

LEGACIES

PILLARS OF OBLIVION



LEGACIES

CAMPAIGN GUIDE

v 3.0

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FIRST ONES ENTERTAINMENT





LEGACIES CAMPAIGN GUIDE

A guide to playing and creating characters for the Legacies Organized Play Campaign.

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INTRODUCTION

This document introduces the rules on how you may play in the worldwide Legacies organized play campaign. It contains what you need to create characters and information on how to be a game master (GM) of Legacies events. It also details the unique aspects of the campaign.

I: CAMPAIGN BASICS

WHAT IS LEGACIES?

The Legacies campaign is a worldwide campaign that takes place across a number of worlds and planes. In the campaign, through their choices, the characters influence events as they adventure.

Over the course of a character's adventuring career, he will make many such choices, some clear and obvious and others, not so much. However, with each adventure, he leaves the world transformed. In short, he leaves a legacy.

The Legacies campaign is made up of mini-campaign arcs focusing on one part of the world or one villain. Designed for organized play, Legacies aims to put your characters in the thick of the action, giving you the power to shape the world and influence events. What your character does matters and influences the world and the campaign. Several special interactive adventures give your character opportunities to interact and influence both NPCs and events alike.

NPCs in Legacies are not static. Through

narratives, campaign updates and the adventures themselves, NPCs and the plot change beyond the current adventure. How your character reacts to them is up to you.

CHOICE

The Legacies campaign distinguishes itself from other campaigns because it places a great emphasis on player choices. This dedication starts with the writing of the adventures. Every adventure WILL feature a choice, whether clear "Who do you give the item to?" or not so clear.

THEME

Each year, a theme is chosen by the players and provides additional flavor to the campaign and is based on a Legacy left upon the world.

The theme helps set the tone and provide additional flavor the campaign.

PATHFINDER RPG

The campaign no longer uses the Pathfinder RPG. All Pathfinder-related adventures are retired.

5TH EDITION

Some adventures and products will be published using the 5th edition rules by Wizards of the Coast (WotC). Those familiar with the rule set will find the core mechanics unchanged. Dungeons and Dragons 5th edition is available through your local hobby store.

Unless specified otherwise, the Legacies campaign uses all the official errata provided by WotC for the products used.

CORE ASSUMPTIONS

D&D 5TH EDITION

The Legacies campaign assumes that every player owns a copy of the Tyrants of Saggakar

Years	Theme	Setting(s)	Game System
2010-12	Before official launch	NeoExodus	Pathfinder
2012-13	Legacy of Hate	NeoExodus	Pathfinder
2013-14	Legacy of Lies	NeoExodus	Pathfinder
2014-15	Legacy of Pain	NeoExodus, Saggakar	Pathfinder
2015-16	Seeds of Rebellion	Saggakar	Pathfinder
2016-17	Pillars of Oblivion	Saggakar, Rhym	Pathfinder, 5e
2017-18	Year of Ruin	Saggakar, Rhym	Pathfinder, 5e

Setting and the *Player's Handbook* by WotC. A Game Master (GM) is also expected to own a copy of the *Dungeon Master's Guide* and the *Monster Manual*.

ADDITIONAL RESOURCES

Additional options for your character appear on our website under [Legacies](#). These are update more often than this guide.

Material from other publishers may occasionally be included into the campaign. Players using any options from such sources must have a valid copy of the material and be ready to present it to the GM upon request. A list of rules elements allowed in the campaign appears in the Additional Resources.

A valid copy includes a physical book or an electronic version.

Adventures produced by other publishers may sometimes be adapted to the Legacies campaign, making them legal for play. To play them in the campaign, the GM must own a legal copy of those adventures as well as the adaptation document. Adaptation documents will be available for free as part of the campaign toolkit.

Unless specifically allowed here or in the Additional Resources document, rule items from any other source are not legal for play and cannot be used in the campaign.

MULTIPLE CAMPAIGN WORLDS

The Legacies campaign aims at offering playing experience in different settings. As such, the campaign has a few “main worlds” where adventures take place. This world- at present - includes FOE’s Tyrants of Saggakar and a few adapted adventures from other publishers.

Although adventures may take place in other locations, through adaptations, these worlds are those where events are deemed to be most important to get the “full story”.

Events on one world may or not affect another. There might be crossovers or “guest starring” of an NPC or an artefact from one setting into the next. Our main goal is to create a vibrant and exciting set up for adventure.

WORLD-HOPPING

Although jumping between one world to the next is not trivial, unless specifically mentioned or part of the adventure, a character is deemed to have a way to do so which is kept “off-screen”.

A character could play one adventure in Saggakar then one in an adapted setting, then one in Rhym before returning to Saggakar. Passage between each adventure is done away from the game table, and not covered. This may stretch believability, especially for lower level characters, but doing so allows our writers to focus on what is happening, rather than on this logistical problem.

The boiler plate of an adventure - as well as its unique code - will indicate the world it is assumed to be in.

Akhamet-XX is set in Akhamet.

Rhym.XX is set in Rhym.

ToSX-5X is set in Saggakar.

Other adventures, without numbers will be adapted (allowed) in the campaign. The GM will set these adventures in the setting of his choice.

COMMON TERMS

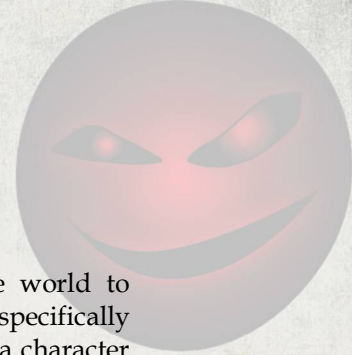
Average Party Level (APL): Before playing any Legacies scenario, you must calculate the APL. Rules on how to calculate a table’s APL appear in Chapter 6: Game Master.


Convention: A convention is a large gathering of individuals, such as Gencon, Origins, and Paizocon. It also includes smaller, regional conventions. These events may host Legacies scenarios.

Coordinator: A coordinator is a person at a local event who is responsible for organizing the event or part of the event. Coordinators are sometimes called “marshals” or “head judge.”

Event: An event includes any gathering of people playing a Legacies adventure. This could be as large as a convention or as small as a group of friends playing at home. Events describe conventions, home games, online games and public games.

Favor Points: Favor points are a way to track favors gained by the PC as he adventures.





More details can be found in Additional Resources document of the toolkit.

Favor Score: Your favor score is your current total of earned favor/disfavor with a given faction. The campaign tracks favor differently on each world.

First Ones (FO): For the Legacies campaign, the First Ones are the campaign administrators responsible for the creation of the material, offer rulings when needed and provide guidance to the campaign.

Game Master (GM): The Game Master is the person who runs a scenario. The GM is responsible for running the game and bringing the scenario to life. More information on being a GM can be found in Chapter 6: Game Master.

