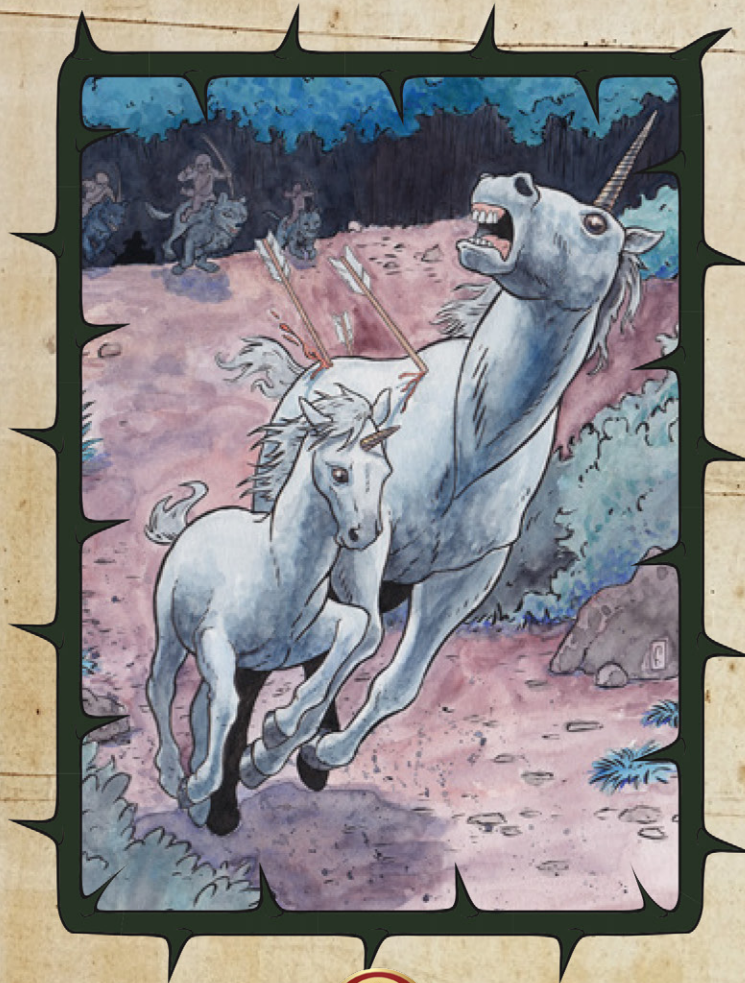




# Horns of the Hunted

By Matthew Goodall







# Horns of the Hunted





# CREDITS

**AUTHOR:** Matt Goodall

**ARTIST:** Pete Fairfax and Mike Lowe

**CARTOGRAPHY:** Alyssa Faden

**DESIGN AND LAYOUT:** BJ Hensley & Daniel Marshall

**DEVELOPMENT:** Jeff Ibach and Matt Kimmel

**LEGENDARY GAMES TEAM MEMBERS:** Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Michael Kortez, Jeff Lee, Jen Page, Jenny Jarzabski, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**PUBLISHER:** Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

**ART DIRECTOR:** Rick Kunz

**BUSINESS DIRECTOR:** Rachel Ventura

*Horns of the Hunted* (5E) © 2016, Legendary Games; Author Matt Goodall, adapted by Jeff Ibach.

ISBN-13: 978-1534717251

ISBN-10: 1534717250

First printing June 2016

Printed in USA.



**Legendary Games**  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)



## LEGAL

**Open Content:** Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, Legendary Planet, the Legendary Games Logo, Adventure Path Plug-In, *To Worlds Unknown*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

### OPEN GAME LICENSE Version 1.0a

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

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

elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in

another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

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

**Horns of the Hunted (5E)** © 2016, Legendary Games; Author Matt Goodall, adapted by Jeff Ibach.

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

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

## ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).



# TABLE OF CONTENTS

---

Horns Of The Hunted.....	2
Adventure Background .....	2
The Faerie Queen .....	2
The Queen's Hunter.....	2
Raewyn and Cyollus .....	2
The Unicorn Family .....	2
Adventure Outline .....	2
Getting Started .....	3
Evening Rendezvous .....	4
Wolf Pack Tactics.....	7
Hunting the Hunters.....	7
Additional Chase Rules .....	9
Hunting Group 1 .....	10
Hunting Group 2 .....	10
Ill Met by Moonlight.....	10
Spring Dawns .....	12
Summer Blooms .....	14
Autumnal Dusk .....	16
Dark heart of Winter.....	18
The Altar Stone .....	21
Conclusion .....	22
Scaling the Adventure.....	22



# WHAT YOU WILL FIND INSIDE

## *Horns of the Hunted*

Evil stirs in the depths of the Gnarled Forest. The heroes of the land, taming the wilderness and forging a legacy of their own, 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 him and his kind above all, but should the unicorns fall there will be none to stand against the raging *Horns of the Hunted*.

