

BEASTLANDS: THE WILD HUNT

MAPS: wilderness tiles, standing stones battle-map, grasslands battle-map

MINIS: 4 werewolves, 10 revenant cavalry, 100 wolves, 12 horses

BACKGROUND

Karadja seeks the *Rite of Wild Rebirth* as part of her plan to revive her love Sir Parsifal. She sent the werewolf Gwyrach, whose tribe she recruited from the Brokenstone Vale (Feywild), to “negotiate” with the Wild Hunt for the rite. Gwyrach and Ascalon were on opposing sides of a conflict between the Blood Moon and Dark Moon tribes when Karadja freed them and brought them into her fold. While Ascalon has strayed from the path, Gwyrach remains loyal despite his bestial tendencies. Arriving in the Beastlands, Gwyrach attacked a hunter’s camp, letting the innocents flee as bait. This way Gwyrach tracks the Wild Hunt. The Wild Hunt’s purpose on the Beastlands is to capture the elusive Nic’Epona as mounts during their mating season.

1. Ravaged hunter’s camp
2. Which way...?
3. Orienteering check & encounter table
4. Werewolves
5. Which way...?
6. Orienteering check & encounter table
7. The Wild Hunt

QUESTS

Major Quest (1,250 XP): Retrieve blood magic ritual for Karadja, or stop Gwyrach.

Minor Quest (250 XP): Free Gwyrach and his werewolves from animal court.

ARRIVING/LEAVING

- Portal from [Cranium Rat Warrens](#) leads to dank cave marked with druidic symbols leading up to standing stones. Using portal gives Arcane or Primal PC a vision of an old crone spinning thread who looks up with yellow eyes and says: “The hunter awakens.” Return gate key is a rat or someone polymorphed into a rat.
- Portal from elven butcher’s shop in Rethevar, Sigil, leads to a natural spring. Inner courtyard has goats and a well – the well is the portal, gate key is chewing cud. The return key is an animal product from a still living animal petitioner of Beastlands.
- [Yggdrasil](#) to [Ysgard](#), [Realm of the Norns](#), or Murkroot Trade Moot in [Murkendraw](#).
- Riding with the Wild Hunt to [Mystara](#) or elsewhere in the Feywild.
- River Oceanus to [Elysium](#).

#I. RAVAGED HUNTER’S CAMP

Werewolves demolished this hunter’s camp, the rest fled to the east. Tattered emblems of a misty castle overlooking a lake – Finn recognizes as Mystaran in origin. See treasure.

Arcana (trained) DC 25: detect traces of *phantom steed* ritual. **DC 30:** *astral projection*.

2. WHICH WAY...?

Tracks show the werewolves split into two groups. 5 headed south with a large pack of wolves, while 4 (led by alpha) headed north following the fleeing hunters.

Standing Stones in Hills (North): Overgrown druidic ritual site

Mountain Pass (East): ½ speed; Endurance DC 23 every 8 hours or -1 healing surge; 50% chance living storm;

River Otter Village (South): Hospitable river otters invite PCs to stay with them and appropriate PCs' gear for games. Can provide quick travel (+1 speed) via raft.

3. WILDERNESS ENCOUNTERS

Group orienteering check (DC 16), for each failure roll d10 on the encounters table, for each success roll on TERRAIN FEATURES (forest, mountain, hills, plains as appropriate).

Sleeplessness: Endurance DC 11/16/23 (per night) or grant combat advantage.

I. WARDEN WOLVES {XP 1,660}

Mistaking the PCs for hunters, **20 wolves** led by a **wolf warden beast**. If PCs refrain from lethal violence they can try to convince the wolves of their innocence, and if they win wolves' respect, remove wolves from encounter with werewolves.