Home Game: A home game is an event held in a private setting. The time limits and meta-game restrictions are often different from those in public settings.

Legacy Record (LR): After every Legacies adventure, a player receives a sheet called a Legacy Record, or LR. This sheet tracks changes in gold, experience, and any unique story awards. Chapter 11: The Legacy Record explains the LRs.

Module: Another name for an adventure scenario.

Legacies: The official name of the campaign.

Legacies Campaign Guide (LCG): The document you are currently reading.

Master: A master is an NPC who marked a PC and for whom the PC is forced to work. Masters are part of a family or great organization. More information on patrons can be found in Chapter 4: Masters.

Non-Player Character (NPC): An NPC is a character that is played by the GM. Over the course of an adventure, the players encounter several NPCs.

Player Character (PC): A PC is a character that belongs to, and is played by, a player who is not the GM.

Scenario: A scenario is an adventure published for Legacies or an adventure from another source that has been adapted to the Legacies campaign. Most scenarios are designed to play in about 4 hours, but some may run longer.

Table Size: Table size describes the number of players at a table. When table sizes are given, the GM is not counted in that number. Thus, a table size of four means there are four players and one GM. Legal tables of the Legacies campaign are 3-7, but we strongly recommend 4-6 for maximum enjoyment.

ORGANIZED PLAY BASICS

Once you have created a character, you can participate in any Legacies game at any event at a friend's home, a local convention, a game store or anywhere in the world. Make sure to bring your character, a list of your LRs and any non-core source material your character uses.

One of the greatest aspects of organized play is that you do not always need to play with the same people. Every scenario, you can play with different players and a different GM.

ORGANIZED PLAY QUIRKS

An Organized Play campaign is different from your ordinary campaign, or home game. The players and/or the DM may change from table to table. Since adventures are written by different authors, the style and goals of adventures will be very different from one scenario to the next.

You are not allowed to keep any item you find at the end of the adventure, unless it is granted to you on an LR. The party splits the loot and each character leaves with a share of the money. You are then free to purchase items found (even if this would result in four copies of the +4 *sword of doom*).

The Legacies campaign includes unique types of adventures:

- Interactives are adventures that combine multiple tables and that can present numerous unique elements - from battle to investigation to court intrigue.
- Side treks are quick one-or-two encounter affairs that can be played between game slots, each telling a small story.

- Special adventures that can be whatever our twisted minds can imagine. The only guarantee is that such adventures will be epic, massive, and once-in-a-lifetime experience!
- Adapted adventures are adventures not published by FOE that have been adapted to the Legacies Campaign.

NARRATIVES

At irregular intervals, the campaign will publish narratives. These narratives fill gaps and are a way for the campaign leadership to either tease upcoming content or let you know what the fallout of premieres are.

These short pieces of fiction (about one page each) are available as a package on DrivethruRPG or RPGNow.

2: CAMPAIGN WORLD

SAGGAKAR

The world of Saggakar is surrounded by the Mists. The Mists steal the minds of all those who travel through them, taking away their memories, their allegiances, their friendships. Few dare enter the Mists, fewer still emerge after traveling.

[Player's Guide \(5e\)](#)

HISTORY OF SAGGAKAR

The history of Saggakar is written in blood. The hajit (greater halflings) were the first race to rise to prominence and forge an empire out of the wilderness. Later, the First Ones emerged from the Mists, leading armies of monsters. They subjugated the halflings and their empire, but turned on each other.

One day, out of the Mists came a First One of great power who conquered the whole world. Saggakar's impact on the world was such that it now bears his name: Saggakar the First.

His empire, last to this day, endures despite numerous rebellions, civil wars, new conquests, and assassinations.

Today, the empire is on the verge of collapse, and many pray for a new emperor to emerge from the Mists and re-forge the empire.

THE ARCHDESPOTATE OF FAREMH

Although there are many nations in Saggakar, the campaign focuses on one: The ArchDespotate of Faremh. A mostly agrarian nation located by the Mists blessed with an overabundance of slaves coming out of the Mists.

Located between the Spiderfen forest to the north, the Markhem peaks in the south and the Assar Wastelands to the east, the ArchDespotate is best known for its slave caravans.

Three great families vie for power and the highest office in the land. Officially part of the empire, the ArchDespotate operates as an independent entity.

RELIGIONS OF SAGGAKAR

There are three main pantheons in Saggakar: the halfling pantheon, the pantheon of man and the Dark Gods. A variety of minor cults also exist, often pieced together by recent travelers from beyond the Mists.

It is generally accepted that the Halfling Pantheon was the first to emerge from the Mists, followed by the Dark Gods later. The Pantheon of Man is based on five adventurers who reached godhood through means unknown.

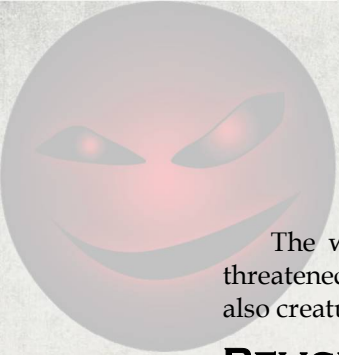
RHYM

Rhym is a traditional fantasy setting. The world of Rhym is one of intrigue and ancient rivalries. Although the Church of the Wheel maintains a fragile peace, nations seek power, redemption, or revenge. Mostly poly-cultural, bigotry and prejudice are common.

[Rhym Campaign Setting](#)

HISTORY OF RHYM

After the defeat of the Dragon Empire, the Nine Gods of the Church of the Wheel revealed themselves to the world. The Church provided a unifying force but one that provided religious justification for each nation's own aspirations.



The world is more divided than ever and threatened by draconic forces once again, but also creatures and forces from beyond.

RELIGIONS OF RHYM

The Church of the Wheel has priests dedicated to the pantheon. However, each priest selects one of the orders, one that represents the aspects of the wheel they favor.

Other pantheons include the Draconic Deities, and the gods of the dwarves and the elves.

OTHER WORLDS

Occasional adventures set on other campaign worlds may be adapted or produced for the campaign. Such adventures are likely to require adaptation by the GM to smooth out any rough edges.

Unless produced under the Tyrant of Saggakar symbol (including trade dress and numeric assignment), such adventures never contribute to the campaign story line (they are not needed for a player to get the full story).

Various races, templates, and classes may be present in such products. Adaptation documents will be added to the Campaign toolkit.

3: CHARACTER CREATION

STEP 1: ABILITIES

The Legacies campaign uses the customizing ability score variant method to generate a character's abilities, as found in the *5e Player's Guide*. Characters are built using 27-points method. Racial ability modifiers are added after the points have been assigned.