*Horns of the Hunted* is a 5th Edition adventure for 6th to 7th-level characters that brings the strange and heartless fury of the faerie realms to the doorstep of the heroes. This is not an adventure where the heroes can explore and pillage some crumbling ruin at their leisure. Here the adventure comes to them, and it explodes at a furious pace that demands they spring into action with boldness or get left behind. This fast-paced scenario demands versatile characters and creative thinking as the heroes pass must venture into the mysterious and magical realms of faerie. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





# Horns Of The Hunted

*Horns of the Hunted* is a 5th Edition adventure designed for six 6th-level characters, and it can take place anywhere near a large forest. The adventure assumes the PCs have created some local connections, whether from adventuring in a particular area during their early career and developing a reputation as local heroes, or ideally with an established home base. This could be a borderlands town or keep from which they set out on their adventures and are well-known by the locals, or a domain or fortress of their own with servants and soldiers to help them hold a domain.

This adventure can reinforce connections that PCs have already made with fey creatures they have previously encountered or aided, such as in adventures like *Into the Feyweald* and *Cold Mountain*, and at the same time it can serve to foreshadow greater fey threats down the road, such as vengeful immortal faerie nobles or rampaging monstrous Tane. You can add additional depth to encounters with the fey and their otherworldly influence upon the world with products like *Faerie Passions* and *Faerie Mysteries*, either of which helps make fey far more than merely another monster in a gossamer gown.

## 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 of their land, the PCs may have stumbled on a dead Unicorn's horn hacked from its skull deep in the forest.

### 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 an eruption of fey blooms. 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 her 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.



## Getting Started

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, and 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.

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.

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. An Intelligence (Medicine) check can provide further information:

The ground around the body has been disturbed by the

Intelligence (Medicine) 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.



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.

## Evening Rendezvous (4,500 XP)

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.

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 Wisdom (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.

### MYVENWY

Female unicorn

hp 67

Even if some or all of the PCs aren't rulers of a fledgling kingdom, 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.

Later that day, an unusual messenger approaches the PCs. A small songbird cautiously flutters up to one of the PCs 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 two tiny fey tricksters, a potion-making hermit to the east of the trading post, a druid dryad who the PCs saved from an evil carnivorous tree, a nixie who was under threat from loggers, a leader of an expedition of gnomes, or a 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

Wondrous item, rare

This shimmering finely ground dust glitters like sunlight on a spider web. When blown or sprinkled in the eyes of a creature (as an action) it allows that creature to discern the faint disturbances left by creatures using magic or an special ability to not leave tracks, such as a *pass without trace* spell. The dusted creature can find and follow the tracks of 'trackless' creatures as if they did not have the ability and can recognize whether or not a set of tracks was made by a creature using such an ability. However, these tracks automatically count as having been hidden by their maker, imposing disadvantage to the DCs of checks to find or follow them. The conditional modifiers listed under Tracking in the DMG 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. Wearing or using any other magic item or spell to affect vision cancels the dust's powers. The dust's effects last for 5 hours.







## TACTICS

**During Combat** Myvenwy fights valiantly to save her mate. She attempts to shield him while staying adjacent to any allies to use her Shimmering Shield ability.

**Morale** Myvenwy fights to the death to defend her mate.

## HILZARUN

Male **unicorn**

**hp** 67 (currently 26)

## TACTICS

**During Combat** Hilzarun has two levels of exhaustion and has used up his Healing Touch ability and his *teleport* ability, but hasn't utilized his Heal Self legendary action yet. While currently too weakened to be an effective combatant himself, Hilzarun still supports the PCs by staying behind them but keeping them in his Shimmering Shield aura.

**Morale** Unable to run any further, Hilzarun makes a final stand here.

## WORGs (6)

**hp** 26 each

## 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, BUCKAWN (3)

*Small fey, true neutral*

**Armor Class** 15 (studded leather)

**Hit Points** 54 (12d6+12)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	12 (+1)	12 (+1)	13 (+1)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't cold iron

**Senses** passive Perception 11

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The buckawn's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *druidcraft*, *invisibility* (self only)

1/day each: *entangle*, *pass without trace*, *insect plague* (2d10 damage only)

**Pack Tactics.** The buckawn has advantage on an attack roll against a creature if at least one of the buckawn's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 5 (2d4) poison damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) poison damage.

## TACTICS

**Before Combat** The hunters have applied poison to their weapons, which last them the combat.

**During Combat** The hunters dismount and launch a volley of poisoned arrows before each using their *insect plague* spell. 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.

## Designer's Note

Swarms! While developing this adventure it came to light that the buckawns' ability to be able to cast insect swarm is quite powerful. This had the potential to take this encounter from being challenging and make it downright deadly. This combined with the dislike that many players have for swarms, means that this ability needed to be toned down. The regular buckawns can now only summon a swarm that only does 2d8 damage. Note that the buckawn gang leader can still summon a full insect swarm, making it easier for the PCs to differentiate him from the other buckawns.