Wolf Warden Beast	Level 6 Elite Skirmisher
Large natural beast	XP 500
HP 150; Bloodied 75	Initiative +9
AC 20; Fortitude 18; Reflex 18; Will 17	Perception +12, Low-Light Vision
Saving Throws +2; Action Points 1	Speed 8
Traits	
Combat Advantage	
The wolf warden beast gains combat advantage against a target that has any of the warden beast's allies adjacent to it. If the wolf warden beast has combat advantage, the target is also knocked prone on a hit.	
Aura of the Wolves • Aura 10	
Wolves remove all conditions affecting them at the start of their turn and deal +d6 damage.	
Standard Actions	
⬇ Bite • At-Will	
<i>Attack:</i> +11 vs. AC; <i>Hit:</i> 2d8 + 5 damage, or 3d8+10 damage against a prone target. .	
⬇ Overrun (reliable, charge attack) • Encounter	
<i>Attack:</i> +10 vs. Reflex	
<i>Hit:</i> 3d8 + 5 damage, knocked prone and restrained (save ends both, or escape DC 18)	
<i>Effect:</i> Shift 8 squares before this attack.	
Move Actions	
Sprint of the Beastlands • Recharge when first bloodied	
<i>Effect:</i> Shift 8 squares and any enemy ongoing zone or effect the warden beast contacts ends.	
Minor Actions	
Summon Wolf Horde • Daily	
<i>Effect:</i> Every wolf within 5 miles arrives within 5 minutes (on the Beastlands about 10d10 wolves).	
Opportunity Actions	
Snap at the Heels • At-Will	
<i>Effect:</i> Make an opportunity attack when an adjacent enemy rises from prone.	

2. WAITING FOR MASTER {XP 1,200}

A narrow trail through a ravine or along a cliff edge splits in two directions. One is blocked by a **dire bear**, a druid's companion animal who waits for his "master." The druid clearly abused the bear, sending it first into dungeons and using it as cover; however any suggestion of druid's misconduct sends bear into a rage. The entire area is etched with pictures or has little pinecone statues of the druid. PCs can back track and find a trail around via different hex. Once bloodied, bear can be convinced to move on by pointing out how long it has been waiting and perhaps its master has gone to a different heaven. The other is blocked by the **druid**, who has is tied to a post (which represents his human mortality) and asks to be punished for his sins against nature. If PCs refuse/ignore he flies into a rage. Once druid accepts his misconduct, he can shed his mortal form and become animal companion to the bear who once served him so faithfully. If PCs resolve the situation in a mutually beneficial way, they're blessed with +2 overland speed for rest of the day.

Dire Bear	Level 11 Elite Brute
Large natural beast	XP 1,200
HP 276; Bloodied 138	Initiative +8
AC 25; Fortitude 25; Reflex 22; Will 23	Perception +9
Saving Throws +2; Action Points 1	Speed 8
Standard Actions	
⬇ Claw • At-Will	
<i>Attack:</i> Reach 2; +16 vs. AC; <i>Hit:</i> 3d10 + 8 damage.	
⬇ Maul • At-Will	
<i>Effect:</i> Makes two claw attacks. If both hit the same target, the target is grabbed (escape DC 19).	
⬇ Ursine Crush • At-Will	
<i>Effect:</i> The cave bear deals 4d10 + 10 damage to a grabbed creature.	

Druid	Level 11 Elite Artillery
Medium natural humanoid	XP 1,200
HP 174; Bloodied 87	Initiative +10
AC 23; Fortitude 23; Reflex 24; Will 23	Perception +7, Low-Light Vision
Saving Throws +2; Action Points 1	Speed 7 (forest walk)
Standard Actions	
⬇ / ⚡ Earth Slam • At-Will	
<i>Attack:</i> Ranged 20 (two creatures); +16 vs. Fortitude; <i>Hit:</i> 3d6 + 10 damage.	
⚡ Lightning Storm • Recharge when first bloodied	
<i>Attack:</i> Area burst 1 within 20; +16 vs. Reflex	
<i>Hit:</i> 4d8 + 10 lightning damage and ongoing 10 thunder damage (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of the Hierophant's next turn. Any creature that ends its turn in the zone takes 10 lightning damage.	
⚡ Wall of Thorns • Recharge when first bloodied	
<i>Attack:</i> Area wall 8 within 10 (creatures in the wall); +16 vs. Reflex	
<i>Hit:</i> 1d10 + 10 damage and ongoing 5 damage (save ends).	
<i>Effect:</i> The wall creates a zone of difficult terrain up to 4 squares high that lasts until the end of the encounter. A creature entering or ending its turn in the zone takes 5 damage.	