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

STEP 2: HOME WORLD

Every character comes from somewhere. You may pick any campaign setting you want, but are encouraged to pick a setting with multiple adventures in the campaign, such as Akhamet, Rhym or Saggakar.

STEP 3: RACE

The next step is to select a race and a class for your character. Other races may be occasionally added through unique certificates.

Other than human, none of the core races found in the *5e Player's Guide* is available for play.

Akhamet characters: A character from Akhamet may select any race presented in the Akhamet Campaign Setting.

Rhym characters: A character from Rhym may select any race presented in the [Rhym Campaign Setting](#).

Saggakar characters: A character from Saggakar may select any race from Saggakar [Tyrants of Saggakar Player's Guide](#).

STEP 4: CLASSES

Every class from the *5e Player's Guide* is allowed for play. Other classes may be occasionally added through unique certificates.

STEP 5: BACKGROUND

Select a background and ideals as usual. You may select or roll for a bond and a flaw if you wish.

STEP 6: ALIGNMENT

The Legacies Campaign does not allow evil-aligned characters. You may select any other



alignment. Your class may have some alignment-based requirements.

You may get access to play an evil-aligned character through special access in an adventure. If you are evil, all other rules found in this document must be followed.

STEP 7: HIT POINTS

In the Legacies Campaign, hit points are determined by the following table with all the appropriate bonuses.

The HP at 1st Level column only gives the hit points of a 1st level character, not the first level taken in a given class. Thus, a Barbarian 1/Wizard 1 would have 12+4 hit points, not 12+6.

Hit Dice	HP at 1 st level*	HP Gained by Level*
D12	12	7
D10	10	6
D8	8	5
D6	6	4

* Add your Constitution Bonus to this number and any bonuses due to favored class, the Toughness feat, class abilities, etc.

STEP 8: LEVEL UP!

Adventurers who participate in the Legacies campaign are assumed to have done other, off-screen adventures. Therefore all characters starting play do so at 3rd level. Leveling follows all the rules in either the *5e Player's Guide*.

It is assumed that your character has completed adventures and gathered a small amount of renown, before his first adventure.

Once you have brought your character to third level, he starts with "zero" experience. As experience is handled slightly differently in the Legacies Campaign, full details about experience points in the campaign us found in Chapter 9: After the scenario.

FIRST LEVEL CHARACTERS

Some adventures may offer characters a chance to start at first level. You always have the option of starting at first level. You level up after every adventure you survive, until you reach 3rd level.

STEP 9: EQUIPMENT

Every 3rd level character begins play with 1,000gp with which to purchase additional equipment. This money is assumed to come from your master, but may come from other sources if you wish.

You may purchase magic items from the "Always Available List" found in Chapter 10 Purchasing Equipment during character creation. Any money left after purchases is yours to keep.

FINAL TOUCHES

Take a step back and try to make sense of it all. Take some time to think of this character. How did he become the way he is now? Why is he of that alignment? Why does he have this flaw? Does he have a unique quirk such as an accent? To whom is he loyal?

This step allows you to make your character unique. "Fighter Joe" and "fighter Fred" should be different by more than their preference for the long sword vs. the battle axe.

4: RULES OF ORGANIZED PLAY

PLAY ABOVE ALL!

If any one of the rules below prevents a game from happening, the coordinator may invoke this rule to ensure a table goes off.

Two rules are not affected by this:

1. You cannot play across game system. A game must be played using either 5th edition.
2. An adventure's level limits are not subject to this exception. Thus, a 7th-level character may not participate in an APL 3-5 adventure. The APL is calculated at the table, not decided.

REPLAYING SCENARIOS

Adventures are much more interesting when played for the first time and therefore we encourage players to play adventures only once. However, to promote additional play, you can



replay an adventure. This must be done with a different character.

A player who replays an adventure receives the favors for playing, but may only select the “extra gold” bundle if available.

NO PLAYER VS. PLAYER

Except in cases where both players agree, Player Versus Player (or “PVP”) is not allowed in the campaign. In those circumstances where both players agree, the situation should be resolved in a non-lethal manner.

Should one character be killed through PVP, the offending character is immediately removed from the campaign. The player cannot take part in the rest of the adventure. A character that is removed from the campaign may not be played again.

There are two caveats. First, if a character is not in control of his own character (like under the influence of a *dominate person*), the character must obey the commands given. His fellow PCs may strike back at him, but are encouraged to use non-lethal methods to defeat their fellow PC. Second, a player who seeks to hurt an opponent must obtain the approval of the other player before proceeding with the action.

For example, a wizard PC wants to cast a *fireball* with another PC within the area of effect.

If the wizard PC is dominated into doing it, he must do it.

If the PC in the area agrees to take the damage, then the action is allowed, and the spell functions normally.

If the PC in the area refuses to take the damage, the wizard PC must find another option. This consent is given by the player, not the character – so an unconscious or otherwise incapacitated PC must still give his consent.

PLAY NICE

Everyone playing Legacies wants to shine and have their moment of glory. It is part of the fun of seeing your character evolve as he plays through the campaign. When sitting at a Legacies table, seek to create the best roleplaying environment for everyone at the table. This includes yourself, but also the players next to you.

A GM is fully entitled to ask a player who does not follow these guidelines to leave the table.

EVERYONE WANTS TO SHINE

Everyone who sits at a game table wants to be able to shine. Avoid trying to do everything yourself or shutting down other characters. Allow other players to be able to have their moment in the spotlight.

DO NOT BE A JERK

“Playing your character” is no excuse to be a jerk, obnoxious, or completely insensitive to others. “My character is like that” is no excuse to ruin anyone else’s enjoyment of the game. While not every character is nice, personable, and friendly, strive to create a positive addition to the party.

Having a table watch your character do everything in the adventure is fun only for you. Allow others to shine too.

Another part of this is the PC who refuses every adventure opportunity and requires the party or the GM to cajole him into participating. Certain hooks may fit your character less than others may. This is not an invitation to fight the GM over the hook. If someone is trying to hire you to do something that goes against your character, instead of arguing with the GM about how unrealistic it is, you can work against your employer. In fact, some adventures will assume that you may swap sides later in the adventure.

This is your game, but it is also the game of everyone around the table.

DO NOT BULLY OTHERS

Strive to keep a cordial atmosphere at the table. Do not force others to do what you want them to do. Part of the fun – and the chaos – of playing a table-top role-playing game is that you do not have complete control over others.

Just because your PC is more powerful, has a special ability, or possesses secret knowledge about another PC, you should not use that to coerce others to do what you want. Just because you CAN does not mean you MUST force others to do so.

There is a clear difference between banter and pretend, but be aware that your fun stops

where others' start. Everyone plays the game because they want to, not to make you look good or admire your character-building prowess.

