

LEGENDARY BEGINNINGS



Into the Feyweald



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BY PARIS CRENSHAW

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Welcome to Legendary Beginnings

This supplement is the first adventure in a series of family-friendly supplements from Legendary Games for 5th Edition! These can be played with the standard 5E rules or with the simplified rules in the starter set. The themes and style of these adventures are suitable for all ages, though they've been crafted with a particular eye toward younger gamers and those who are relatively new to tabletop roleplaying. Each one is packed with action, adventure, and danger, with opportunities to work as a team whether you're straight-up fighting the bad guys or finding more creative solutions to the challenges those villains put in your path.

Roleplaying is a fantastic hobby, and whether the people sitting down at your table are your own kids, neighbors, youth groups, scout troops, or just friends who've never sat down to roll the dice before. This product line gives you the material to create a fun-filled experience that sidesteps the more mature subject matter sometimes found in roleplaying products but without sacrificing the fun and excitement. Anytime you sit down with one of these adventures, you and your group are sure to have a **Legendary Beginning!**

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson, Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, 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!

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What You Will Find Inside Into the Feyweald

Into the Feyweald takes your heroes into a world of adventure in the realms of faerie! Guests at the fairiy queen Pryozha's celebration feast, the festivities are interrupted by the creepy, crawly spider-riders serving the wicked witches of the woods! You must take up the quest to find the hidden grove where Yaldira the witch works her dark magic, turning the forest sickly and rotten, battling her evil minions that menace the creatures of the wood. There, in the dark pits of her lair, you must stop her from awakening her cruel queen from her crystal tomb and save the woodland realm! This 1st-level adventure, suitable for a standard Pathfinder game or one using the boxed set for beginners.

The **Legendary Beginnings** series from Legendary Games is designed to creating exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



Into the Feyweald

Into the Feyweald is an adventure designed for newer players and Game Masters compatible with the 5th Edition. It is written for a party of four to six 1st-level characters. By the end of the adventure, the PCs will gain enough experience points and treasure to advance to 2nd level.

Into the Feyweald is intended to be a kid-friendly adventure that features a straight-forward plot and basic themes of “fighting the bad guys” and “doing good.” While the rules do provide lots of options for combat, the adventure also presents encounters that require social and thinking skills. Additionally, the adventure avoids “adult themes” and story elements that are too scary or gruesome. Ultimately, it’s up to the grown-ups in a younger player’s life to determine what parts of a story are too much, but *Into the Feyweald* should be safe for most kids who are old enough to understand the rules of 5th Edition.

Additionally, the adventure is written with a simplified version of the rules in mind. Stat blocks are slightly modified to present only the most important information and different options are presented for some of the rules. You can still use the full 5E Rules with this adventure, as well, if you and your players are ready for more complexity in your game.


This adventure was originally featured as part of a Dad-n-Daughter RPG Day event for Sunny Trails Girl Scout Troop 6376 in Chula Vista, California. *Into the Feyweald* is set in the kingdom of Threll in Paris Crenshaw’s *Terrallien* campaign setting. All setting material in this adventure is used with permission.

ADVENTURE BACKGROUND

Something terrible is happening in the Feyweald. The forest nestled on the finger of land between Northrunner Sound and Pegasus Bay was once a place where the spirits of nature could live apart from Threllish civilization. But the forest is slowly changing. A sickness grows at its heart, cause by dark energy flowing from a world in another plane of existence from Aeva. Although the Feyweald’s queen doesn’t know its source, she realizes this evil influence is corrupting both the land and her people.

The creatures of the Fey Realms have jealously guarded the Feyweald from the mortals of Threll since before the founding of the kingdom. Now, the nymph Queen Pryozha needs Threll’s help dealing with this terrible threat. Since mortals are not yet affected by the corrupting force, Pryozha turned to King Ambrose I of Threll, offering an alliance in return for his aid.

King Ambrose, however, is unsure of what danger faces the Feyweald. He doesn’t completely trust Queen Pryozha’s suggestion of an alliance, so he decides to send new members of the Zekerian Order, the elite group of heroes loyal to the people of Threll, to determine what is going on and help the queen, if they can. If the heroes can stop the problem, he could form an alliance with Queen Pryozha and perhaps convince the druids of the Great Northern Wood to accept Threllish settlers in their lands. If the Zekerians fail, then he might have the opportunity to send stronger forces to finish the job. Unfortunately, the king doesn’t know he is taking a dangerous bet. The danger facing the Feyweald is very real and could be much greater than the king suspects.



Across the multiverse, in another realm, an evil creature known as Bayaga the Witch Queen is trapped in a magical prison. Defeated by two sisters who possess great magical power in their world, Bayaga was punished for her cruelty and imprisoned at the heart of a massive green crystal in the depths of the very mountain from which she had ruthlessly ruled over the land. Although the powerful magic binding her prevents her from exerting influence in her home world, Bayaga discovered that she can extend her consciousness to other worlds. Each facet of the crystal became a doorway through which she could project her power, and at least one door opens on Aeva.

By focusing her powerful mind on this world, Bayaga began to manifest her crystal prison there. As the crystal grew, so did her influence over the surrounding land. Her power attracted the attention of mites who lived in the caves around the crystal. Bayaga enthralled them and made them care for the crystal as it grew. They dug out their caves and created a cavern where it could continue to grow. Eventually, her power began to corrupt the land and its faerie and animal inhabitants—those creatures most closely associated with nature.

The area around the cavern warps and twists the fey, turning them into unseelie creatures. The local fey began calling the forest near the cavern “The Lost Grove.” This area of corruption grows a little larger each day. If left unchecked, Bayaga’s reach will cover Threll. She might even gain the ability to affect mortals, as well. Eventually, the crystal will become a duplicate of Bayaga’s original prison and she will be able to transfer her body into this new crystal, from which her minions on Aeva could free her.

Unfortunately for Bayaga, her influence on the Feyweald is drawing attention. The corrupted forest and sudden surge of evil fey in the area are impossible for Pryozha to ignore. She can’t send her own subjects to fight off the incursion, but she can get help from nearby and hopefully end the threat before it gets worse.

ADVENTURE SUMMARY

The adventure begins as the heroes arrive on the shores of Northrunner Sound. They are there to meet with Queen Pryozha and her two advisors. The PCs must present gifts from King Ambrose and find out what help she needs. After navigating a challenging diplomatic problem relating to the gifts, the heroes become the guests of honor at a grand, moonlight feast. During the feast, an army of mites attacks the revelers. The heroes help defend the queen’s subjects and drive off or kill the enemy, earning the Queen’s favor, even if they failed to impress her with their diplomacy skills.

Desperate to find out what would make the mites so bold and turn so many other fey toward evil, Pryozha asks the PCs to follow the attackers’ trail into the woods. Along the way, they meet a resident of the forest beset by evil fey. In saving the poor creature, the heroes can get help finding the path to the Lost Grove. Following the trail, the party finds the entrance to the cave that holds Bayaga’s crystal. They must overcome the cave’s guards, then fight Bayaga’s Aevan champion and a few other minions before they can destroy the crystal and remove her influence from the Feyweald.

If they succeed, the PCs will help forge an alliance between Threll and the fey folk of these woods. If they fail, stronger heroes must arrive to keep Bayaga from getting loose, taking over the Feyweald, and threatening the peaceful people of Threll.