3. SWANMAY'S SORROW [XP 900]

A lake with a small island cottage surrounded by waterfowl at the center. Anastia, a swanmay, weeps after having her swan shawl stolen by prime hunters, and in desperation attempts to charm a male PC into serving her. She relies on **2 songbird swarms** to deter rest of the PCs. Anastia is a 9th level ranger but won't attack PCs unless severely provoked. Instead, once a male PC draws close to console her, she clutches him fiercely (escape DC 15) and whisper words of a charm spell.

Attack (melee): +12 vs. Will; *Hit:* Filled with overwhelming protective love (save ends); *First failed save:* Geased to retrieve her shawl (minor quest). Each day that goes by without making a sincere effort, suffer -1 attack, saves, skills, and ability checks (this penalty never applies when in pursuit of the swanmay's quest).

Songbird Swarm	Level 6 Skirmisher
Medium natural beast (swarm)	XP 250
HP 34; Bloodied 17	Initiative +9
AC 20; Fortitude 17; Reflex 19; Will 18	Perception +5. Low-Light Vision
Resist half from melee and ranged attacks;	Speed 2, fly 8 (hover)
Vulnerability 5 against close and area attacks	
Traits	
Swarm Attack • Aura 1	
Any enemy that starts its turn within the aura takes 5 damage.	
Standard Actions	
⊕ Blinding Swarm • At-Will	
<i>Attack:</i> +11 vs. AC; <i>Hit:</i> 5 damage, and the target is blinded (save ends).	

4. REMAINS OF A NATURALIST [XP 700]

Iona, a signer naturalist, left a life of nobility behind to dream up new kinds of animals in her sketchbook. One day Iona vanished. She never lived to see her creations come to life. Her torn clothes and sketchbook can be found in a ruined cottage. The sketchbook contains drawings of a cross between a lion & a dragon, an eagle & a horse, and an owl & a bear (worth 100 gp if returned to Sign of One). A **liondrake** stalks nearby.

Liondrake	Level 12 Skirmisher
Large natural magical beast (mount, reptile)	XP 700
HP 60; Bloodied 30	Initiative +12
AC 25; Fortitude 25; Reflex 24; Will 23	Perception +14, Darkvision
Speed 7, fly 10 (clumsy)	Stealth +14
Standard Actions	
⊕ Claw • At-Will	
<i>Attack:</i> Reach 2; +17 vs. AC; <i>Hit:</i> 2d8 + 10	
↓ Battle Leap • At-Will	
<i>Effect:</i> The liondrake shifts 4 squares and makes two claw attacks.	
↩ Terrifying Roar (fear, thunder) • Recharge when first bloodied	
<i>Attack:</i> Close burst 5 (targets enemies); +13 vs. Fortitude	
<i>Hit:</i> 2d8 + 4 thunder damage, and the target is dazed (save ends).	
Other Powers	
Fierce Steed (mount, thunder) • while mounted by a friendly rider	
<i>Effect:</i> When it charge, the liondrake and its rider gain a +4 to defense against opportunity attacks.	

5. LIVING STORM {XP 600}

Elite blaster 7

Wind Attack: (all creatures) +12 vs. Fortitude; *Hit:* lifted 40 feet off the ground, then thrown 10 squares in random direction for 4d10 falling damage; *Countermeasures:* add 100 pounds weight, tie rope to each other, counter-magic, Acrobatics checks.

Lightning Attack: (all wielding or wearing metal) +12 vs. Reflex; *Hit:* 2d10+5 lightning and thunder damage and dazed (save ends); *Countermeasures:* seek cover, call animal guide, Nature DC 16 to protect one PC, Athletics DC 23 outrun the storm (+4 mounted),

6. HYENAS & THE DYING BAKU {400 XP}

10 hyenas torment a dying baku (wise elephant-like spirit) with bad jokes and occasional nips as they wait for it to die so they may feast on its corpse. Baku has collapsed from wounds inflicted by its brother, a ‘Dark One’, despairing that it lacks energy to complete journey to the resting place of all baku in the Outlands. If PCs violently chase off hyenas, they’ll come back later while PCs rest with a pack 40 strong. Hyenas will agree to a riddling contest – to the victor goes the baku. If a PC swears to deliver baku’s spirit to its ancestors they’re geased and gain the Wild Talent feat until competing minor quest.