RECOGNIZE OTHER CHARACTERS

Saggakar has many themes where NPCs and PCs may have stereotypes or dislikes of other races/ sub-races/ religions/ regions. That should not be a reason to ignore other characters. If your character has a prejudice against another PC, make sure the player knows that your prejudice is against the character, not the player, before the start of the game. Do not ignore other players simply because your character "dislikes all humans."

DO NOT READ THE SCENARIO

Legacies adventures are based on a strong plotline and adventures feature plot twists and revelations about the world or the NPCs.

If you are to play an adventure, do not read the scenario ahead of time. This can ruin other players' enjoyment of the game. If you have knowledge of a given adventure, be sure not to spoil the fun for others.

ONE CHARACTER AT A TIME

You may only play one character at a time in each scenario. Playing more than one character at a time is cheating.

This also applies to players who order others what to do. Each player must be able to declare what his character does without pressure from others.

This does not apply to an NPC the GM may ask you to run during a combat or scene, or an iconic pressed into service for the adventure.

A special caveat is made for characters with the leadership feat. These characters may play their cohorts as a secondary character.

SUPPORT THE GM

It is possible that sometimes a GM will make a ruling you dislike or disagree with. Do not undermine the GM simply because you do not like his decision. If you have an issue, talk to the GM after the game. Like you, the GM is there to have fun.

DO NOT CHEAT

I mean, come on. Be honest.

If you make a mistake, correct it and move on.

NO SELLING/ TRADING BETWEEN PLAYERS

You may not trade or give items, gold, or influence between characters. You may give money during a scenario to obtain services, such as NPC spell casting.

You may lend other characters use of your items during an adventure. You may also lend another character some gold to use during the adventure. You cannot give another character any extra gold or items they have not earned or bought themselves beyond the adventure itself. This extends to stealing from other PCs.

At the end of the adventure, any gold and unused items must be returned, for a net zero-sum. Used consumables are expended as normal.

SPELL DURATIONS

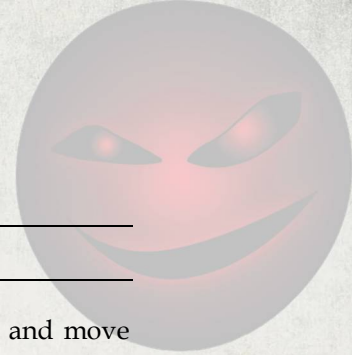
Unless specified on an LR (Legacy Record), any spell cast during an adventure expires, or is dispelled at the end of an adventure (or during the time in-between adventure).

In short, you cannot obtain spell casting from one adventure to the next.

Similarly, all lasting conditions must be dealt with at the table. The only time you may keep a negative condition from one adventure to the next is when you receive a special cert or if you have insufficient funds or favor to remove the condition. In that case, you are expected to pay for the removal of the condition at the earliest opportunity.

MODIFYING CHARACTERS

A player is free to modify his character as much as he wants until the character reaches 4th level. At that time, the character is considered set and cannot be changed, except for the retraining rule below.





PRE-GENERATED CHARACTERS

Players taking part in an event may use a pre-generated character and change that character as much as they want, within established guidelines. After the event, additional changes may be made to the character, within established guidelines.

The iconic characters from any setting by FOE are available at the table.

RETRAINING (PF)

New game material is always coming out, and Legacies may offer new options to your character that did not exist before.

You may retrain the following: skill ranks and feats. You may not change race, class, archetype, and magic items.

Whenever a PC gains a level, he may spend an amount of gold equal to his new level times 100 to swap out a feat or one level's worth of skill points. A 3rd level character would pay 300gp while a 10th level would pay 1,000gp to retrain. Retraining the ranks in one skill or feat cost the amount listed. A character can retrain as many options as he wants provided he pays the cost.

Any feat or skill that serves as requirement for any of the PCs' other abilities cannot be retrained. For example, a character with Cleave could not retrain Power Attack because it is a requirement. The player could retrain both if he wanted to.

RETIRED SCENARIOS

Legacies scenarios will be retired on a regular basis. Those scenarios will be posted on FoeLegacies.com and added to this section, along with a retirement date.

Such adventures will be added to the list of available resources, along with their retirement dates.

PURCHASING CONSUMABLES

Consumables are purchased at the basic price for consumables. For example, a scroll of *glibness* is available, as a bard 3 scroll. However,

a scroll of *lesser restoration* would be available only as a cleric 2 spell.

Characters with feats that allow them to create consumable items must craft them at the level appropriate for their class.

TABLE SIZE

Outside of an interactive or special adventure, Legacies adventures are designed for 4-6 players, with five players being considered optimal to allow a good mixture of role-play, combat, and interaction.

A table can be as low as 3 and as high as 7, but not more or less. A table of 3 may enlist the help of one of the iconics to help them in their adventure. The iconics are available at FoeLegacies.com Though allowed; we strongly recommend you avoid tables of seven as much as possible.

Iconics are created for the game world you are playing in and only those should be used. Thus, Rhym iconics should be used in Rhym adventures, and Saggakar iconics used in Saggakar adventures.

LEVEL CAP

There is no level cap (or maximum level that can be attained) currently set for the Legacies Campaign.

SPELL BOOKS AND FAMILIARS

Spell books are described in the *5th Edition Player's Handbook*. For simplicity, any class may trade spells with any other classes, if the spell they are trading appear on their spell list.

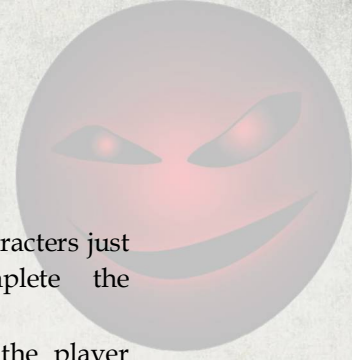
PCs who find scrolls may copy them or have their familiar consume them without having to pay for the scroll.

You may freely trade spells with players and NPCs you encounter in the game.

All other rules are unchanged.

ANIMALS AND COHORTS

Each player can bring one combatant cohort or animal to a Legacies adventure with him. A combatant creature is defined as any creature



that can take an active part in a combat situation.

For example, pack mules and riding horses are non-combatants. While they occupy space on a battle grid, they make no attacks and usually try to flee or get away from combat. Carrier slaves fill the same role. However, a guard dog, a cohort, animal companion or bonded mount counts as a combatant.

A player bringing a combatant animal that is not part of its class benefits (such as a rogue with a warhorse) adds one to his level when calculating the APL.

A player with the Leadership feat bringing a cohort along counts the cohort as an additional character who is included in the APL calculation.

5: GAME MASTER

WHAT IS A GM?