STARTING THE ADVENTURE

When all the players have their character sheets, are gathered around the gaming table and are ready to begin, read the following out aloud:

You clamber out of the longboat that brought you from your ship to this thin stretch of beach on the shores of Northrunner Sound. Spring is almost over and the days of summer will soon be in their fullest. For now, a cool breeze blows across the sound, and the sky is decorated with soft clouds.

You think back to last night's meeting with King Ambrose I. Even though you only recently attained the rank of Knight in the Zekerian Order, you were called to the throne room to meet with the king and directed to go to the Feyweald. The Feyweald's queen, a nymph named Pryozha, requested Threll's help with a problem that her own subjects could not solve. If the king's agents succeed, Queen Pryozha has promised to discuss a treaty with Threll and allow small numbers of Threllish visitors to the forest to gather special herbs, gain information from certain faeries, and just enjoy the beauty of the Feyweald without fear of being attacked by jealous nature spirits. It would be a big step in improving relations with the fey, and might lead to opening up the lands north of Threll for expansion of this growing kingdom. Even though you are a group of junior knights, you have an important mission.

Sailors from your ship drag your packs out of the boat then scramble to lift a beautiful, decorated wooden chest. They carry it past the beach and set it in the grass nearby. The ship's captain told you the chest holds gifts for the faerie queen and her two advisors. He gave you directions from the king to open the chest and present the gifts when you meet with Queen Pryozha in her Verdant Court. He also said that instructions inside the chest will tell you who is to receive what gift.

Once the PCs have gathered their belongings, ask them to make a DC 15 **Wisdom (Perception)** check. Succeeding allows a character to see a group of figures standing in the shadows of the forest about 90 feet away. A result of 20 or higher on the check reveals that the figures are about the size of humans with the upper torsos, arms, and heads of men, but with goat-like legs, and curling horns on their heads.

Once they see the creatures, characters can make DC 11 **Intelligence (Nature)** checks to identify them. A success identifies them as fauns, and surpassing a DC 14 reveals that their leader is actually a satyr. The two types of creatures look similar, but dislike being mistaken for one another.

The satyr and his faun soldiers emerge from the trees once they are certain that the PCs are the people he is expecting. The fey approach the PCs, and the satyr introduces himself as Clodeck, Captain of the Queen's Guard. Clodeck and his soldiers escort the party into the forest where they soon find Queen Pryozha's Verdant Court.

THE ZEKERIAN ORDER

This adventure presumes that the characters start off as members of the Zekerian Order, also known as the Order of the Shooting Star. You can use this premise to explain why the PCs are initially working together and to encourage the players to focus their choices on doing good things during the adventure.

Founded just over 300 years ago, the Zekerian Order has grown as the kingdom of Threll has developed. Members of the Order are known as Knights, but do not gain their status from the king or queen. Instead, they are trained and empowered by the Order's leadership, whose purpose is to protect and aid the people of Threll. They are loyal to the Crown only as long as the Crown serves the needs of the people. There have been many times in the past centuries when the two have disagreed on how best to serve Threll, but currently, the Order is on good terms with King Ambrose I and his court.

If your players decide not to be members of the Zekerian Order in your game, you can still have King Ambrose I give the PCs their mission in the Feyweald. He grants each of the PCs a *Zekerian amulet* as a sign of how important he and the Order believe this mission to be and allows them to keep the items if they succeed.

ZEKERIAN AMULET

Wondrous item, rare (requires attunement)

This silver amulet is crafted in the shape of a shield and emblazoned with the image of a shooting star crossing a night sky. Once per day, as a bonus action, you can draw power from the amulet to heal 1d8+1 points of damage, as though you had received a *cure wounds* spell.

Alternatively, if you would be reduced to 0 hit points and have not yet used the amulet that day, the magic activates automatically. If the healing is enough to restore you to 1 or more hit points, you remain conscious, do not fall prone, and can otherwise act normally on your next turn.

PART ONE: A MEETING, A TEST, AND A QUEST

The party meets with Queen Pryozha and her two advisors. The PCs must present the gifts from King Ambrose I. Unfortunately, the mischievous sprites in the queen's court make that task a bit more challenging. Once they complete the formalities, the queen invites the heroes to feast with her before setting out on their quest the next day. During the feast, Bayaga's minions attack. The PCs must fend off some of the attackers while the queen's guard deals with others. Fortunately for the PCs, the attack also provides them with a trail to follow.

1A. MEETING WITH THE QUEEN AND THE FEAST OF ALLIANCE

Begin this encounter by paraphrasing or reading aloud:

Clodeck and his soldiers lead the way into the forest, and you step into a place that almost no other person from Threll has ever seen. You have been in forests before, but all of those places have known the feet of travelers and the woodcutter's axe.

Here, the ground beneath your feet is marked only by the passing of animals and the hoofed prints of your escort. The trees are very, very old. Their thick trunks support long branches that reach high into the air, covering the sky above you with a rich, green canopy. The sun shining through the leaves creates the impression of brilliant, uncarved emerald. You breathe in the smell of damp earth and think of living, growing things. The whole forest seems brimming with life energy, and you understand why the nature spirits have fought so hard to protect this place.

If Clodeck is following a trail, it is difficult for you to see among the rich undergrowth. Unable to see the sun above, you have no idea how long you travel, but at last, the forest gives way to a clearing. At the opposite end, a wide, flat stone rests on the ground. Clodeck leads you across the open ground toward the stone.

As you approach, flocks of birds resting in the trees around you begin to sing, as though announcing your presence. Then, the sunlight shining into the clearing seems to gather itself into a ball hovering just above the stone. There is a sudden flash, and your eyes automatically shut in response to the bright light. When you open them, a fantastically beautiful woman stands atop the stone, with two smaller figures standing beside her. She smiles regally, and looks at each of you in turn.

“Greetings, Emissaries. I am Pryozha, Queen of the Feyweald.”

You know that Pryozha is a nymph, which of course means that she is a creature of incredible beauty, but you were not prepared for the vision before you. The queen has long, dark hair that falls down her back in a shimmering cascade. Her dark skin is as smooth as polished marble. Her hazel eyes are piercing, as though she can see directly into your soul. She wears a dress made from several layers of a fine, almost misty fabric that billows softly in the light breeze blowing through the glade. Her feet are bare, and though it may be a trick of the light, they appear to hover just a fraction of an inch above the ground.

Pryozha allows the PCs to respond, then introduces her advisors.

To the queen’s right is Briarbay, a squat, wrinkled faerie creature who looks like a plump old man wearing leather breeches, black boots, and a white shirt beneath a brown coat that hangs down to the ground. Atop his head rests a wide-brimmed hat, and a long, clay pipe protrudes from his closed mouth.





Briarbay wears a very serious expression, but PCs making a DC 11 **Wisdom (Insight)** check can sense an air of mischief about the little man. Those who succeed on a DC 12 **Intelligence (Nature)** check recognize Briarbay as a leprechaun and will know that these creatures love to use their magical abilities to play pranks on others, especially with elaborate illusions. Their love of a good prank far surpasses their love of gold.

To the queen's left stands Starsage, rising only to the height of Pryozha's knee. She has a wide, extremely expressive face, currently adorned with

a massive grin and extremely large eyes. Starsage is dressed in what appear to be simple robes made from spun fibers, probably cotton. Around her waist, she wears a black leather belt from which hangs a silver ring that has several crystal pendants hanging from it. The pendants jingle slightly when she moves.