R1 (yawn): *I herald the darkness which descends on all creatures; you will know my approach by moans and wracked features. I visit the hippo, hyena, and horse, but never go near snails or spiders of course. I would travel the world, leaping from one to the other, should all the world’s people ever clasp hands together. What am I?*

R2 (goose): *When my name is called children run screaming; if you think to find me then surely you’re dreaming. Down your spine I send pin-pricks, as if some chill, had sapped your strength and roasted your will. At night I come to take the name of your mother. They say what’s fair for one is fair for its brother. What am I?*

R3 (?)

Hyena	Level 5 Minion Skirmisher
Medium natural beast	XP 40
HP 6; Bloodied 3	Initiative +7
AC 19; Fortitude 17; Reflex 16; Will 15	Perception +9, Low-Light Vision
Speed 8	
Traits	
Harrier • Aura 1	
Any enemy in the aura grants combat advantage.	
Standard Actions	
⬇ Bite • At-Will	
<i>Attack:</i> +10 vs. AC; <i>Hit:</i> 6 damage.	
Triggered Actions	
Savage Response • At-Will	
<i>Trigger:</i> When an enemy attacks the hyena while flanking it.	
<i>Effect (Immediate Reaction):</i> Make a bite attack and shift 4 squares.	

7. WHITE STAG {XP 300}**7th Level Skill Challenge, complexity I (4 successes before 3 failures); DC 16**

A massive white stag with blazing eyes appears at the edge of the wood, filling good-aligned PCs with an urge to follow it before it bounds off. Each failure costs PCs 1 hex (5 miles) in a random direction; failing the challenge also costs PCs a healing surge. Success leads PCs to a clearing where all good-aligned PCs can reduce Urge by 1 stage, and an exemplary PC receives a divine vision as per *commune with nature* (3 questions). If PCs have wantonly killed or mistreated animals, they suffer bad weather and -2 defenses until they leave the Beastlands. If they've protected and helped animals, they instead enjoy great weather and all gain 5 temporary hit points.

8. CENTAURS & THE HUNTER {250 XP}

A tribe of 12 centaurs, most non-combatant with **2 centaur hunters, a centaur ravager**, led by a **centaur mystic**. They have captured one of the fleeing prime hunters and have tied the terrified man to a stake while they decide what to do. The despicable hunter, Pavel (**human dire beast hunter**, 16/38 HP) appeals to merciful young centaur Atrian to free him; Pavel plans to take Atrian hostage and ride him to "arrival point" where *astral projection* ritual ends. Arcana DC 28 realizes he's astrally projecting from Prime yet somehow is present in Outer Planes. Centaurs refuse to release Pavel to PCs, though Pavel will reveal info on werewolves (and Bargle) if PCs free him. If PCs ignore him, Pavel insinuates they're part of his hunting party to stir trouble between PCs and centaurs.

9. VERDANT GUILD RANGERS {XP 250}

A trio of rangers sworn to protect the Beastlands from the Wild Hunt suffer the effects of madness from close contact with the Hunt. Still, their leader Eolais futilely presses on. If PCs can't convince them to turn back or mitigate their madness, add **3 wild huntsmen** to Hunt, but if PCs force the issue they face **3 elf scouts**. Their knowledge reveals the Hunt is after Nic'Epona and basic info on spectral cavalcade.

10. LOST GHOST HORSE {XP 250}

One of the ghost horses of the Wild Hunt spooked and was separated from its rider. Nature/Religion (DC 20) to calm; success = can ride/lead; failure = *Screech Attack*: (burst 10) +12 vs. Will; *Hit*: aged 1d4 years; see spectral cavalcade.

#4. WEREWOLVES {XP 2,080}

- (a) Gwyrach, Werewolf Assassin, Werewolf Scout, Werewolf Runecaster, 10 wolves
 (b) Werewolf Assassin, 3 Werewolf Scouts, Werewolf Runecaster, 14 wolves

Half of Gwyrach's band of werewolves were consumed by their animal natures (b) and broke away from the mission. Gwyrach and his wolves (a), however, continued in pursuit of the hunters they set loose as bait for the Wild Hunt; gradually their darker impulses are emerging however.