The Game Master (GM) is an important part of any Legacies adventure. The GM runs the game. He breathes life into every NPC, monster, and location the PCs encounter. The GM's main goal is to provide a fun, challenging and inclusive game experience. He should allow the players to shine as the stars of the story.

As the person who knows the story, he is the person who can best determine whether the skill applies or not.

YOUR DUTIES AS GM

Running a Legacies adventure requires you to do many things.

- Be prepared to run the adventure; read it ahead of time, gather what you need to run (dice, miniatures, books, maps), and take notes if you need. Ensure that you know the major plot points. Make sure you know what the adventure is about because players may - and will - go off-script. The time to read the adventure is NOT when the players are seated in front of you.
- Keep a cordial atmosphere around the table that encourages and promotes role-playing. Do not stop your players from enjoying

themselves and playing their characters just because you want to complete the adventure.

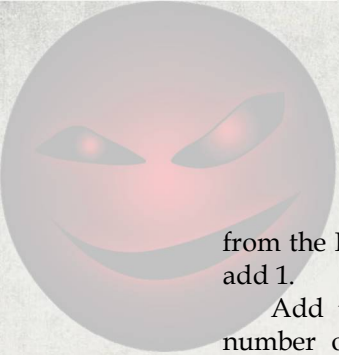
- If a player is disruptive, take the player aside and give him a warning. If that player continues, then you are within your right to ask that player to leave the table.
- Make decisions about the rules. Do not cheat the players out of a good idea or good spell selection because you dislike a rule or spell. Fairness and consistency is important, if things work one way for the PCs, it works the same for the monsters.
- Promote and encourage creative solutions. Just because the adventure does not present an option does not mean it is invalid or cannot work. Players are creative and crafty. Both of those qualities should be rewarded. Be fair; just because they have a good idea, does not mean it should succeed automatically, or that you should make it easy on them.
- Provide a good challenge to the players. If the players are breezing through an adventure, you are within your right to increase the challenge. While adding or changing elements in an adventure, keep the original adventure in mind and keep changes so the players' experience is as close as possible to what is written.
- Provide an accurate and legible LR (Legacy Record) to each character at the end of the game session.
- You are there to have fun as well. Make sure everyone has a good experience.

ADVENTURE LEVEL

Most adventures have many tiers of play. This is referred to as APL (Average Party Level). To determine APL, add the following together.

Add each PC's levels together. Cohorts are counted as a PC for this purpose.

For each combat animal not granted by a class feature (such as animal companion, familiar or bonded mount) or by a feat (mount



from the PHB for rider with Mounted Combat), add 1.

Add the total together and divide by the number of PCs, rounding up if the result is equal to or greater than half (0.5) and down otherwise. This is the APL.

If you are running this for six PCs, add one to the total.

If you are running this for four PCs, subtract one from the total.

The result is the level at which the PCs must play the adventure. A party can always choose to “play up” one APL, but they may never choose to play down.

If you are running for more than 6 players, feel free to increase the number of enemies. Use your judgment when adding additional enemies.

ADJUSTING THE ADVENTURE

As a GM, you can adjust the adventure if the PCs are having too easy or too hard a time. Feel free to add to some description or combats but remember to be fair to the players, and keep fun as an end goal. No one enjoys simply being killed or destroyed because of a GM’s call. It is expected that players should be able to speak about their experience between them and share a common summary of what they experienced.

Acceptable changes include changing an NPC’s spell list, tactics or cutting boxed text short. Unacceptable changes include changing whole encounters or radically modifying the story presented.

Whenever you decide to change something, try to keep the adventure as close to the original script as possible. The author and campaign administration often have something in mind they want the player to experience or accomplish. You may or may not know about this end goal.

That said be responsive to PCs’ actions, decisions and thoughts. Guide them forward. Keep in mind the PCs are the heroes and the protagonists of the campaign. Those who dare to act are the ones who get the rewards. Those who let others do the work for them get very little.

CREATIVE SOLUTIONS

The Legacies campaign adventures strive to be open-ended, open-minded and present the GM with the most likely course of action on the part of the PCs. However, players are a crafty bunch, and often come up with solutions that greatly help them in an encounter or even in the adventure.

Creativity must be encouraged and rewarded. In fact, if the players come up with a creative solution, make sure you contact the First Ones to let them know about it.

When faced with such a situation, go with what would be the most exciting for everyone involved, do not ignore a good idea, and roll with it. Legacies players are expected to be creative, make sure you encourage them.

That said, just because someone has a great idea does not mean it should succeed automatically.

Use your judgment when ruling such solutions. Casting *dominate person* on the king to have him order the death of the enemies may sound like a good idea, but there will be repercussions.

Consequences happen. Send any unique or unexpected results that happened during a Legacies adventure to the First Ones’ at FirstOnes@FoeLegacies.com. You may just appear in a future adventure – or hear about your (mis)deeds.

GM EMPOWERMENT

One of the most important roles of the GM is to ensure that the players have a positive experience. This means that a GM can change and alter any adventure to make sure the players feel challenged.

There is no glory in wiping out a party.

DEALING WITH DEATH

Death happens.

If a character dies, he may be raised if another PC at the table can cast the spell, or if he has access to a casting of the spell OR if he spends the appropriate amount of Favor Points (see later). In such case, *raise dead* works normally.

If a PC's body cannot be recovered, refuses to be raised, or does not have the resources to obtain such service, the character is lost and removed from the campaign.

Raise dead and other spell casting services can only be obtained in a settlement where a spell caster of the appropriate level can be found (not in the middle of the forest, unless specified otherwise).

6: BEFORE THE SCENARIO

Before you play a scenario, make sure your game material is in order and that you are ready to start.

TURN OFF YOUR CELL PHONE/PAGER/ EMAIL. Focus on the game and strive for a great experience by everyone. Ask your players to turn off any such devices as well.

ORDERING SCENARIOS

All the adventures are available through DriveThruRPG.com.

7: DURING THE SCENARIO

WORD ON THE STREET

Legacies is set in worlds in motion. Rumors, lies, half-truths, and gossip run rampant wherever you go. Every adventure will include a "Word on the Street" section to give the PCs an idea of things that are happening both in and out of the current adventure.

Word on the Street is a good way to learn what is happening in one location. Some adventures may have more than one such section, particularly those dealing with multiple locations.

It is important to remember that not everything spoken on the street is true, some are details exaggerated, some are false, and some are mostly true. Distinguishing between them is up to you.

8: AFTER THE SCENARIO

EXPERIENCE

Every Legacies adventure grants participating characters experience points. Those experience points are not given based solely on combat and challenge rating of the creatures within the adventure. In fact, some adventures may be completed without any combat at all.

Adventures grant between 1 and 9 experience points. A typical, 4-hour adventure gives 3 experience points. Some may give more, while others may give less. Each adventure will detail how to give out experience points, and how many can be gained. If a player cannot complete the adventure, he earns a portion of the experience equal to how much of the adventure he completed.