PCs succeeding on a DC 12 **Intelligence (Nature)** check know that Starsage is a brownie. Brownies are tiny fey creatures, known to many as helpful spirits who often do chores for mortals in exchange for offerings of fruit, sweets, or especially dishes of milk.

The pendants on Starsage's belt are actually magical keys to various places of importance to the fey. They play no role in this adventure, but you might use them in a future adventure.

After the initial introductions are complete, the PCs must present the gifts from King Ambrose I. Two fauns bring forward the chest holding the presents and set it between the stone dais and the PCs. Unfortunately, the presence of the chest has captured the interest of a huge group of sprites who have been hovering just beyond the tree line. As the chest is opened, the sprites rush in and swarm around it.

Suddenly, a cloud of brightly glowing, miniscule humanoids fills the air. The sprites zip about on gossamer wings, crowding in front of you to see what is in the chest while laughing and chattering to each other in their high-pitched voices. It's difficult to see with so many of them in the way.

PCs must succeed on a DC 15 **Wisdom (Perception)** check to see that there are labels next to each of the items in the chest. Those who do succeed can read the label next to the scepter and know that it is intended as a gift for Queen Pryozha, but they must use what little they know about her advisors to determine which of the other gifts goes to each them. PCs who surpass a DC 20 on the check can see all of the labels and know exactly who should receive each gift.

The sprites swirl about everyone for a few moments before Queen Pryozha claps her hands while laughing heartily and sends the swarm of sprites on their way. Only when the sprites are gone can the PCs see the chest's contents clearly. Those who noticed the labels find that they are now gone, taken by some of the mischievous sprites.

The chest is lined with rich, red velvet and contains three items, each set into a specially-shaped compartment. The first item appears to be a small golden vase. The rim is marked with a ring of etched symbols.

A DC 11 **Intelligence (Arcana)** check reveals that the symbols are magical. Characters using *detect magic* can determine that the jug radiates an aura of conjuration magic. A DC 17 **Intelligence (Arcana)** check reveals that the jug produces up to one gallon of milk each day. All the owner has to do is lift the jug to her lips and she will be able to drink from it. This gift is intended for Starsage. If Briarbay gets the jug, he drinks from it and splutters when he realizes the liquid is only milk. He would have preferred something stronger.

The second item appears to be a thin stick, about 18 inches long, but it is actually a wand shaped from woven branches of a holly tree. The tree's leaves are tucked carefully into the weave, making sure the thorns don't stick out.

The stick appears to be beautiful piece of art, but it is actually a magic wand. It radiates an aura of illusion magic. A DC 16 **Intelligence (Arcana)** check reveals it to be a *wand of major image*. This gift is intended for Briarbay. Starsage cannot use the item; she is polite, but not impressed by the gift.

At first glance, the final item appears to be a broom of some kind. It is the longest item in the box and consists of a finely carved, stained, and lacquered oak shaft, inlaid with lovely pieces of iridescent mother of pearl. One end of the item is decorated with a collection of large bird feathers, gathered together almost like a bunch of flowers.



This item is actually a special scepter, intended as a gift to Queen Pryozha. It is also magical and radiates an aura of universal magic. A DC 15 **Intelligence (Arcana)** check reveals that the scepter allows the wielder to cast *prestidigitation* at will.

If they could not see the labels, the PCs must use what they know about each of the fey leaders to guess the right recipient for each gift. Each time they give a gift to one of the fey, they can attempt a DC 20 **Wisdom (Insight)** check to determine if the recipient is pleased or unhappy with the gift. If they know the recipient is unhappy, they can apologize and exchange the gift for something else.

If they correctly match all three gifts, the Queen is impressed by their diplomatic skills. The PCs earn a measure of her trust, so she

grants them additional aid when they begin their quest.

Once the PCs finish delivering the gifts, the queen speaks again.

“Thank you, friends of the Feyweald. We are grateful for your nation’s help in this time of great need. The task before you is not easy, but I trust that your king sent heroes capable of defeating this threat to my people. Before we discuss the details of your mission, let us join in an evening celebration of food, music, and dance.”

When you first entered the glade the sun was high in the sky, but as you look around, you suddenly realize that night has fallen. The queen claps her hands. Tables and chairs materialize around you. Strings of lights illuminate the scene with a soft, magical glow. The tables are piled high with an

assortment of the most scrumptious-looking foods, while the chairs are filled with dozens upon dozens of guests from a wide variety of fey races, most of which you simply can't name.

A long table has appeared on the dais in front of the queen, and stools are placed before it. The queen motions to the empty seats before sitting in the middle one. Her two advisors climb onto their own stools, which magically grow to place them at just the right height for the table. As you take your own seats, the queen claps her hands again. Music starts, though you see no musicians, and the faerie creatures dig in for an amazing feast.

The feast can last as long as you wish, but be sure to let the players enjoy themselves interacting with sprites, brownies, leprechauns, fauns, and of course, Queen Pryozha who is a wonderful hostess. The tables produce most anything the PCs would like to eat and the members of Pryozha's court enjoy talking to the outsiders and learning about what it's like to be a mortal person.

Development: The food served at Queen Pryozha's feast is magical and provides benefits to the PCs. Each PC who eats and drinks at the feast receives 8 temporary hit points and a +1 bonus on attack rolls and Charisma saving throws (including the mites' bane ability). The bonus and any remaining temporary hit points are lost at moonrise on the following night.

1B. PARTY CRASHERS (400 XP)

When you're ready to move the adventure forward, it is time for Bayaga's forces to attack the revelers. PCs succeeding on a DC 18 **Wisdom (Perception)** check hear the sounds of shouting and what sound like high-pitched battle cries far beyond the edge of the glade.

These are the sounds of mites and unseelie fey attackers engaging the guards protecting the queen's event. Perceptive characters have one round to act before the guards are overwhelmed and the enemy rushes into the clearing.

With the sounds of shouting and sudden shrieks of fear, the joyful scene of fun and merriment erupts into chaos. At the outer edges of the clearing, tables suddenly tip over, sending plates of food and goblets full of drink flying in all directions. It's difficult to make out what is happening at first, but then Clodeck comes running out of the forest and shouts across the clearing.

"My lady! We are under attack! Everyone get to safety! Guardsmen, protect your Queen."

The whole feast instantly breaks into a chaotic mess. Faeries who can fly begin darting about, trying to figure out the best direction to go. As they do, dark shapes zip around among them, moving too fast for you to see clearly. They seem to be fey creatures, as well, but they are different somehow. Some of these creatures are carrying nets, and snatch up smaller faeries, then carry them off into the night sky.

Two fauns step up and flank the queen. "Your Majesty! We are here to protect you."

Pryozha looks at them impatiently and says, "I can take care of myself. Go protect your kin, instead!" She looks at her two advisors and nods, then turns to you.

"My people need your help now. Please do what you can. My advisors and I will go help elsewhere." Without waiting for your answer, the three faeries step down from the stone dais and head into the woods. You watch them go, but your attention is suddenly captured by the sound of a gruff, high-pitched voice shouting from behind you. Turning, you see tiny humanoids with massive heads, bright



blue skin, bulbous eyes, and deeply frowning mouths. Some of the mites are riding on the backs of gigantic jumping spiders.