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

## TRINDLE HARX, BUCKAWN GANG LEADER

*Small fey, true neutral*

**Armor Class** 16 (studded leather & natural armor)

**Hit Points** 80 (16d6+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't cold iron

**Senses** passive Perception 12

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)



**Innate Spellcasting.** Trindle's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: *disguise self*, *druidcraft*, *invisibility (self only)*

1/day each: *entangle*, *pass without trace*, *insect plague*, *protection from energy*

**Pack Tactics.** The buckawn has advantage on an attack roll against a creature if at least one of the buckawn's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** Trindle Harx makes two attacks with his shortsword or two attacks with his shortbow, or one attack with his shortsword or shortbow and use Bark Command.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 5 (2d4) poison damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 5 (2d4) poison damage.

**Bark Command (Recharge 6).** One creature Trindle can see within 30 feet of him can use its reaction to make a melee attack if it can hear Trindle.

### 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 early on. 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.

## Wolf Pack Tactics (3,600 XP)

**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' Dexterity (Stealth) checks with opposed Wisdom (Perception) checks 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.

## FEY WOLVES (2)

*Large fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 105 (14d10+28)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

**Skills** Stealth +6

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't cold iron

**Senses** passive Perception 12

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** A fey wolf's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

1/day each: *charm person*, *faerie fire*

**Death Curse.** When a creature slays a fey wolf, that creature is cursed with ill luck unless it succeeds on a DC 13 Wisdom saving throw. When the cursed creature rolls a natural 20 on a die, it counts as a 1 instead. A fey creature can see this curse on a creature as an angry red halo around the victim's head. A *remove curse* spell is required to rid this curse from the victim.

## ACTIONS

**Multiattack.** The fey wolf makes two attacks with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

**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 stragglers to catch them before they can get away. Hilzarun has two levels of exhaustion 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



**Pick Up the Trail**<sup>1</sup>  
(Group)  
LOCATE SIGNS OF PASSAGE  
(Wisdom (Perception) DC 16)  
FIND TRACKS  
(Wisdom (Survival) DC 16)

**Thick Undergrowth**  
**Low Hanging Branches**  
FORCE A WAY PAST  
(Strength (Athletics) DC 15)  
A TIGHT SQUEEZE  
(Dexterity (Acrobatics) DC 15\*\*)

**Entangling Foliage**<sup>2</sup>  
EVADE THE GRASPING PLANTS  
(Dexterity save DC 13)  
RIP THROUGH THE GREENERY  
(Strength (Athletics) DC 13)

**Boggy Stream**  
SPLASH THROUGH  
(Strength (Athletics) DC 12)  
LEAP ACROSS MUDDY STONES  
(Dexterity (Acrobatics) DC 17)

**Dense Brambles Ahead**  
(Group, Decision)  
IDENTIFY THE DANGER  
(Intelligence (Nature) DC 12)  
AVOID THE HAZARD  
(Wisdom (Survival) DC 16)

**Stinging Thorns**  
**and Prickling Nettles**  
KEEP AWAY FROM THE TOXIC BARBS  
(Wisdom (Survival) DC 16)  
TOUGH IT OUT  
(Constitution save DC 14)

**Woods**  
  
NO OBSTACLES

**Rugged Dell**  
SCRABBLE UP THE STEEP SLOPE  
(Strength (Athletics) DC 15)  
GO THE LONG WAY ROUND  
(Constitution save DC 13)

**Clearing**  
  
FINISH LINE!  
(No Obstacles)

Failure  
Success



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 rules from the DMG 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 dash 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 actions not directly related to navigating the chase's course, such as casting a spell or drinking a potion, can do so, but takes a -2 penalty on their check to overcome the square's obstacle during this minute. Each action taken means the penalty increases by 1 per action. i.e. a PC can take up to the equivalent of five actions not related to the chase in each minute and still be able to make a check to overcome the square's obstacle, but at -6. Using the Help action to assist another character overcome a square's imposes a -2 penalty on the helper'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 Wisdom (Animal Handling) check instead of, or in addition to, the obstacle listed on the square to guide the mount over or through the obstacle. This 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 10 Wisdom (Animal Handling) check to guide his or her

mount across and the mount would need to make a DC 10 Strength (Athletics) check.

**Reward Creative Skill Use:** Allow PCs to use alternative skills when it makes sense, but increase the check DC, typically by between 1 and 4 at your discretion. For example, a strong and athletic PC wishes to jump over some collapsed rubble instead of having to make a Dexterity (Acrobatics) check, which is one of the listed options for the square. Allowing the player to make Strength (Athletics) 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 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.

## Designer's Note

### Chase Scenes

Some players dislike chase scenes, but they can be a very enjoyable experience as long as you as 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 Natural Explorer class 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, remind the players how the Help 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 (internal link) encounter.

We 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.

**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 succeed on a DC 15 Wisdom (Perception) check can hear a group of hunters in an adjacent square. These groups may also blow their hunting horns occasionally to communicate with each other, letting the PCs know there are foes ahead of them. Although these hunters leave no tracks (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

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, FEMALE KORRED

*Small fey, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 88 (16d6+32)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	14 (+2)	14 (+2)	13 (+1)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that are not cold iron

**Senses** passive Perception 12

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP)

**Brute.** A melee or thrown weapon deals one extra die of its damage when the korred hits with it (included in the attack).

