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## UNICORNS GLADE

**U**nicorns Glade is a forest role playing encounter for four to five characters with an average party level (APL) of 3rd level. The characters discover a sacred grove and its dying guardian. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

A grove of dense oak trees surrounds a tranquil stone pool. In its centre, a white horse with a patchy mane and a single twisted horn lays surrounded by beautiful butterflies that cover the water's surfaces in numerous colours.

### INTERACTION: DYING UNICORN

In this scenario, the characters encounter a wounded unicorn who is dying from an arrow wound. The unicorn's name is Valburon, and she has been the caretaker of this glade for over 1000 years. She was wounded by a poisoned arrow by hunters after her horn, and while weak, she is not powerless and still able to defend herself.

#### VALBURON

Her white mane has thinned, and her coat is mottled, her muzzle is grey, and her horn has lost its lustre. Valburon is a proud unicorn and has been diligent in her duties to protecting this glade and all things good within it.



VALBURON

CR5  
1,800XP

## FOREST INTERACTION

### ROLE PLAYING VALBURON

**Mannerism.** My sight is not good as it used to be, so I tend to squint.

**Flaw.** In my old age, I've become suspicious of strangers.

**Desire.** I am not able to heal myself; I need help.

A weak voice echoes in your mind and says, "Have my pursuers come to finish the job! Very well, come I am not powerless."

### CHALLENGE: SUSPICIONS

Valburon will assume that the characters are the hunters that wounded her in the first place. Her eyesight has been diminished by age, and the poison has made her physically weak. A character can identify the poison as Midnight Tears with a **DC 17 Wisdom (Medicine) check**, and casting *protection from poison* or similar effect will cure Valburon of the poison. A character can make a **Wisdom (Insight) check** to learn one or more of Valburon's personality traits.

### DEVELOPMENTS

**Helping the Unicorn.** Before a character can attempt to help the unicorn, they will need to first convince Valburon they mean her no harm. Else she will attack if they get too close.

**Unicorns horn.** A unicorn's horn is a valuable spell component and can be worth upward of 5,000 gold pieces to the right buyer.

3RD  
LEVEL

PATREON

INSTANT  
ENCOUNTERS