“Get the mortal intruders! Get them!”

Creatures: The enemy group attacking the feast is mostly made up of sprites, fauns and mites with their vermin allies. A squad of mites focuses its attention on the “mortal intruders,” so those are the creatures the PCs must deal with, first. One of the mites is riding a Medium-sized monstrous spider. Each of the mites targets a different character with *bane* before attacking with its darts or spears. The spider attacks on the same round that its rider does.

MITES (4)

Tiny fey, neutral evil

Armor Class 15 (leather armor)

Hit Points 6 (3d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/8 (25 XP)

SPECIAL TRAITS

Innate Spellcasting: The mite’s innate spellcasting ability is Charisma (spell save DC

10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day—*bane* (duration: 10 rounds)

ACTIONS

Spear: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Dart: Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 1 piercing damage.

GIANT SPIDER

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 16 (+3) 12 (+1) 2 (-4) 11 (+0) 4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

SPECIAL TRAITS

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage

on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Development: By the time the PCs finish fighting the mites, the queen's guard has regrouped and fended off the remaining attackers. The enemy managed to capture a few of the smaller fey, but most of the party's guests escaped. Clodeck is the first to return to meet the PCs in the glade. He is frustrated by this attack, because it caught his soldiers by surprise. The unseelie and their allies have never attacked like this before. He takes it as a sign that things have changed. Something has made them more organized—and much braver.

1C. ON THE TRAIL OF DANGER

Queen Pryozha soon returns with Briarbay and Starsage, and the queen explains the situation to the PCs: a large area in the southern Feyweald has fallen under the influence of some evil force. Fey creatures and natural animals dwelling there have begun to change, turning toward evil and cruelty and becoming what her people refer to as unseelie. The land itself is showing signs of change, as well. The trees are turning black, their branches twisted. Pryozha sent some scouts into the region to investigate, but they never returned. She fears they were corrupted by the place. She believes that mortals will be able to enter the place without being changed by this power, which is why she asked Threll for help.

She asks the PCs to go south and find out what is causing the problem and stop it, if they can. Once the PCs agree to seek out the source of this threat, Pryozha gives the PCs vials of magical oil to help them on their quest. She tells the PCs that the oil will help them bypass the resistance that some fey creatures have to weapons that are not made of cold iron, but she also warns them that, unlike the mites who have always been cruel and nasty creatures, many of her subjects have been turned to evil against their will. While she knows that the PCs must defend themselves, she hopes that they can avoid doing permanent harm to the corrupted fey creatures. The queen then tells the PCs to get some rest and prepare to begin their journey on the following morning.

Treasure: If the PCs delivered their gifts to the correct recipients during their first meeting or impressed the Queen's retinue in some other way, Pryozha grants each PC a vial containing 3 doses of *oil of versatility*. This is a very expensive gift, but the queen knows that the heroes are likely to face creatures that are resistant to normal weapons. Additionally, Starsage gives each PC a *potion of healing*.

If, however, the PCs failed to make a good impression, the Queen grants them only 2 vials of the magical oil, and Starsage gives the party only 2 *potions of healing*. The oil can bring harm Pryozha's own servants, as well as those who have been turned against her. Pryozha does not want to give too much of it to the king's agents if she cannot fully trust them.

Development: The PCs must enter the corrupted portion of the Feyweald and find the source of this terrible blight. The next logical step is to find the tracks left by the fey creatures and their corrupted animal minions. The PCs can use **Wisdom (Perception)** skill checks to keep sight of the trail. The unseelie army's tracks are initially difficult to find (a DC 18 **Wisdom (Perception)** check). PCs working together can use the help action to boost the chance of finding the trail. Once they find the first tracks, they need to succeed on three DC 14 **Wisdom (Perception)** checks to reach the next encounter without getting lost. If they get lost twice, the heroes must camp overnight before they reach the blighted area. This is a minor setback, but gives the players a sense of how difficult it can be to find their way in this large forest. If you think the party needs a more serious consequence, you can run encounter 2A that night, while at least some of the party.

OIL OF VERSATILE WEAPON

Wondrous item (rare)

This magical oil allows weapons to harm creatures who are normally resilient against normal weapons. PCs can spend an action to apply a dose of this oil to a single weapon or up to 50 projectiles, like arrows. The oil enables the weapon to count as cold iron or silver, or for its damage to count as bludgeoning, piercing, or slashing. The effects of each dose last for 5 minutes (50 rounds).

These oils last plenty of time for a single fight and perhaps two fights if they happen close together. The players must use this valuable resource wisely, however, or they will run out before their mission is complete.



1D. A FRIEND IN NEED (300 XP)

As they approach the edge of the blighted region, the PCs encounter a badger caught in a snare trap. An awakened badger named Malheimwek—he pronounces it “MAL-hem-wik”—is there trying to protect his companion and figure out how to set him free. As the PCs come upon the scene, corrupted fey creatures arrive to gather the trapped badger and take it back to the Lost Grove.

PCs who succeed on a DC 15 **Wisdom (Perception)** check hear a strange sort of howling that ends in a rapid chuffing noise. A DC 15 **Intelligence (Nature)** check identifies the sound as a frightened, angry, and wounded badger. If they rush forward to find out what is going on, read the text below. If they decide not to investigate, they soon hear the unseelie fey talking about capturing the badgers. This

should encourage them to go help, but their initial delay allows the fey to get closer to the trapped animal.

You come upon a sudden break in the undergrowth and find two badgers on the ground. You quickly realize that one of the badgers is trapped in a snare, while the other is trying to chew through the twine that holds the other's leg.

Just as you are beginning to figure out what is going on, two fey creatures—a brownie and a faun—suddenly appear, seemingly out of thin air. These creatures' have dark, cruel features that are very different from the fey you encountered earlier. They must be corrupted by the evil influence invading the Feyweald.

The fey appear out of the Fey Realms (they were using their unseelie faerie walk ability). They are surprised to find the

UNSEELIE FEY

Bayaga's influence over the creatures in this forest causes them to become unseelie creatures—evil beings of the faerie world. However, the Witch Queen's power has not reached its full strength. This weakens their unseelie abilities and the curse they carry. Unseelie creatures have many abilities, but the following are the most important for this adventure:

Spell-like abilities: Unseelie gain the following innate spellcasting abilities. The save DCs are Charisma-based.

At Will—*invisibility*

1/day—*darkness*, *plane shift* (self only, to and from the Fey Realms only), *sleep*

Faerie Walk: When in a natural environment, unseelie fey can use an action to transport themselves into the Fey Realms for up to 7 rounds. While there, they behave as though under the effect of an *etherealness* spell. They can see and hear things on the Material Plane up to 60 feet away, but also can move through solid objects and move in any direction (even up or down at half speed). They may return to the Material Plane at will.

Fey Blood Unseelie creatures are treated as fey for effects that target fey.

Unseelie Taint: The touch or natural attacks of unseelie creatures can pass on a curse that turns its victims toward evil. For the purpose of this adventure, this curse only affects other fey and animals. Animals affected by this curse count as fey for effects that target fey.

Unseelie Pact: Unseelie creatures that become good or neutral lose their unseelie powers.

PCs there, but they quickly recover. The brownie tells the faun, “Go deal with them. I’ll grab the animals and take them back to the Grove.”