**Innate Spellcasting.** The Korred's innate spellcasting ability is Wisdom (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *meld into stone*, *shatter*, *stone shape*

1/day each: *divination*

**Animated Hair.** A korred's wild hair and beard are constantly writhing and twitching. As a bonus action, it can Help a friendly creature attacking the same target as the Korred by tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself.

## ACTIONS

**Multiattack.** The Korred makes two attacks with his club or two attacks with his rock.

**Club.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Stunning Laugh (recharge 5-6).** The korred unleashes a strange laugh. Every humanoid and giant within 30 feet of the korred

that can hear the laugh must succeed on a DC 14 Constitution saving throw or be stunned. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this korred's laugh for the next 24 hours.

### FURIOUS HUNTER BUCKAWN

(SEE PAGE 6 ABOVE)

hp 20

### WORGs (2)

hp 26 each (see the MM)

## Hunting Group 2

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 [BUCKAWN LEADER (SEE PAGE 6 ABOVE)]

hp 42

## 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.

## WORG

hp 26 (see the MM)

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

## III Met by Moonlight

*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 20 Intelligence (Arcana) 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 25 Intelligence (Arcana) check. Alternatively, casting a spell that specifically affects plants or wood such as *entangle*, *plant growth* or *speak with plants* while standing adjacent to the archway can also activate the portal if the caster succeeds at a DC 20 Intelligence (Arcana) check. 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 Intelligence (Arcana) 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

### FORLARREN SORCERER

*Medium fey, neutral evil*

**Armor Class** 16 (natural armor), 19 with *mage armor*

**Hit Points** 165 (22d8+66)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	8 (-1)	13 (+1)	18 (+4)

**Saving Throws** Dex +6, Cha +7

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't cold iron, cold

**Damage Immunities** poison

**Senses** passive Perception 11

**Languages** Common, Sylvan

**Challenge** 8 (3,900 XP)

**Spellcasting.** Raewyn is a 9<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (Spell Save 15, +7 to hit with spell attacks). Raewyn has the following spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *mage hand*,

*prestidigitation*

1st level (4 slots): *detect magic*, *hideous laughter*, *mage armor*

2nd level (3 slots): *invisibility*, *ray of enfeeblement*, *scorching ray*

3rd level (3 slots): *blink*, *fear*, *vampiric touch*

4th level (3 slots): *confusion*, *phantasmal killer*

5th level (1 slot): *dream*

**Quickened Spell (3/day):** The forlarren sorcerer can cast a spell as a bonus action.

**Twinned Spell (3/day):** The forlarren sorcerer can target a second creature with a spell that usually targets a single creature.

**Remorse.** Whenever Raewyn kills a living creature, she must succeed on a DC 14 Wisdom saving throw to avoid becoming overwhelmed with remorse. If she fails, roll 1d6. On a roll of 1-2 she will continue to attack until she kills another creature. On a 3-4 she will become frightened of the allies of the slain creature for 24 hours. On a 5-6 she will offer allies of the slain creature her services in recompense for 1d12+12 hours before reverting to her aggressive nature.

## ACTIONS

**Multiattack.** Raewyn attacks twice with her claws.

**Claws. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target is grappled (escape DC 15). Until the grapple ends, if the target is wearing metal armor it takes 13 (3d8) fire damage.

**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. She carries on her an embalmed hand of her dead mother (wears a platinum wedding ring worth 450 gp), a moonstone talisman (worth 350 gp), and a book of melancholy elven poetry (worth 100 gp).

## Spring Dawns

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 abilities to leave no trace, but the PCs under the effects of *pursuit dust* can pick up the trail fairly easily by succeeding on a DC 11 Wisdom (Survival) check.



## 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 successful DC 20 Intelligence (Arcana) 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.

**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 succeeds on a Charisma (Performance) check, 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 Hostile.

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 succeed on a DC 14 Charisma (Performance) or Charisma (Persuasion) check to narrate the tale, but other PCs can offer other skills to assist like Dexterity (Acrobatics) 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 DC 14 Intelligence (Arcana) check instead of a Charisma (Performance) check. Particularly good roleplaying may, at your discretion, negate the need to roll altogether.

If the PCs succeed in their skills, either individually or as a group (assume that the PCs are using the Help action on the PC who is narrating), then Cyollus is impressed and engaged by the performance and he becomes Friendly 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 check result is 10 or less, Cyollus is unmoved by the PCs' antics and departs as soon as the performance finishes.

If made Friendly, 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.



## Raewyn in Spring

If Raewyn (link back to her stat block) 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 *fairy fire* 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.

## CYOLLUS

### Faun Bard

*Medium fey, chaotic good*

**Armor Class** 15 (natural armor)

**Hit Points** 110 (20d6+40)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	20 (+5)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that are not cold iron, sonic

**Senses** passive Perception 11

**Languages** Common, Gnome, Sylvan

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** Cyollus's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *hideous laughter*, *sleep*

**Pan Pipes.** Three times per day as a bonus action, a faun can use its panpipes to augment its innate spellcasting, increasing the DC by 2.