Every time a character reaches a multiple of 9 experience points, he goes up one level.

For simplicity, all characters start at 3rd level with zero experience points, not 27.

On average, an adventure planned for four hours (a regular convention time slot) will give you 3 experience points. A side trek or intro (running about 1-2h long) may give you 1. A full module may give up to 9.

SPOILS OF WAR

Every Legacies adventure grants you a fixed maximum amount of gold. The "gold cap" represents payment from your employer, loot found and the occasional bribe paid to you. Exactly how you gain this money depends greatly from table to table. Some may get it through more loot while others may get a higher pay.

Depending on choices and actions in the game, special equipment bundles may be available. Bundles may include magic items, special access, unique favors, or extra gold.

There is no guarantee or promise that an adventure gives out the maximum amount of



gold allowed, or that when you play you receive the maximum amount of gold.

Some adventures may give special favors, bonuses, or rewards. Those rewards may be given in addition to, or in place of, gold. These bundles must be obtained during the game.

Items obtained through a bundle may not be sold for money, without use of a favor or boon. Extra gold in a bundle is the only exception to this.

DAY JOB

When playing your own character, not one of the iconics, you may perform a day job roll once. At the end of any adventure, you may make a single skill check, using one skill of your choice, multiply the result by your current level, to get a total amount in gold piece that you can add to your character's earned gold. This represents

After making the skill check, multiply the result by your current level and that gives you how many gold pieces your character earned.

Gold obtained through a day job is added to the total gold gained during the adventure.

HANDING OUT LRS

Every player who plays an adventure is given a LR for playing. The GM should make sure everything is filled in correctly and that the options and choices on it represent what happened in the game. When playing a game in a time-constrained event, be sure to leave plenty of time for filling out the LR completely and accurately.

LR FOR THE GM

Every time a GM runs a Legacies adventure, he may apply one LR for the adventure to one of his character. He receives an amount of GP equal to the amount found under "GM gold".

Each time a GM assigns an LR, it must be applied to a unique, different character. A character may never have more than one copy of the LR for a given adventure.

9: PURCHASING EQUIPMENT

WHERE CAN I BUY GEAR?

Your character can buy equipment in any settlement or in-game opportunity. Between adventures, it is assumed that a character heads to a large settlement, making any item from the "always available items" available for purchase. During the game, the PCs are limited by their current locations.

ALWAYS AVAILABLE ITEMS

Access to magic items in 5e is made through LRs rather than purchase. However, the following items are always available. There might be occasions where these are not available, but you can purchase them at the beginning or end of any adventure.

Item	Cost	Min lvl
+1 ammunition (each)	25	3
Cantrip spell scroll	10	1
Potion of climbing	180	3
Potion of greater healing	150	3
Potion of healing	50	3
Potion of healing	50	3
Potion of heroism	180	3
Potion of invisibility	180	3
Potion of superior healing	450	5
Potion of water breathing	180	3
Spell scroll of level 1	60	3
+1 magic armor	1,500	5
+1 magic weapon	1,000	5
+1 shield	1,500	5
Adamantine	500	5
Spell scroll of level 2	120	5
Mithral armor	800	7
Spell scroll of level 3	200	7
Spell scroll of level 4	320	9

TYRANTS! SAGGAKAR

LEGACIES SEEDS OF REBELLION

FOE

FIRST ONES ENTERTAINMENT

TOSr-XX Sample of Adventure Legacy Record

_____ played by _____ completed this adventure successfully.
(Character Name) (Player Name)

Recruited for an adventure, you sallied into the great unknown and emerged victorious covered with treasure!

APL	XP	Base Gold	Extra Gold	GM Gold
3	0	0	0	0
5	0	0	0	0
7	0	0	0	0
9	0	0	0	0

Check as applicable:

Found treasure lying around (APL 3; Ogp, 5; Ogp)

Name	Faction	Positive	Negative	Used
Guardian	ArchDespot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Better guardian	House Ougozar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Faction	Starting	(+/-)	Final
House Foremhi			
House Ougozar			
House Tiotan			
The ArchDespot			
Impartial Rebels			

Story Element	Positive
Looked at the dog	<input type="checkbox"/>
Kicked the dog	<input type="checkbox"/>
Agreed to be cursed for taking the treasure	<input type="checkbox"/>

Experience		GOLD	
Start		Start	
Earned	+	Earned	+
Final	-	Day Job	+
		Spent	-
		Final	-

USING FAVORS

Favor may be used to obtain more items. Refer to the Favor section of Chapter 11: The Legacy Record.

UPGRADING ITEMS

Items can be upgraded provided they are not specific or unique magic items. See the rules in the *5e Dungeon Master's Guide*.

10: LEGACY RECORDS

Over the course of an adventurer's career, he will amass many favors, boons, and enmities. These are tracked on the LR.

This section explains everything found on an LR: how to fill it in and how to use it.

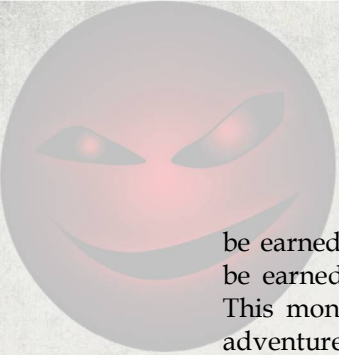
LEFT COLUMN

In the left columns is the code and name of the adventure, followed by a line allowing you to enter your and your character's names, a summary of the adventure itself, the possible rewards (in experience and gold), and any special reward based on the adventure.

Enter your character and your own name. This allows you to track with which character you played the adventure.

The adventure summary includes an overview of the adventure focusing on its high points and any revelations. It is possible that it may not be a perfect match to your own adventure.

The numeric rewards give you the amount of experience, basic gold (this is the guaranteed, minimum amount earned from looting, employer pay and selling enemies' gear), extra gold provides the amount of extra gold that can



be earned in the adventure. This gold can only be earned if the PCs refuse any special items. This money is not always available and many adventures will not feature any. Finally, GM gold is the fixed amount of money, a GM can earn by running this adventure. As the GM does not get access to extra gold or items, this is the amount he earns (plus any day job checks).

The GM should circle the APL at which the adventure was played and cross out or circle the extra gold.

RIGHT COLUMN

The right column has a section detailing favors earned during the adventure. For more information about favors, refer to the Favor section, below. The second section provides a convenient list of entries detailing the factions in the campaign. Every NPC or group found in the favor section will be assigned to a faction. Next is a section that details the story elements, which has elements of the adventure - things that happened but that do not necessarily earn the PCs favor. If something happened, whether good or bad, then mark it as "positive". Finally, the Experience and Gold Totals are tally in the final, bottom section.