Creatures: Initially, the PCs are 40 feet from the badgers, and so are the fey, though they came from a different direction. If the PCs chose not to investigate the terrible sounds, the fey are only 30 feet from the badgers.

Malheimwek stays within 5 feet of his friend and tries to keep the fey from getting to the snare and taking the badger away. On his turn, he thanks the PCs for their help, perhaps surprising them with his ability to speak.

The fey have no desire to fight to the death and will try to gather their prey and escape as quickly as they can. The faun uses *sleep* and *hideous laughter* to improve his odds. The brownie uses *sleep* to subdue the badgers and make it easier for him to escape.

The brownie must use an action to free the badger from its snare. If he succeeds, he picks up the badger on the following round and moves away from the fight. On the next round, he uses his faerie walk ability to escape.

UNSEELIE BROWNIE

Small fey, neutral evil

Armor Class 15 (leather armor)

Hit Points 3 (1d6)

Speed 30 ft.

STR DEX **CON** INT **WIS** CHA

3 (-4) 18 (+4) 10 (+0) 14 (+2) 13 (+1) 11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

SPECIAL TRAITS

Innate Spellcasting: The unseelie brownie's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will—*invisibility*

1/day—*darkness*, *plane shift* (self only, to and from the Fey Realms only), *sleep*

ACTIONS

Longsword: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Dart: Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 1 piercing damage.

Faerie Walk: When in a natural environment, unseelie fey can use an action to transport themselves into the Fey Realms for up to 7 rounds.

UNSEELIE FAUN

Medium fey, chaotic evil

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

SPECIAL TRAITS

Magic Resistance: The unseelie faun has advantage on saving throws against spells and other magical effects.

Innate Spellcasting: The unseelie faun's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will—*invisibility*

1/day—*darkness*, *hideous laughter*, *plane shift* (self only, to and from the Fey Realms only), *sleep*

ACTIONS

Ram: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Shortsword: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

MALHEIMWEK, AWAKENED GIANT BADGER

Medium beast, neutral good

Armor Class 10

Hit Points 20 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

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

Senses darkvision 30 ft., passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

SPECIAL TRAITS

Keen Smell: The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack: The badger makes two attacks: one with its bite and one with its claws.

Bite: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

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

Development: If the PCs fail to rescue one or both badgers, they meet them later, held in the cages in the Lost Grove. Malheimwek's friend has already changed into an unseelie creature, but the mites haven't let him out of the cage. Malheimwek remains trapped, as well. His awakened state makes him resistant to the curse, so he is not yet susceptible, but

if left unchecked, Bayaga's power grows strong enough to change him, as well.

If the PCs prevent Malheimwek from being captured, he tells them that he was once a friend to a fey druid who spent time in the Feyweald. Before the druid moved on to join other fey in the Great Northern Wood, he cast a spell to awaken the badger so that he could continue to look after his fellow animals.

Malheimwek can use his sense of smell to help the PCs find the trail leading to the Lost Grove. He will not enter the corrupted area around the Lost Grove, however, sensing that the growing power is dangerous for him. If the fey captured his friend, Malheimwek simply asks the PCs to find the badger and set him free, if they can. He then moves on to help other animals in the forest.

During the journey to the Lost Grove, have the PCs attempt two DC 15 **Intelligence (Nature)** checks. If Malheimwek is with the party, he automatically succeeds on this check. Anyone succeeding on either of the two checks recognizes purple flowers growing along the side of their trail as verbena, the smell of which is known to help animals calm down. Succeeding on the check informs the PCs that it would be a good idea to gather several bunches of this plant, in case they encounter any agitated animals.

PART TWO: THE LOST GROVE

After traveling through the forest for the better part of a day (or longer if they got lost), the PCs arrive at the edge of the blighted region. They know they have arrived because the forest, itself, visibly changes.

As you push through the thick growth of the Feyweald, the scenery changes abruptly, and you know you have found the area surrounding the Lost Grove. The trees here have taken on a blackish hue in both their leaves and bark. Their branches are twisted, giving them an evil appearance made worse by the fact that they seem to quiver and shake without the help of any wind at all. You get the feeling that the whole forest is watching you, though you see no evidence of anyone or anything moving through this blighted landscape.

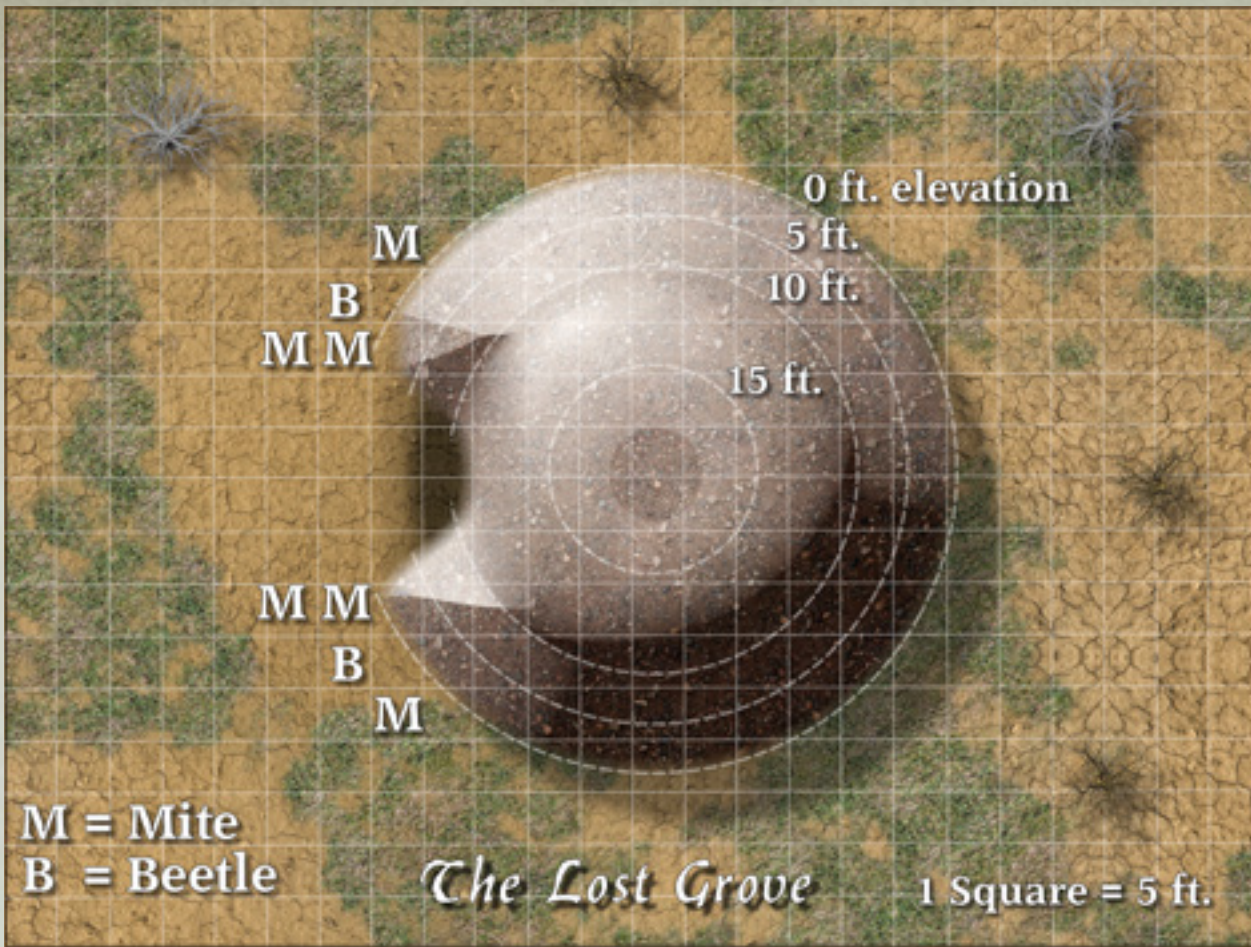
The trail here is easier to follow, because the undergrowth is not as thick and the ground is covered in black mud. From here, the PCs are able to make their way directly toward the Lost Grove without getting lost.