Crescent-moon Werewolf Assassin	Level 6 Lurker
Large natural humanoid (shapechanger)	XP 250
HP 30; Bloodied 15	Initiative +11
AC 20; Fortitude 18; Reflex 18; Will 18	Perception +4, Low-Light Vision
Vulnerability 5 silver	Speed 8
Saves save vs. all at start of turn, negated by silver damage	Stealth +12
Traits	
Crescent-moon Spirit	
When bloodied, gains immediate saving throw against conditions for rest of encounter.	
Standard Actions	
⊕ Sickle (weapon) • At-Will	
<i>Attack:</i> +11 vs. AC (vs. Reflex with combat advantage); <i>Hit:</i> 2d6 + 5 damage (crit 4d6 + 10) and 5 ongoing poison damage and -5 Perception (save ends). Save or contract <i>moon frenzy</i> .	
Triggered Actions	
Elusive Target • At-Will (immediate interrupt)	
<i>Trigger:</i> When hit by a melee or ranged attack.	
<i>Effect:</i> Swaps positions with adjacent creature. Gains superior cover against triggering attack, and combat advantage against creature it swapped positions with until end of next turn.	

Crescent-moon Werewolf Scout	Level 6 Skirmisher
Large natural humanoid (shapechanger)	XP 250
HP 36; Bloodied 18	Initiative +8
AC 20; Fortitude 18; Reflex 18; Will 18	Perception +6, Low-Light Vision
Vulnerability 5 silver	Speed 8
Saves save vs. all at start of turn, negated by silver damage	Stealth +12
Traits	
Harrier	
When adjacent to an enemy, all allies get combat advantage against that enemy in melee.	
Crescent-moon Spirit	
When bloodied, gains immediate saving throw against conditions for rest of encounter.	
Standard Actions	
⊕ Sickle • At-Will	
<i>Attack:</i> +11 vs. AC; <i>Hit:</i> 2d6 + 5 damage (3d6 + 5 if two wolves/werewolves adjacent to enemy) and make a secondary attack against another target besides first. Save or contract <i>moon frenzy</i> .	

Wolf	Level 4 Skirmisher
Medium natural beast	XP 58
HP 6; Bloodied 3	Initiative +6, Speed 8
AC 18; Fortitude 17; Reflex 16; Will 16	Perception +9, Low-Light Vision
Standard Actions	
⊕ Bite • At-Will (gains combat advantage when enemy is adjacent to another wolf)	
<i>Attack:</i> +9 vs. AC; <i>Hit:</i> 1d6 + 5 damage, or 2d6 + 5 vs. prone target. Knock prone with CA.	

Moon Frenzy

Endurance Check	Stage 1	Stage 2	Stage 3	Stage 4
10- increase stage	-2 Will	When bloodied, make	When hit, make	Become a
11-14 no change		melee basic attack vs.	melee basic attack	werewolf
15+ decrease stage		adjacent ally	vs. adjacent ally	

Crescent-moon Werewolf Runecaster	Level 7 Controller (Leader)
Large natural humanoid (shapechanger)	XP 300
HP 40; Bloodied 20	Initiative +5
AC 20; Fortitude 18; Reflex 18; Will 18	Perception +12, Low-Light Vision
Vulnerability 5 silver	Speed 8
Saves save vs. all at start of turn, negated by silver damage	
Traits	
Crescent-moon Spirit	
When bloodied, gains immediate saving throw against conditions for rest of encounter.	
Standard Actions	
✂ Rune of the Hunted Mind (fear, psychic) • At-Will	
<i>Attack:</i> Ranged 10; +11 vs. Will; <i>Hit:</i> 2d6+5 psychic damage and dazed until end of next turn.	
↩ Rune of Thunder (thunder) • Encounter	
<i>Attack:</i> Close blast 3 (targets enemies); +11 vs. Fortitude	
<i>Hit:</i> 2d6 + 5 thunder damage, and push 2 squares.	
<i>Effect:</i> Slide allies in the blast 1 square.	
↩ Battle Chant • Recharge when first bloodied	
<i>Effect:</i> Close burst 5; two allies shift 5 squares and make a melee basic attack as a free action.	
Triggered Actions	
Rune of Escape • Encounter when first bloodied	
<i>Effect (Immediate Reaction):</i> Become invisible and shift 2 squares.	