**Spellcasting.** Cyollus is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Cyollus has the following spells prepared:

Cantrips (at will): *dancing light*, *true strike*, *vicious mockery*

1st level (4 slots): *charm person*, *detect magic*, *healing word*, *thunderwave*

2nd level (3 slots): *heat metal*, *hold person*

3rd level (2 slots): *fear*, *stinking cloud*

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## Summer Blooms

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 Wisdom (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 a Hostile 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 advantage to any Charisma (Persuasion) checks the PCs try. Even though he isn't a normal animal, Maelarth tolerates PCs making Wisdom (Animal Handling) checks. If Maelarth sees any creature with a death curse aura from killing a fey wolf (link to their stat block page), the entire party receives disadvantage on skill checks made with him.

If fighting breaks out and Cyollus is with the PCs, he urges them to withdraw, covering their retreat with his 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 Friendly, 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 like the spells *lesser restoration* and *cure wounds*. 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

### Fey Grizzly Bear

*Large fey, true neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 119 (14d10+42)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	5 (-3)	16 (+3)	8 (-1)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that are not cold iron, cold, lightning

**Senses** passive Perception 13

**Languages** Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** A fey grizzly bear's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day each: *dancing lights*

1/day each: *sleep, entangle, faerie fire*

**Vanish (recharge 4-6).** As a reaction the fey grizzly bear can become invisible until the end of its next turn.

## ACTIONS

**Multiattack.** The fey grizzly bear makes two attacks one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**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 successful DC 15 Wisdom (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 Friendly, 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

*Wondrous object, rare (requires attunement)*

This finely crafted harp fits comfortably in one hand, but it requires two hands to play. The harp has 10 charges. When the last charge is expended, the harp loses all of its magic but still functions as a masterwork harp.

**Spell.** While holding the harp, you can use an action to cast *shatter*.

## Autumnal Dusk (1,100 XP)

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 difficult terrain (2 squares of movement, provides half cover) and the areas in darker green are heavy undergrowth providing full cover.

**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

*Small fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 98 (15d6+45)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

**Skills** Acrobatics +5, Stealth +5

**Damage Resistances** bludgeoning, piercing and slashing from weapons that are not cold iron, cold, lightning

**Damage Vulnerabilities** fire

**Condition Immunities** blinded, deafened, exhaustion

**Senses** passive Perception 12

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP)



**Bramble Jump.** An illglasir can travel short distances between brambles, shrubs, or thickets as per the spell *tree stride* as part of its movement. The illglasir can travel in this manner up to 60 feet per day. This movement does not provoke opportunity attacks.

**Sneak Attack.** The illglasir deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the illglasir that isn't incapacitated and the illglasir doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The illglasir makes two attacks with its claws.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

**Splinterspray.** An illglasir can eject a barrage of splinters and brambles from its body three times per day. This effect creates a 15-foot cone of jagged splinters. Each creature in the cone must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

**Traps:** The illglasir have dug a series of 20 foot deep 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 Strength (Athletics) check to scale. The DC to spot the pit is 14. Anyone stepping on the covering falls through taking (7) 2d6 damage and must succeed on a DC 13 Constitution saving throw against the wildroot poison or take (7) 2d6 poison damage and suffer 1 level of exhaustion.

**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 light).

## Dark heart of Winter (5,100 XP)

### Map Key

1. PCs' approach
2. Harakund's watch point
3. Cliff face
4. Smooth tunnel
5. Altar Stone

*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 that difficult terrain. The uneven rocks jutting out of the ice are also difficult terrain.

The cliff face (labeled (3) on the map) is 30 feet high and is a very rough natural surface (DC 15 Strength (Athletics) check). The rock face becomes icy within 20 feet of the frozen waterfall (DC 20 Strength (Athletics) check), while the frozen waterfall itself is even harder to climb (DC 25 Strength (Athletics) check). Harakund uses his icewalking ability to traverse the frozen waterfall with ease while mounted using his glaive to attack characters trying to climb up.

Behind the towering column of ice that was the waterfall 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 a successful DC 5 Strength (Athletics) check or DC 7 Dexterity (Acrobatics) check to move through for the first 50 feet (moving only half speed on a failure). The slope and the slipperiness force these checks to be made with disadvantage however.