2A. AMBUSH! (300 XP)

In this encounter, the PCs face a small group of fey patrolling the area. The party passes through a region flanked on both sides by blackened bushes and sickly looking trees. A patrol of mites manages to get within attack range of the party before launching their ambush.

At the beginning of the encounter, you can either have the players roll their **Wisdom (Perception)** skill checks against a DC 14 or you can simply say that any PC with a passive Perception skill modifier of 14 or higher automatically sees the spider and is not surprised. Only characters who are not surprised may act in the surprise round.

Creatures: The patrol consists of 2 mites, riding one giant spider. They start by using their *bane*, then direct their spider to attack the closest character via the most direct route possible. The mites and spiders have the same statistics as the ones presented in encounter 1B.



MITES (2) **CHALLENGE 1/4**

50 XP each (page XX)
Hit Points 3

GIANT SPIDER **CHALLENGE 1**

200 XP each (page XX)
Hit Points 26

Development: If the PCs are defeated, the mites take them to the Lost Grove and place them in cages to await Bayaga's escape from the crystal and eventual transformation into unseelie creatures. The fey creatures do not touch the PCs' *Zekerian amulets*, because they are made of silver, which the unseelie find distasteful. The PCs have to find a way to escape and retrieve their weapons before taking on the Witch Queen's champions.

If they defeat the mites, the PCs can continue along the trail.

2B. PIT TRAP (100 XP)

Traveling through this part of the wood the party runs afoul of another trap laid to capture wandering animals or any other unfortunate traveler.

Trap: The trail leads through a natural passage in the undergrowth. However, the mites and fey dug a 20 foot deep pit in the middle of the path and carefully disguised it. Although they enjoy causing others pain, the unseelie fey really want to capture the animals to turn them into more servants for Bayaga. They lined the bottom of the pit with leaves so their victims wouldn't be as badly hurt by the fall (1d6 damage). PCs who look



for signs of danger and succeed on a DC 11 **Intelligence (Investigation)** check notice fey tracks circling the edge of the pit, but not stepping on the vegetation concealing the pit itself.

2C. DISTURBED BIRDS (200 XP)

This part of the forest is home to a number of axe beaks—large, flightless birds similar to ostriches. Normally, these birds are herbivores, but they sometimes exhibit strange behavior and become predators. Bayaga's influence hasn't yet changed them into unseelie creatures. However, her presence did cause them to start behaving like carnivores. Four birds, in particular, picks the PCs out as potential prey.

Creatures: Characters who fail a DC 10

Wisdom (Perception) check are surprised by the axe beaks' attack. Those who succeed can spot the axe beak before it sees the party. A DC 12 **Intelligence (Arcana)** check allows the PCs to identify the axe beaks and makes them aware of its tendency to become aggressive. If the players remember the verbena they found or if they surpassed the **Intelligence (Nature)** check DC by 5, they know they can rub the plant on themselves to try to calm the creatures down. If a bird gets within 10 feet of a character that smells of verbena, and each round it remains within that range, it must make a DC 15 Constitution save or instantly revert to its passive, herbivorous nature. If the PCs are not carrying any verbena or don't remember to put it on themselves, they risk having to fight very aggressive beasts.

AXE BEAK (4)

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 2 (-4) 10 (+0) 5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Beak: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

2D. STICKY SITUATION (450 XP)

The PC's path takes them past an area of wetland. The ground here has always been treacherous, but the danger is even greater because the marsh's denizens are now servants of Bayaga.

Creatures: A giant toad corrupted with the unseelie curse has taken up residence in this part of the bog. It uses *invisibility* to surprise the PCs, attacking with its sticky tongue. It also uses *sleep* and *darkness* to keep the advantage. Because the toad has actually been corrupted by the witch queen's power, it is immune to the scent of verbena and attacks the PCs no matter what they smell like.

UNSEELIE TOAD (GIANT)

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 12 (+1)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

SPECIAL TRAITS

Amphibious: The toad can breathe air and water.

Standing Leap: The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Innate Spellcasting: The toad's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will—*invisibility*

1/day—*darkness*, *plane shift* (self only, to and from the Fey Realms only), *sleep*

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow: The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Hazard: This area is dotted with shallow bogs, which cost 2 squares of movement to enter. The DC of Acrobatics checks in shallow bogs increases by 2. Additionally, there is a 5% chance each round that a PC will step in a small area of quicksand. Although the quicksand isn't deep enough to drown the character, the character gets stuck and can't move out of that square until she succeeds on a DC 14 Strength check.

2E. GUARDIANS AT THE GATE (400 XP)

The PCs at last arrive at the source of the problem facing the Feyweald. The crystal holding Bayaga's growing power lies in a vast cavern that was once the home of a colony of mites. When she grew powerful enough to exert her will, Bayaga forced the mites to expand the cavern, creating the "Pit of the Grove." The entrance to this cavern is covered by a mound of earth and stone with an opening on one side that leads to a steep hole. The mites and their spiders have no trouble climbing in and out of the hole and the unseelie fey can just use their faerie walk ability, but the PCs need to use rope to climb down.

Before they can do that, however, they have to get past the guards posted outside the cave. Bayaga doesn't have strong forces posted here, because she doesn't really expect anyone to dare enter the cave. She knows that the fey are avoiding the place for fear of being exposed to the curse. She doesn't know yet that Queen Pryozha asked for help from mortals who are immune to the curse, either, so she doesn't think the outer gates need that much protection. She is also confident that her new servant, Yaldira, will eventually bolster her forces and gather stronger corrupt fey to her before leading them to victory over the denizens of the Feyweald.

The tangle of trees and bushes parts slightly up ahead, revealing an open expanse of mud-covered ground. In the center of the clearing, a mound of dirt and stone rises from the muck. It appears to be a small hill, but it is difficult to say whether the hill is a natural feature or was created on purpose. One side of the hill opens into a dark cave, but you cannot see very far inside. Outside, four mites stand guard, along with a big beetle, about the size of the miniature horses you've seen at carnivals at home.

Creatures: Four mites and their trained bombardier beetle guard the opening to the cave. The PCs can try a number of approaches to sneak up on the mites and take them by surprise, including circling around the clearing and approaching from the opposite side of the hill. If the mites spot the PCs before they attack, one mite rushes down to inform Yaldira. However, if the PCs catch the mites by surprise, they become angry and confused and forget to warn their leader before ordering their beetle to attack.

The mites have the same statistics as the ones presented in encounter 1B. Party Crashers. As always, they start by using *bane* to weaken the PCs before entering combat. The beetle is relatively young and not as large as others of its kind. Its acid spray attack is still dangerous, however, and the mites put it to good use.