FAVOR

This section is where a character tracks his favors and is central to Legacies.

The first subsection gives the PCs a list of NPCs that could grant favor to the characters. If the PCs left a positive impression on the NPC (or NPCs), check "Positive." If they left a negative impression, check "Negative" It is possible for PCs at the same table to leave different impressions on the same NPC.

The "Used" check box should initially be left unchecked if the PCs gain a positive favor point. If they receive a negative favor point, it should be checked off immediately to represent the character not getting access to a favor. When a character uses a favor point during a game, that box should be checked off to represent the favor being used.

Each NPC has his name written and the faction he is associated with in this adventure in

parenthesis. While most NPCs work for a single faction, some may change factions.

Some adventures may offer different ways a character may use their favor points. It is expected that over the course of his career, a character will see their favor score with a given faction rise and fall.

As of Year 3, total faction favors are no longer used. If you have a favor with a given faction, you may use that favor point.

ITEMS FOUND DURING THE ADVENTURE

This section includes many treasure bundles the PCs could get access to in the adventure. Depending on the party's choices, some bundles may not be available. Other times, the PCs may get to choose more than one; such exception will have special indications on the LR.

Again, these items may not be sold (and are considered to have a value of 0). They may be traded or gifted to NPCs during the game. For example, a +1 *longsword* may be given to a dragon to appease his greed, but you could not sell it to a merchant to buy another weapon.

BUYING/ SELLING SECTION

There is no specific buying or selling section on the LR. For ease of tracking, use the back of the sheet.

Total up the cost of the sales and write the total in the section dedicated to it.

Any equipment sells for half their original cost. Total up the worth of all sold equipment, half the total and write the total in the section dedicated to it.

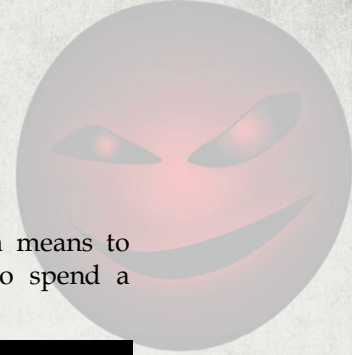
Equipment you received for free can never be sold for money.

SPENDING FAVORS

SPENDING FAVOR POINT

A player may spend Favor points from the LRs to gain advantages or access to better equipment. To do so:

- The character must have an unused, favor point to spend.



- Once spent, the favor used must be marked as “Used” on the LR, representing the fact that you can no longer call on that favor.

FAVOR POINTS AND NPC SPELL CASTING

Favor points may also be exchanged for NPC spell casting.

- Obtaining NPC spell casting may be done more than once per adventure.
- Characters may cover the cost of NPC spell casting (including casting and any material components) by spending multiple favor points.
- Used this way, a character may receive up to twice the value he would get from trading favor points for consumables (20% of the max value per level).
- Other characters may provide favor points to get spell casting for a friend.
- At the end of an adventure, it is assumed the PCs have enough time between adventures to find a spell caster of appropriate level to obtain what they need.
- NPC spell casting may be obtained in addition to any other expenditure of favor points.

Level	5e
3	50 gp
5	200 gp
7	400 gp
9	800 gp
11	1,200 gp
13	2,000 gp
15	3,000 gp

SPELL CASTING COST (5E)

Use the following guidelines to determine the cost of spell casting.

$(\text{Spell Level} \times \text{Spell Level}) + \text{Components}$

CHANGING MASTER

You may spend a favor point with an NPC to change your master. Your new master must be the NPC with whom you have the favor and may not be a rebel.

When the adventure provides a means to change Master, you do not have to spend a favor point.

II: SAGGAKAR-SPECIFIC RULES

MASTERS AND AFFINITY

Everyone in Saggakar works for someone else whether by choice or by force. A lucrative slave market thrives across the world.

Few people get to enjoy true freedom. Service is the expected norm and those without a master are constantly forced to pay fees, bribes, and other taxes to avoid being claimed. Any new character must decide whether to be *marked* or free.

Using the spell *minion mark*, masters prevent others from stealing their slaves. While a few First Ones command other slaves, they usually do so only for short periods of time.

Every character **MUST** have an affinity and a master (refer to the Master chapter, later).

FROM OTHER WORLDS

If your character comes from a different world, you may select a master before you play your first adventure in Saggakar. After you travel to another setting, the mark you received (if you received one), remains when you return.

MASTER BASICS

In most cases, your master will send you to a location where adventure is to be found. He may also provide you with tidbits of information about what he is doing and what his current goals are. Whether and how you accomplish or serve the goals of your master is up to you.

When you go out on adventure, your master may ask you to perform certain tasks during the adventure. Those can vary from straightforward “bring me this item” to something that is extremely vague “keep an eye out for any enemies in the area.” A master’s influence is



greatest in their home region and diminishes outside their region. For example, House Faremhi is very powerful and well-informed in the north and west of the ArchDespotate, but less so in the south.

It is assumed that you pass on any information learned during an adventure to your master. Information to which you are bound by secrecy (through a *mark of justice* or a *quest*) is NOT passed and kept secret from your master, unless you willingly divulge this information.

Advancing, or not, your master's agenda is tabulated by the campaign staff and certain Houses may get advantages over other because their agents are successful in furthering their goals.

Unless a master appears directly in an adventure, rewards for the adventure are not linked to your master. Specials and interactive may grant favors to those who distinguish themselves during such adventures.

MASTER SECRECY

Anyone casting a *read magic* spell can read your master on your forehead, as minion mark leaves a magical ward that reads "*I belong to [Master's name]*".

Your master may ask that you perform criminal or illegal activities. While it is very likely that you will learn whom your associates work for, keep the secret. You never know when they will reveal YOUR secrets to your enemies. A common conspiracy of silence exists between adventurers.

So, while WHO your master is will not remain secret, WHAT your master asks of you, should.

CHOOSING A MASTER

In Faremh, each master belongs to one of the three great families. Although your own master may not appear in an adventure, you might be contacted by another member of that family. Unless you know differently, assume that a relative of your master has your master's ear.

Each master and their family have a unique flavor, history and goals. They seek to extend

their influence through the works of their minions.

Unmarked characters are "free agents" who sell their services to the Great Houses. They often ally with rebel forces and criminal elements of society, any way to get a few coins.

CHANGING MASTER

Once chosen, you cannot change your master during a game. There will be in-game opportunities to change - whether you want it or not.

You may spend a favor point to change your master at the end of an adventure. See Spending Favors later.

Should your patron die, retire, or change in any significant manner, a method by which you can change patron will be provided in the adventure.

MASTERS IN PLAY

In most Legacies adventures, your character will receive word from your master. Depending on the adventure, this could be at the start, or during the adventure, or both.