**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 THE COLD RIDER

*Medium fey, chaotic evil*

**Armor Class** 17 (ice armor)

**Hit Points** 150 (20d6+80)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that are not cold iron

**Damage Immunities** cold

**Damage Vulnerabilities** fire, sonic

**Senses** passive Perception 12

**Languages** Common, Elf, Sylvan

**Challenge** 8 (3,900 XP)

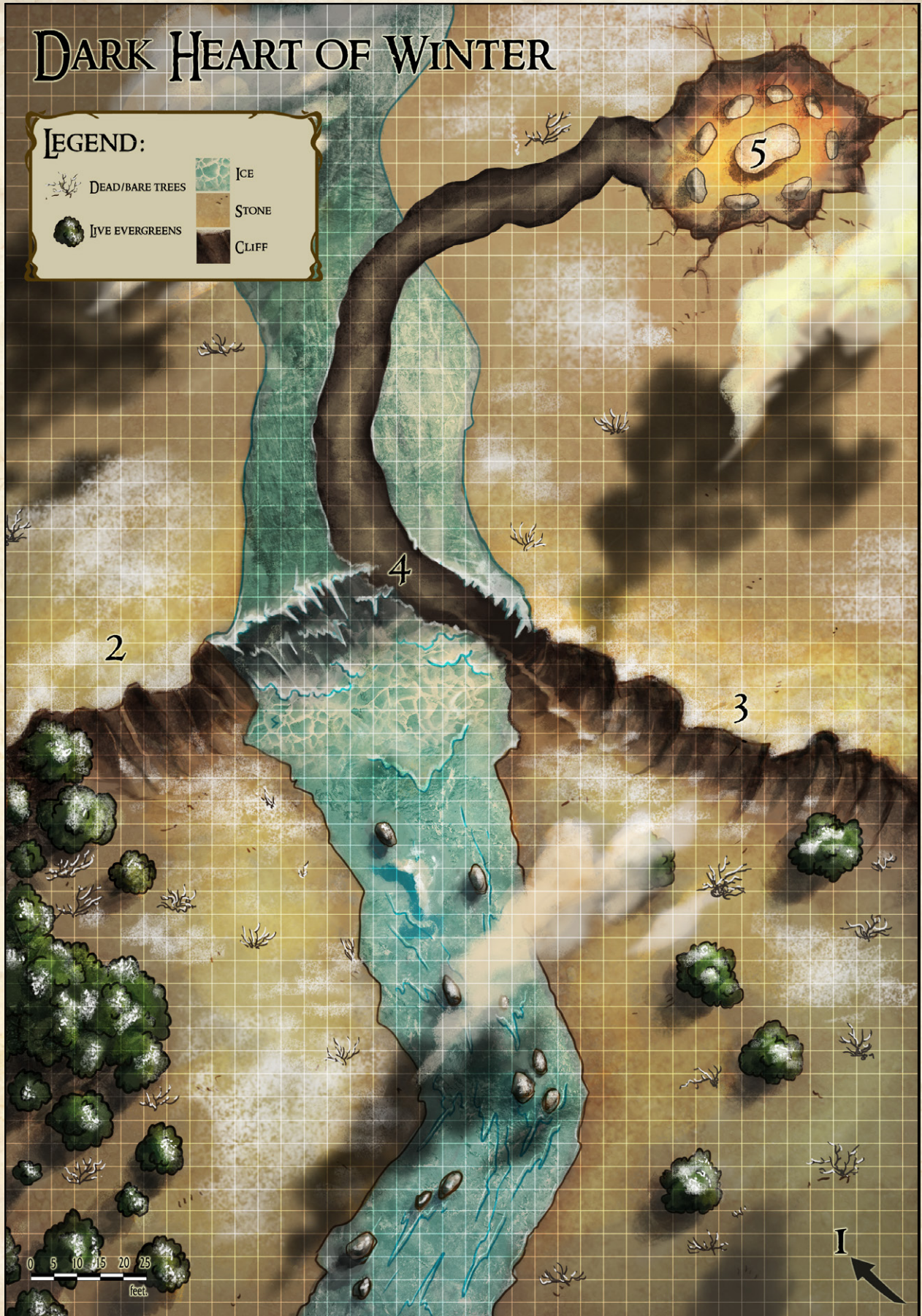
**Innate Spellcasting.** The cold rider's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the



# DARK HEART OF WINTER

## LEGEND:

-  DEAD/BARE TREES
-  LIVE EVERGREENS
-  ICE
-  STONE
-  CLIFF









following spells, requiring no material components:

At will: *fog cloud*, *pass without trace*, *ray of frost*

1/day each: *cone of cold*, *conjure elemental*, *freedom of movement*, *hideous laughter*, *ice storm*

**Augmented Summoning:** When casting *conjure elemental*, the elemental has maximum hit points.

**Brutal.** The cold rider deals an extra dice of damage to its attacks (included in its attacks).

**Ice Walking.** The cold rider and any creature it rides can move through icy difficult terrain without penalty. They may climb icy surfaces as if under the effects of the *spider climb* spell.

**Implements of Ice.** The cold rider wears chain mail armor and wields a +2 *glaive* both made of magical ice as hard as steel. When the cold rider dies, its armor and glaive melt into water in 1d6 rounds.

**Regeneration.** The cold rider regains 5 hit points at the start of its turn if it has at least 1 hit point.

**Susceptible to Shatter.** A *shatter* spell deals 3d6 points of damage to the cold rider (no save) and reduces its armor class by 2 for 1 minute.