MITES (4) CHALLENGE 1/4

50 XP each (page XX)

Hit Points 3

GIANT BOMBARDIER BEETLE

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 20 ft.

STR DEX CON INT WIS CHA

13 (+1) 10 (+0) 15 (+2) 2 (-4) 12 (+1) 5 (-3)

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)



ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Acid: A bombardier beetle can spray acid in a 10-foot cone. Those in the cone must make a DC 12 Constitution save or take 5 (1d6+2) points of acid damage on a failed save, or half as much on a successful one.

Development: If the mites warn Yaldira and the other fey below, the champions have time to cast spells and prepare an ambush when the PCs arrive.

If the mites defeat the PCs, the fey put the PCs in cages below to await Bayaga's escape from the crystal. The PCs will have to find a way to escape and retrieve their weapons before taking on the Witch Queen's champions.

2F. THE PIT OF THE GROVE (950 XP)

The Lost Grove is really a hollowed out cavern divided by a deep chasm. The cavern used to be a collection of tunnels and chambers dug by the mites, but Bayaga decided she wanted a more open area in which to emerge and had the loathsome creatures hollow out the complex. Many of the mites perished as a result of collapsing tunnels, which is why there are so few left to oppose the heroes. However, given time, the mites' population will grow once again, as will the number of unseelie fey and animals in these woods.

Eventually, their numbers will overwhelm the untainted spirits of the forest and Bayaga will have a whole kingdom to rule, a kingdom she will expand by subjugating the people of Threll. It's up to the heroes to stop her before she gains a foothold in their world.

At the bottom of the pit, the tunnel opens into a large area, lit sparsely by torches placed here and there. The torches cast eerie shadows and make the place seem even more frightening.

Scattered around the cave, you can see several cages of different sizes, no doubt crafted from branches of the twisted trees in the forest above. The cages hold a variety of creatures, mostly animals, but you can see a few faerie creatures like fauns in the cramped spaces, as well. A few mites move among the cages, occasionally laughing and pointing at their captives as they go about whatever tasks they have been assigned. Sometimes, they kick the cages or taunt the creatures inside. The animals sometimes bear their teeth at the mites, but the mites just laugh and move on.

The faces of the prisoners you can see are full of fear, and many are looking toward another light source across the cave. Beyond a wide chasm that splits the cavern floor, you see a strange, greenish crystal, nearly as tall as an adult human, that glows with a shimmering inner light. There are a few figures near the crystal, two of which are larger than the mites.

The figures are Bayaga's current "champions": Yaldira, an evil woman who was already part fey and part monster before she contracted the unseelie curse; Blackspur, an unseelie faun warrior; and Sendrian, an unseelie sprite warrior.

If the mites warned Yaldira that the PCs were coming, she addresses them as soon as they enter the cave. In a mocking tone, she welcomes them to the Lost Grove and asks them if they have come to kneel before the future queen of these lands. She, Blackspur, and Sendrian are prepared for the PCs to attack, and Yaldira orders the mites to attack first.

The PCs will have to fight through the mites to get to Yaldira. Treat the mites as more of a distraction, giving Yaldira and her companions an extra round of actions before the PCs can engage them. Describe the battle through the angry blue gremlins, as the PCs knock them aside and fend off their daggers and darts. Have each PC roll a DC 10 Charisma saving throw to see if they are affected by a mite's *bane* ability. If they fail, they suffer the effect for 10 rounds as they battle with Yaldira and her cohorts.

If the PCs took care of the mites without alerting Yaldira, they can sneak through the mite-infested part of the cavern and cross the stone bridge that connects both halves of the cave. They must succeed on two DC 12 **Dexterity (Stealth)** checks to make it to the bridge without being seen by the mites. Fortunately, the cover of the cages and stone pillars grants the PCs advantage on their checks.

Once they reach the bridge, there is nowhere to hide, and Yaldira notices them. She won't bother ordering the mites to attack at that point and instead sarcastically welcomes the PCs before getting ready to fight.

Creatures: Yaldira, Blackspur, and Sendrian are all ready for a fight. They use their unseelie abilities and other magic to turn the odds in their favor. Blackspur uses *sleep*, then *hideous laughter*, to incapacitate enemies. Sendrian uses *sleep*, as well, then targets enemies with his arrows, supporting Yaldira from a distance.

Before or during the fight, Yaldira tells the PCs that the crystal holds the power of her "mistress" until she is ready to emerge and begin her takeover of this world. She proclaims that she will serve at the Witch Queen's right hand as her greatest champion.

On the third round of combat, Bayaga, who has been watching the events through the crystal, decides to make her presence known. She announces herself, telling the PCs that they will all learn to fear her name, then draws on her powerful magic and causes the very earth around her crystal to rise up, turning her crystal into a kind of elemental with which she can fight the intruders. She enters the fight at the end of round 3. (Note: If the fight is going really poorly for the PCs and you want to give them more of a chance, you can extend the time it takes for Bayaga to manifest her elemental form.)

During the battle, Bayaga tells the heroes how she languished for years in her crystal prison on her own world, before she discovered how to project her consciousness into other worlds. Now, she merely waits until the crystalized form grows large enough to allow her to transfer herself into it entirely. Then, her new servants will smash the crystal and free her. Bayaga's speech should fill the PCs with dread and confirm that no good will come of letting her escape her prison.

Despite her devotion to the idea of the Witch Queen's return, Yaldira has no desire to die. If she is reduced to fewer than 10 hit points, she becomes invisible and then waits to see how the battle goes. If she is still conscious when the PCs reduce the crystal elemental to 10 hit points or less, she uses her waning unseelie power to *plane shift* into the Fey Realms and escape. Blackspur and Sendrian fight to the death.

YALDIRA, UNSEELIE DRYAD

Medium fey, neutral evil

Armor Class 13 (16 with barkskin)

Hit Points 30 (7d8)

Speed 30 ft.



STR DEX CON INT WIS CHA

10 (+0) 17 (+3) 11 (+0) 14 (+2) 15 (+2) 18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

SPECIAL TRAITS

Innate Spellcasting: Yaldira's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: invisibility

3/day each: entangle

1/day each: barkskin, darkness, plane shift, sleep

Magic Resistance: Yaldira has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants: Yaldira can communicate with beasts and plants as if they shared a language.

Tree Stride: Once on her turn, Yaldira can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multi-attack. Yaldira makes 2 longsword attacks.

Longsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

BLACKSPUR, UNSEELIE FAUN

Medium fey, neutral evil

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 11 (+0) 12 (+1) 10 (+0) 16 (+3)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

SPECIAL TRAITS

Magic Resistance: Blackspur has advantage on saving throws against spells and other magical effects.

Innate Spellcasting: Blackspur's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At Will—*invisibility*

1/day—*darkness, hideous laughter, plane shift* (self only, to and from the Fey Realms only), *sleep*

ACTIONS

Ram: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Shortsword: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

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

SENDRIAN, UNSEELIE SPRITE

Tiny fey, neutral evil

Armor Class 15 (leather armor)

Hit Points 14 (4d4+4)

Speed 10 ft., fly 30 ft.