Gwyrach, Blood-moon Werewolf Lord	Level 8 Elite Brute (Leader)
Large natural humanoid (shapechanger)	XP 700
HP 178; Bloodied 89	Initiative +7
AC 20; Fortitude 22; Reflex 18; Will 18	Perception +6, Low-Light Vision
Vulnerability 5 silver	Speed 8
Saves +2, save vs. all at start of turn, negated by silver damage	Skills +12
Action Points 1	
Traits	
Blood Moon • Aura 5	
The werewolf lord and any ally within the aura gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied targets.	
Standard Actions	
⚔ Great Axe & Bite (weapon, disease) • At-Will	
<i>Attack:</i> +13 vs. AC; <i>Hit:</i> 3d8 + 6 damage (crit 4d8+12), and make secondary bite attack.	
<i>Attack:</i> +11 vs. AC; <i>Hit:</i> 2d8 + 6 damage and contract <i>moon frenzy</i> .	
↓ Speed of the Wolf • Recharge when first bloodied	
<i>Effect:</i> Shift 8 squares and makes a bite attack, knocking prone on a hit.	
Triggered Actions	
↩ Savage Howl • Encounter	
<i>Trigger:</i> When first bloodied.	
<i>Effect:</i> Close burst 10; Allies shake off all conditions and each ally makes a basic melee attack.	

5. WHICH WAY...?

(a)

(b)

(c)

6. WILDERNESS ENCOUNTERS

Same as #3.

7. THE WILD HUNT [XP 3,900]

10 wild huntsmen, spectral cavalcade hazard, before the horned lord skill challenge.

Whirling about a panicked herd of Nic'Epona, riders and hounds of the Wild Hunt harass the stallions guarding them, whittling down their resolve.

If PCs manage to defeat all 10 huntsmen, they open up enough of a window for the Nic'Epona to make a break and planeshift to Tir na Og in the Outlands (along with the PCs?). Indebted to the PCs, the Nic'Epona agree to take them anywhere in multiverse, and to be called upon once more in the future to facilitate the PCs' planar travel.

Wild Huntsman	Level 7 Skirmisher
Large fey humanoid	XP 300
HP 40; Bloodied 20	Initiative +11
AC 21; Fortitude 19; Reflex 19; Will 19	Perception +9, Darkvision
Speed 10, overland flight 10 (mounted)	Skills +11
Traits	
Aura of Wild Terror (fear) • Aura 3	
When an enemy ends its turn in the aura, it either takes 5 psychic damage or slides 3 squares away from the huntsman (enemy's choice).	
Drag Off	
When the huntsman moves, it pulls any creature grabbed by it. The creature remains grabbed, and the huntsman does not provoke an opportunity attack from the grabbed creature.	
Standard Actions	
⚔ Spear • At-Will	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d6 + 8 damage. +d6 damage and grabbed on a charge (escape DC 19).	
<i>Effect:</i> On a charge the huntsman may continue its movement thru target's square.	
🏹 Javelin • At-Will	
<i>Attack:</i> (Range 12) +12 vs. AC	
<i>Hit:</i> 2d6 + 8 damage and slowed until end of hunstman's next turn.	
Move Actions	
Sacrifice to the Hunt • Recharge when no enemy is grabbed	
<i>Effect:</i> Fly up to 10 squares with a grabbed creature and if ending adjacent to the spectral cavalcade , toss them into it. While within the cavalcade, the creature is removed from play and engages the hazard in order to escape.	

