled Forest and to swiftly report to the PCs any incursion by a monstrous force or hostile foreign kingdom. Because of their vigilance, the PCs gain a permanent +2 bonus to any kingdom checks made to prevent (or reduce the effect of) Bandit Activity, Large Disaster, Monster Attack, or Smugglers kingdom events. When the unicorn filly Efyllia grows and matures, she may consider serving a pure PC as a companion or cohort.

The most important thing that the PCs gain from this adventure is knowledge of the Faerie Queen's power and an awareness of her fell intentions toward their lands. While the Queen's schemes will not come to fruition for some time yet, the PCs won't be caught completely unprepared, and can now make plans of their own to defeat her.

SCALING THE ADVENTURE

While the adventure is designed for six 6th level characters, it can be scaled down for four 6th level characters (or if the PCs are finding the adventure too difficult), by doing the following:

Evening Rendezvous: Remove a worg and a buckawn.

Wolf Pack Tactics: Give the fey wolves the fatigued condition.

Hunting the Hunters: Give both hunting groups the fatigued condition.

Ill Met by Moonlight: Assume Raewyn has used up all her 4th level spells and only has 4 rounds worth of her fleeting glance bloodline power left.

Spring Dawns: Reduce the Perform check DC needed to impress or satisfy Cyollus by 2.

Autumnal Dusk: Remove one illglasir.

Dark Heart of Winter: Assume Harakund starts at the Altar Stone and only faces the PCs after they defeat any remaining Hunters.

Evil stirs in the depths of the Gnarled Forest. The heroes of the land, taming the wilderness and forging their kingdom, hear disturbing tales from woodsmen and trappers of a strange and ferocious hunting party ranging far and wide beneath the forest eaves. It is not only from human tongues that they hear warnings of these dread hunters, for the allies they have found amongst the fey and other woodland creatures are likewise deathly afraid of what these savage raiders may portend. The heroes are called upon by Myvenwy, a unicorn warden of the wood, who begs their aid in facing this peril, one that threatens her and her kind above all, but should the unicorns fall there will be none to stand against the raging Horns of the Hunted.