## ACTIONS

**Multiattack.** The illglassir makes three attacks, two with its glaive and one with its antlers.

**Glaive.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 6) slashing damage and 16 (3d10) cold damage.

**Antlers.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage and 16 (3d10) cold damage.

**Gear** moonstone talisman (worth 350 gp)

## RIMEFROST GOAT

*Large beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 119 (14d10+42)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	3 (-4)	16 (+3)	11 (+0)

**Skills** Athletics +7

**Senses** passive Perception 13

**Languages** -

**Challenge** 4 (1,100 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 28 (4d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

## ACTIONS

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

### Saddle of the Harmonious Companion

*Wondrous Item, rare (requires attunement)*

Fashioned from deeply tanned leather, this elaborate saddle has several fastenings near the front pommel to secure your weapons. The saddle magically changes size and shape to fit any appropriate creature that could wear a saddle. When mounting, you can share one of the following spells or class abilities with the creature wearing the saddle: favored enemy, land's stride, natural explorer, *jump*, *longstrider*, *pass without trace*, *protection from energy*. You 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 you save that you can only share one favored enemy or favored terrain. If you dismount or otherwise leaves the saddle, the sharing immediately ends for the saddle's wearer.

## 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 chillwind 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

Female **unicorn**

**hp** 67

**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 electrum and bronze (worth 500 gp) lie on the floor nearby.

**Development:** The PCs earn a story award of 1,500 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. 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

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 one level of exhaustion.

**Hunting the Hunters:** Give both hunting groups one level of exhaustion.

**Ill met by moonlight:** Assume Raewyn has used up all her 4th level spells.

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

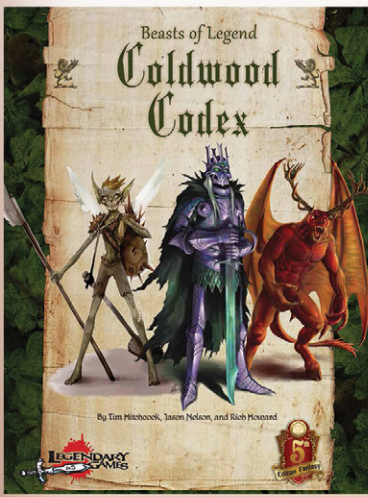
**Autumnal Dusk:** Remove one illglasir.

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



Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation! [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com)





Check out these 1st and 2nd level adventures from Legendary Games for all your 5E needs.

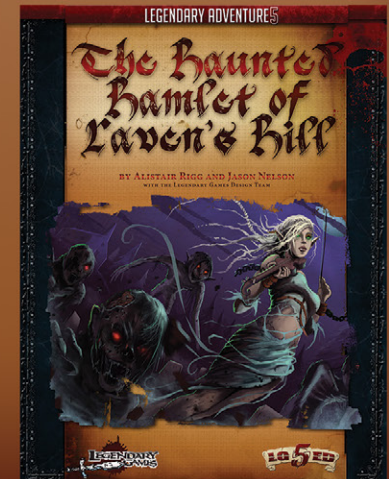
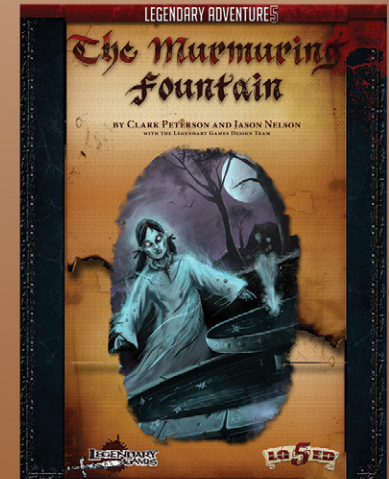
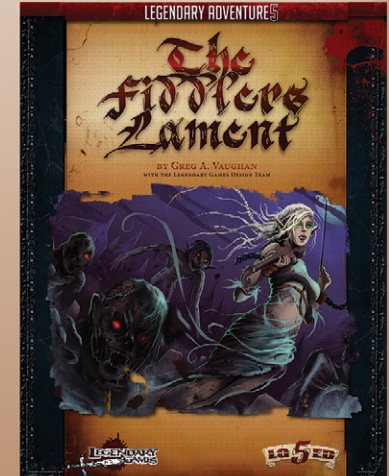
The Coldwood Codex is a fantastical bestiary of fey and undead!

Legendary Planet is an epic sword & planet adventure saga that takes you across the multiverse! Start with The Assimilation Strain and adventure on To Worlds Unknown.

Road to Destiny is a sandbox adventure that delivers clever combats, negotiation and investigation, a delightful mix of urban and wilderness adventure possibilities, and roleplaying possibilities aplenty.