Nic'Epona	Level 7 Skirmisher
Large immortal magical beast	XP 300
HP 40; Bloodied 20	Initiative +8
AC 21; Fortitude 19; Reflex 19; Will 19	Perception +11, Low-Light Vision
Immune charm	Speed 10
Standard Actions	
⊕ Hoof Attack • At-Will	
<i>Attack: +12 vs. AC; Hit: 2d8 + 5 damage.</i>	
Move Actions	
Planeshift (teleportation) • At-Will	
<i>Effect: Move at least 2 squares and at most 10, at the end of which the Nic'Epona shifts to an Outer Planar realm she has seen before. She may choose to take a rider with her.</i>	
Stampede • At-Will	
<i>Requirements: Must be in a herd of 10+ Nic'Epona, attack made as a group.</i>	
<i>Attack: +10 vs. Reflex; Shift 10 squares in along with other Nic'Epona, during which she may enter squares of Medium-sized creatures. The Nic'Epona makes the following attack against any creature whose square she enters:</i>	
<i>Hit: 4d8 + 10 damage and knocked prone; Miss: Half damage.</i>	
Minor Actions	
Fleeting Causeway (mount) • Recharge 1 hour	
<i>Effect: For the next encounter (5 minutes), the Nic'Epona can run across water, up the side of buildings, on top of clouds, etc. A rider cannot benefit unless they have Mounted Combat.</i>	
Triggered Actions	
↓ Powerful Hind Leg Kick • At-Will (Opportunity Attack)	
<i>Trigger: When a flanking enemy attacks the Nic'Epona.</i>	
<i>Attack +12 vs. AC; Hit: 2d8 + 5 damage, push 1 square, and knock prone.</i>	

SPECTRAL CAVALCADE

7th level elite hazard

A mass of wraith-like huntsmen crash through the stormy sky above astride skeletal steeds sweating hell for leather. A sinister pallor lighting them from below, the huntsmen move in disjointed slow-motion, as if out of phase with the world. Bone-rattling screeches presage a low horn sounded by Cerunnos, the dread Horned Lord, riding at the heart of the hunt.

Size: The spectral cavalcade occupies roughly an 11 x 17 area, 50' off the ground.

Initiative: On an initiative count of 10 the cavalcade can move up to 10 squares, and may reconfigure its dimensions.

Immediate Effect: When a PC enters the cavalcade (either abducted by a huntsman or voluntarily), they are effectively removed from play. All sustained powers, stances, marks, curses, and all other ongoing effects created by the PC immediately end. Likewise, any ongoing conditions on the PC end. Afflicted with *Mark of the Wild Hunt*.

Time Dilation: Every round within the spectral cavalcade is roughly equivalent to 3 rounds in normal time; PCs within the cavalcade observe everything outside happening in a chaotic blur. If a PC is unable to escape this time dilation effect by the end of the encounter, they're abducted by the Wild Hunt and cursed to ride among that

unhallowed host, reappearing 6d12 months later with hazy memories.

Ongoing Effect: Either (a) draw a madness / terror card from the DESPAIR DECK, or (b) Lose the use of a self-healing power (if none left, then must draw a card).

Escaping (skill checks DC 16)

- ◆ *Appeasing the Hunt:* The Hunt is appeased with strong drink & warrior tales (Diplomacy / Intimidate), blood sacrifice (Arcana), feats of prowess (Acrobatics/Athletics/Endurance), or directions to rare game like elder elk or unicorns (Nature). Such things avoid the ongoing effect one round. The PC spends a healing surge and makes a check to escape, but on failure they can no longer appease the Hunt.
- ◆ *Fleeing the Hunt:* The PC reappears prone in any square below the cavalcade, pursued by **1d4 wild huntsmen** which materialize 10 squares from the PC.
- ◆ *Joining the Hunt:* The PC swears their soul to the Hunt. Stage 1 of *Mark of the Wild Hunt* becomes permanent for them, must ride with Hunt every 7 years, and cannot be raised from the dead – their soul instead joins the Wild Hunt.
- ◆ *Requesting an Audience:* By invoking the name of Cerunnos (Arcana), the PC is solemnly led to meet the Horned Lord (see skill challenge).
- ◆ *Signaling Pursuit:* Via Bluff, the PC manipulates the huntsmen into pursuing an ally of the PC's choice – they focus fire on that ally until taken into the spectral cavalcade. If that PC is considered a "lower value target" (e.g. fewer HP) than escaped PC, the dissatisfied huntsmen then focus on the escaped PC and will haunt them in the future.
- ◆ *Stealing a Ghost Horse:* Make Endurance / Nature / Religion check until successful, each time losing a healing surge and aging 1 year. If reduced to 0 surges, become hostile **wraith** until healed with magic (or radiant damage) and haunted by ghost horse. The PC can opt to leap from the saddle after first failed check, taking 5d10 falling damage.