Masters usually ask for tasks to be done in their name or in secret. How you accomplish this task is entirely up to you, you may perform the task by yourself or get others to complete the task for you. Sometimes those tasks are very clear and direct, and at other times, they will be rather obscure. It is up to you to decide how best to follow your master's wishes.

Many times, a master's orders will be vague or unclear and it is up to you to guess what your master wants you to do. Masters and their commands should be used as tools to enhance the role-playing experience of the table, and give you an idea of things they would like to see happen. Only when a master appears directly in an adventure are their requests tied to the success of the mission.

Not all missions can be successful every time. Sometimes masters of different factions will give contradictory orders. Role-play the situation. Master requests can be contradictory to the mission you are doing. If that is the case, it is up to you to find a way to convince your fellow adventurers to do what you want, or to

ignore your Master's wishes. Be creative. Play it out.

While it is very likely that you will sometimes clash or get into arguments with your fellow party members, be sure you remain within the limits of the "No Player vs. Player" of the Rules of Organized Play (see later for full details).

MASTER ENTRY

Leader: Gives a little information about the leader of the faction. This alignment should give you an idea of the faction's ethical and moral behavior. A portrait is given for the

Modus Operandi: Describes how the faction works as well as the types of tasks it asks its people to do. Depending on your character, it may be easier or harder to fulfill certain tasks. This section also tells whether the master operates openly or not.

Benefits: Every master grants some benefit to skill checks in certain situations, representing the training you received. Any bonuses to social skill checks require the NPC to know of your affiliation with the master. If you lie about who your master is, you could have a benefit or a penalty, depending on the NPC's knowledge of you, your true master, or your false master.

MASTER LIST

Here are the four "starter" masters that a character can select at creation: House Faremhi, Ougozar, Tioten, or Unmarked. The ArchDespot may only be chosen as master in-game

LUCREZIA OF HOUSE FAREMHI

Leader: Lucrezia is a minor member of House Faremhi seeking to increase her power. As such, she is willing to mingle with "inferiors" and often travels across the ArchDespotate.

Modus Operandi: Lucrezia is not subtle. She knows what she wants and works aggressively to obtain it.

Benefits: House Faremhi's greatest asset is its abundant quantity of slaves. By spending a favor point, a House Faremhi PCs may commandeer a slave to perform non-combat tasks.

Once commandeered, the slave remains with the party for the remainder of the adventure or until sent away. This slave possesses one skill with a bonus equal to the current table APL. The slave cannot be placed in a situation where he can be hurt (a slave will not disable traps, but may look for them). It is expected the slave be returned in good health, but that is not mandatory.

Family Crest: Sable spider on a field of argent

Family Colors: Black and White

Family Motto: *Domination and conquest*





RAMIS OF HOUSE OUGOZAR

Leader: Ramis was born to privilege and power, to the point where both are part of who he is. Ramis has his slaves travel to him, not the other way around.

Modus Operandi: Ramis knows his house needs to ensure its power and works tirelessly to ensure things do not change.

Benefits: House Ougozar controls the government for the ArchDespotate, including the legal and penal systems. By spending one favor point to lower penalties, the effects are doubled, thus lowering the penalty for a crime by two levels. If a crime is minor or less, no penalty is inflicted, allowing servants of House Ougozar to, literally, get away with murder.

Family Crest: A sable crowned lion rampant on a quartered field of gules and argent

Family Colors: Red and White

Family Motto: *Power seeks its own*



EFFRIKO OF HOUSE TIOTEN

Leader: Effriko is an aging First One whose body is constantly wracked by cough. He compensates by working tirelessly.

Modus Operandi: A powerful mage is his own right, Effriko understands best of all that a happy slave is a productive slave. He knows that his house is the weakest, so he gives his people the most latitude to execute his desires.

Benefits: House Tioten is not powerful enough to challenge the other houses directly – yet. Therefore, Effriko involves himself in his slaves' affair more directly than the others. Because of this, when a slave of House Tioten spends a favor point to obtain NPC spell casting, once per adventure, you may get the benefit of spending a second one for free. This can only benefit servants of House Tioten.

For example: a 3rd-level House Tioten PC requires a *heal* spell (660 gp), for a net cost 2 favor points. By spending one favor point, he could get the benefit of having spent two favor points. This could also be used to obtain two castings of the spell (and paying the remaining 60 gp).

Family Crest: An oak tree bearing nine crowns on a field of vert

Family Colors: Green and yellow

Family Motto: *Ambition Consumes the Lesser*



UNMARKED

There is no leader of the unmarked. This group pays each other to keep information.

Benefits: You do not have to bow to anyone; you are your own man.

Drawback: to keep your freedom, you must constantly pay bribes and ONE QUARTER of any monetary rewards from any adventure you play in Saggakar. This is assessed AFTER all monetary gains are tabulated. This means you earn 75% of any gold earned during an adventure.

THE ARCHDESPOT

Special: You may not select the ArchDespot as a master. You must be bought by her through play.

Leader: Hellebora received the crown after her new husband, the previous ArchDespot drowned in his bathtub as he celebrated his marriage. She is a trained archer and a former adventurer.

Modus Operandi: The ArchDespot is learning to work through others, therefore she sends her slaves to serve other houses.

Benefits: If one of the great houses is not represented among the players at the table, you may choose to serve that house, being on temporary assignment. If every house is represented, and there is no special entry for the ArchDespot, you are assumed to work for House Ougozar.

Personal Crest: A crowned lion rampant on a field of gules.

Personal Colors: Red

Personal Motto: *Unity through strength*



12: FAQ

Q: Can I use my favor points on NPC spell casting for another PC?

A: Yes, it is worth the same amount as if you used it.

For example: a 3rd level PC gives a favor point (value=600gp) to a 5th level PC (favor value=1,600gp), the favor is still worth 600gp. These “gifts” must be handled at the table.

RHYM QUESTIONS

Q: Are there masters on Rhym?

A: No.

Q: Do I still serve my Saggakar master when on Rhym?

A: No, you do not. When you crossed the Mists, you forgot all about Saggakar and its particularities, which includes your master. Unless the adventure specifically

Q: When on Rhym, do I still have my minion mark?

A: Yes, you do.

Q: Can I remove the mark while on Rhym and change master?

A: You can remove the mark while away, but when you return, your master will re-mark you. Service is eternal.

Q: Will there be a full campaign story arc set in Rhym?

A: Depends on time and interest. Now, Rhym adventures form a story arc of their own, but are not planned to have a complete storyline.

13: IMPORTANT LINKS

EMAIL

FirstOnes@FoeLegacies.com

FOE LINKS

[First Ones Entertainment Website](#)

CAMPAIGN LINKS

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