STR DEX CON INT WIS CHA

3 (-4) 18 (+4) 12 (+1) 14 (+2) 13 (+1) 11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

SPECIAL TRAITS

Innate Spellcasting: The unseelie brownie's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At Will—*invisibility*

1/day—*darkness*, *plane shift* (self only, to and from the Fey Realms only), *sleep*

ACTIONS

Longsword: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 slashing damage.

Shortbow: Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 3 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight: The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility: The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

CRYSTALLINE EARTH ELEMENTAL

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 8 (-1) 16 (+3) 5 (-3) 10 (+0) 10 (0)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

SPECIAL TRAITS

Innate Spellcasting: The elemental's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

1/day—*color spray*


Earth Glide: The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster: The elemental deals double damage to objects and structures.

ACTIONS

Multiattack: The elemental makes two slam attacks.

Slam: Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.



Treasure: There are two main ways to handle treasure at the end of this adventure. One option is to have Queen Pryozha give each PC a special gift that is specific to that person. This method is discussed in the “Concluding the Adventure” section. However, if you wish, you can place the majority of the treasure the PCs earn in the cave. If so, the heroes find a treasure chest against the back wall near the crystal. The chest contains valuable items that Bayaga’s servants have placed as tribute in preparation for her arrival on Aeva. The creatures flee the cave when her crystal is destroyed, leaving the treasure behind. On top of the chest rests a *wand of web*. In the chest are 1,000 gold pieces worth of gems, jewelry, and coins. A *ring of protection* rests on top of the treasure in the chest.

Development: When the PCs finally defeat Bayaga’s elemental form, she screams in frustration before she shatters and a flood of arcane energy rushes out in all directions. Any unseelie creatures still standing in the area feel the Witch Queen’s power ripped from them and must make a DC 15 Constitution save or fall unconscious. One round later, all unseelie creatures in the Lost Grove transform back into normal creatures and lose the powers of the unseelie. The explosion of energy terrifies any remaining mites in the cave and they scatter into the tiniest hiding places they can find, posing no further danger to the PCs for now.

CONCLUDING THE ADVENTURE

When the PCs leave the Lost Grove, they find the forest is already starting to recover from Bayaga’s evil presence. The trees, though still

slightly darker than normal, have turned a lighter shade of green and no longer look quite as menacing. A layer of very fine, new grass covers the muddy ground, and a few flower buds poke out of the ground. The PCs make their way back north, traveling along a path that seems to open before them as they walk. They soon arrive at the glade where they first met Queen Pryozha.

When they enter the glade, a gathering of faerie creatures erupts in a chorus of cheers, whistles, and hoots of joy. The Queen stands on the stone platform with Briarbay and Starsage, smiling broadly. She welcomes the heroes and thanks them for their help, telling them that she knew they had succeeded even before they returned, because she could feel the dark presence leave her forest.

Pryozha asks the PCs to describe what happened and listens intently. When they are finished, she tells them it is clear that their good deeds have saved both the Feyweald and Threll. She also says that this threat has made her realize that there are dangers rising in the world that must be fought by those willing to work together. As such, she promises to send her own diplomatic envoy to meet with King Ambrose I and determine how the spirits of the Feyweald can live in harmony with the mortals of Threll.

Finally, the Queen declares that she has gifts to give each of the PCs. She looks to Briarbay, who snaps his fingers and causes a large, finely-crafted chest to appear next to him. The leprechaun opens the chest and hands items to the Queen, one at a time.

The Queen first asks the PCs to prominently display their *Zekerian amulets*. As she presents a PC with her gift, she lightly touches the

amulet, which glows softly for a moment then returns to normal. Pryozha has imbued the PCs' amulets with living magic, such that their healing power increases over time, granting healing as a *cure wounds* spell cast by a cleric of the PCs' level (2d8+3 points of healing at 3rd level; 3d8+3, at 5th; etc.).

If you would like to personalize the treasure from this adventure, the Queen bestows the same living magic on the PCs' favored weapon or armor, which renders it unbreakable, and which you may have become +1 or higher as the PCs advance in experience. She also gives each PC a common magic item suited to their interests, such as a *potion of strength* of a valiant fighter.

The weapons will grow in power as the one to whom it was given grows and learns what it truly means to be a hero. As the GM, you can give these weapons whatever properties are appropriate as the PCs continue their adventuring career. As long as they serve the cause of goodness and keep their vows as knights (if they are members of the Zekerian Order), their weapons and amulets will do their best to aid them.

If any of the PCs died in battle against the fey, Pryozha can call upon the spirits of nature to restore the fallen ones.

Once the ceremony ends, the Queen bids the heroes a safe journey home and excuses herself. Clodeck and his guards escort the PCs back to the shore of Northrunner Sound, where a royal navy ship lies at anchor, waiting to take them back to meet with the king and give him the report of their adventure.

King Ambrose I is impressed with the success of these young Zekerian Knights. He tells them that they have a great future ahead

of them, especially if they continue to work together for the betterment of Threll's people. As a special reward, he gives each PC a pouch containing 500 gold pieces worth of coins and small gems.

CONTINUING THE CAMPAIGN

After giving them their rewards, the king also confides in them that agents of the crown are beginning to share rumors of strange happenings in various parts of the kingdom. Something is happening in the lands, and Threll will definitely need heroes to fend off whatever arises from this encroaching darkness. Perhaps, he says, such heroes might be able to vanquish the darkness altogether, so their people can live in peace.

The destruction of Bayaga's crystal effectively ended her bid to escape from her prison into this world, but she might try again. The bridge she forged between her world and Aeva could still exist, though she needs to recover her strength and find a different location to do so. In other words, the PCs may see Bayaga again.

It is almost certain, however, that they have not seen the last of Yaldira. The corrupt dryad probably escaped into the Fey Realms just before Bayaga's defeat, but when the Witch Queen fell, the loss of her unseelie powers trapped Yaldira there. It is only a matter of time before she finds a way back to the Material Plane. If Yaldira failed to escape, the guardians of the Feyweald take her into custody, but she is crafty and it won't be long before she escapes their grasp. Wherever Yaldira is, she eventually starts looking for another path to power, while also plotting her revenge against the Zekerian Knights who thwarted her plans.

SLIGHTLY ADVANCED SPELLCASTING

You can use this adventure with the full version of 5th Edition or with the simplified version of the rules contained in their special boxed set for beginners. Some of the creatures in this adventure can use innate spellcasting, which work just like the spell of the same name, but can be used a certain number of times per day. Each use requires an action.

If you are playing with the simplified rules, you can choose to ignore these spells and use only the spells available to you. However, if you wish, you can use the rules below for some of the more advanced spells not included in the simplified rules, instead. Spells marked with an asterisk (*) require concentration.

Bane: Normally this spell targets 3 creatures within sight. If they fail their saving throws, whenever they roll a saving throw or attack roll, they must roll a d4 and subtract that number from its roll. This spell lasts 10 rounds. Note that the mites in this adventure receive a special version of *bane* that does not require concentration.

*Barkskin**: This spell targets one willing, touched creature. Its AC cannot be less than 16 as long as the spell lasts, which is for 1 hour or until the caster's concentration is broken.

Color Spray: This spell affects all targets in a 15-foot cone. Affected creatures who fail their saving throw are blinded for one round.

*Entangle**: Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90 feet. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

*Hideous Laughter**: The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Plane Shift: You can move yourself to a location on another plane of existence, but you may arrive either at or near your intended location.



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