BEFORE THE HORNED LORD

7th Level Skill Challenge, complexity I (4 successes before 3 failures); DC 16

Cerunnos the Horned Lord must be convinced to share the *rite of wild rebirth* with the PCs. He accepts promises to fulfill quests as auto-success – these are magically binding.

Success: Cerunnos relinquishes the blood magic ritual to PCs.

1st Failure: Cerunnos menaces the PCs, attempting to goad them into fight or flight.

Attack: +12 vs. Will; *Hit:* draw a madness / fear card from the DESPAIR DECK.

2nd Failure: Cerunnos attempts to trick the PCs that decades may have gone by while they've been among the Hunt, warning that if they leave they could turn to dust.

3rd Failure: Cerunnos demands a soul be sworn to the Hunt in exchange for the ritual.

Note on Fleeing the Hunt: Group orienteering check (DC 23) or pursued into another plane (d4): (1) Prime – Mystara, (2) Feywild, (3) Outlands – Tir Na Og, (4) Ysgard.

HAZARDS

“THE URGE”: PRIMAL CHANGES

Travelers to the Beastlands are filled with the instinctive vitality of totem animals. While this can manifest as minor physical transformations, “the Urge” also leads to behavioral changes. PCs particularly connected to animals/primal power can tap into these instincts to gain +5 initiative or Stealth (predator) or +5 speed or Perception (prey).

Actions strengthening the Urge: Extended rest in the Beastlands. Killing animal-petitioners of the Beastlands. Tapping into animal instincts.

Actions diminishing the Urge: Leaving Beastlands. The Sign of One. Resist “the Urge” with a Save modified by Wisdom (+2 Lawful, -2 Chaotic).

	Effect
Stage 1: Instinctive	
Stage 2: ?	
Stage 3: Gone Wild	Abandon all gear and trappings of civilization, return to a “natural state” of existence. May be hard to convince to leave. Role-play.

MARK OF THE WILD HUNT (9th LEVEL CURSE)

At night you dream of the Wild Hunt. Pounding hooves, screeching phantoms, and heaving breath. Some nights you are prey, other nights you join the hunters. You wake with silent screams when the horned master of the hunt reaches for you.

Stage 1: Draw a madness / fear card from the DESPAIR DECK, 25% no benefit of sleep.

Stage 2: Draw a madness / fear card from the DESPAIR DECK, 50% no benefit of sleep.

Stage 3: Compelled to join the Hunt for 6d12 months, with hazy memories.

Check: After each extended rest, target makes Insight check. (11- worsen) (12-16 no change) (17+ improve)

KNOWLEDGE CHECKS: THE WILD HUNT

Arcana DC 11: During autumn and winter, a group of huntsmen ride across stormy skies, terrorizing villages and abducting people. Sometimes abductees reappear years later, not having aged, yet only having hazy memories of what occurred.

Arcana DC 16: There are many myths about the Hunt. Wicked fey knights hunting game and maidens across worlds? Firbolgs sent by a powerful force in search of something...or someone? Damned souls cursed to ride for eternity? However, all myths agree the hunt is an omen of war, plague, and death, riding forth every 7 years en masse to torment the worlds of men.

Arcana DC 23: Always accompanied by a spectral cavalcade, the Wild Hunt’s riders seek to carry off prey. Because the Wild Hunt exists in multiple planes simultaneously, this cavalcade is disorienting for mortals. They are led by an archfey, Cerunnos the Horned Lord.

TREASURE (6,8)

Major Quest: *Rite of wild rebirth* 10, Choice of totems (10th level, e.g. *bloodhunter totem, dire totem, totem of nature’s balm*) **Minor Quest:** *hunter’s headband* (7th level)

Exploration (hunter’s camp): Gilded antler fertility idol (250 gp), displacer beast trophy (250 gp), masterwork hunter’s kit (250 gp, provides +3 forage instead of +2)