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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.