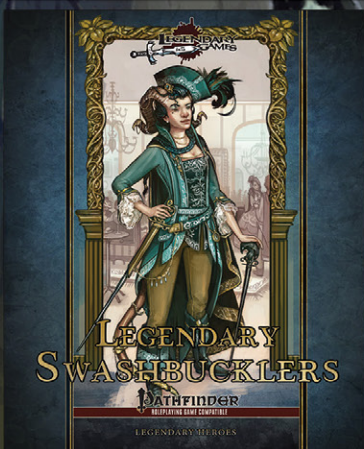
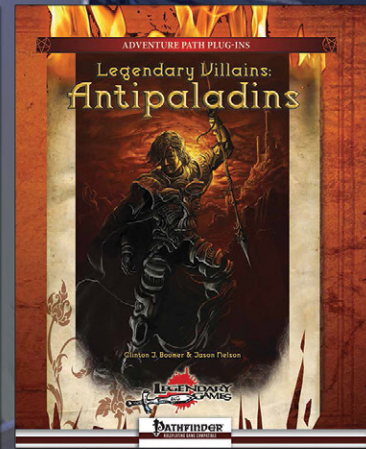
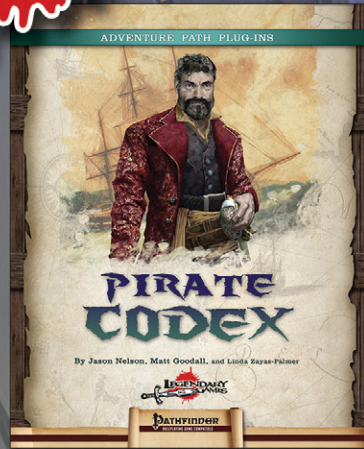
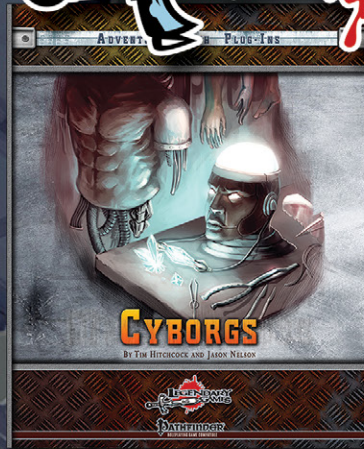
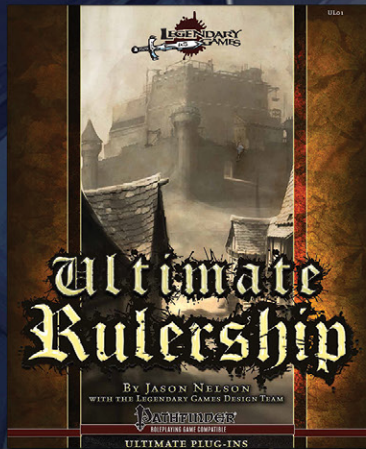
Or perhaps horror is where your game lies. These dark fantasy adventures can be played on their own or in combination as part of this horror-themed Adventure Path.

[www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com)





# LEGENDARY GAMES



LEGENDARY GAMES IS AN ALL-STAR TEAM OF AUTHORS AND DESIGNERS, COORDINATED BY AWARD-WINNING GAME DESIGNER JASON NELSON. WE PUBLISH SUPPORT MATERIALS FOR THE PATHFINDER ROLEPLAYING GAME AND 5TH EDITION, WITH A WIDE VARIETY OF PRODUCTS INCLUDING ADVENTURES; RULES EXPANSIONS FOR CORE GAME MECHANICS LIKE SPELLS, FEATS, AND MAGIC ITEMS; THEMED MONSTER BOOKS; CHARACTER CLASS OPTIONS FOR HEROES AND VILLAINS; BEGINNER/KID'S TRACK; AND AN ARRAY OF INNOVATIVE RULES SUBSYSTEMS AND CAMPAIGN SUPPLEMENTS FOR EVERY KIND OF CAMPAIGN. WHETHER YOU'RE RUNNING YOUR OWN HOME GAME, A ONE-SHOT FOR A CONVENTION, OR A PUBLISHED ADVENTURE PATH, YOU'LL FIND THAT LEGENDARY GAMES PRODUCTS ARE DESIGNED TO FIT SEAMLESSLY WITH A VARIETY OF ADVENTURE THEMES, AND IN MANY CASES TO FIT DIRECTLY WITH OFFICIAL PUBLISHED PRODUCTS BY THE SAME DESIGNERS WHO HELPED CREATE THEM

[WWW.MAKEYOURGAMELEGENDARY.COM](http://WWW.MAKEYOURGAMELEGENDARY.COM)





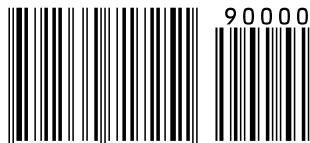
## Let the Hunt Begin!

Evil stirs in the depths of the Gnarled Forest. The heroes of the land, taming the wilderness and forging a legacy of their own, 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 him and his kind above all, but should the unicorns fall there will be none to stand against the raging *Horns of the Hunted*.

*Horns of the Hunted* is a 5th Edition adventure for 6th to 7th-level characters that brings the strange and heartless fury of the faerie realms to the doorstep of the heroes. This is not an adventure where the heroes can explore and pillage some crumbling ruin at their leisure. Here the adventure comes to them, and it explodes at a furious pace that demands they spring into action with boldness or get left behind. This fast-paced scenario demands versatile characters and creative thinking as the heroes pass must venture into the mysterious and magical realms of faerie. Grab this 28-page 5E adventure today and **Make Your Game Legendary!**



ISBN 978-1-5347-1725-1



9 781534 717251

ISBN-13: 978-1534717251

Price: \$12.99

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)

LGo3oKMo65E