

LEGENDARY BEGINNINGS



Into the Feyweald



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 the *Pathfinder Roleplaying Game*! These can be played with the standard Pathfinder rules or with the special **Pathfinder boxed set created just for beginners**. 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!**

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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 a Pathfinder Roleplaying Game adventure designed for newer players and Game Masters using the *Pathfinder Roleplaying Game*. 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 Pathfinder Roleplaying Game 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 Pathfinder rules.

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 Pathfinder Roleplaying Game Core 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.

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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, she 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, they can make Perception checks. Succeeding on a DC 15 check allows a character to see a group of figures standing in the shadows of the forest about 90 feet away. Surpassing a DC 20 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 with ranks in Knowledge (nature) can attempt a skill check to identify them. A check result of 11 or higher 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.

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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

Aura faint conjuration (healing); **CL** 3rd

Slot neck; **Price** 750 gp; **Weight** —

DESCRIPTION

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 free action, the amulet's wearer can draw power from the amulet to heal 1d8+1 points of damage, as though she had received a cure light wounds spell.

Alternatively, if the wearer is reduced to 0 or fewer hit points and has not yet used the amulet that day, the magic activates automatically as an immediate action. If the healing is enough to restore the wearer to 1 or more hit points, she remains conscious, does not fall prone, and can otherwise act normally on her next turn.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*; **Cost** 375 gp

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.



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Briarbay wears a very serious expression, but PCs making a DC 12 Sense Motive check can sense an air of mischief about the little man. Those who succeed on a DC 13 Knowledge (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 13 Knowledge (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 17 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 22 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 Knowledge (arcana) check reveals that the symbols are magical. Characters using *detect magic* can determine that the jug radiates an aura of conjuration magic on a Knowledge (arcana) check (DC 18). A DC 18 Spellcraft 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 (DC 18 Knowledge [arcana]). A DC 18 Spellcraft 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.

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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 (DC 15 Knowledge [arcana]). A DC 15 Spellcraft 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 Sense Motive check (DC 20) 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 Will saves and a +2 bonus on saving throws against poison and fear effects (including the mites' *doom* spell-like ability). The bonus and any remaining temporary hit points are lost at moonrise on the following night.

1B. PARTY CRASHERS

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 20 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."

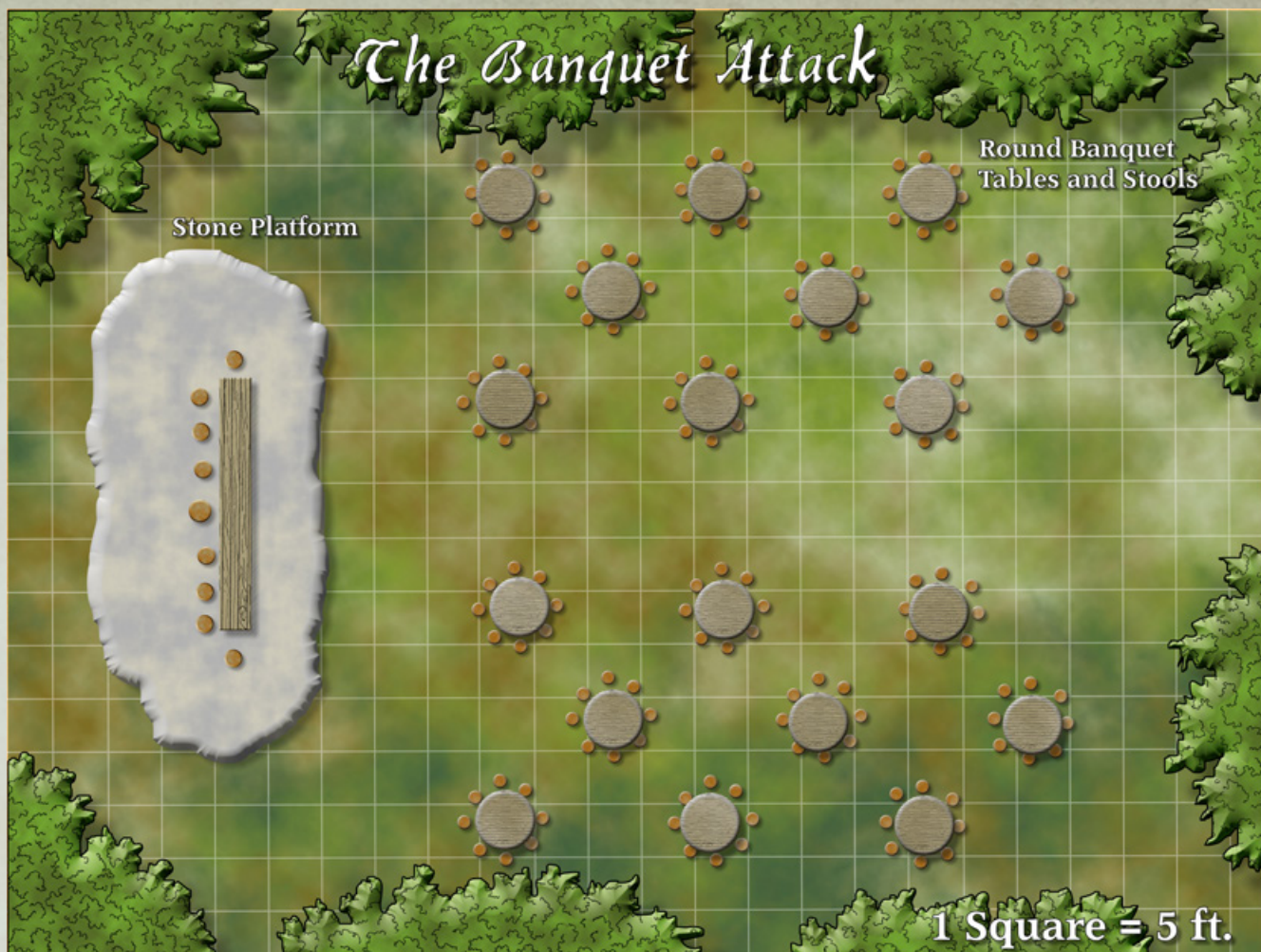
Pryozha looks at them impatiently and says, "I can take care of myself. Go protect your kin, instead!" She looks at her two advisors and nods, then turns to you.

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The Banquet Attack



“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. Two of the mites are riding Medium-sized monstrous jumping spiders. These spiders have a weaker venom, but can jump long distances to attack their enemies. Each of the mites targets a different character with *doom* before attacking with its darts or spears. The spiders attack on the same round that their riders do.

MITES (4)

CR 1/4

100 XP each

Hit Points 3 (*Pathfinder Roleplaying Game Bestiary*)

Initiative +1

Speed 20 ft. (4 squares)

Senses darkvision 120 ft., low-light vision, scent;

Perception +5

DEFENSE

Armor Class 12, touch 12, flat-footed 11

Fortitude Save +0, **Reflex Save** +3, **Will Save** +3

Weaknesses light sensitivity

OFFENSE

Melee (standard action) obsidian dagger +0 (1d3–1/19–20)

Melee (standard action) obsidian spear +0 (1d6–1/x3)

Ranged obsidian dart +3 (1d3–1)

Spell-like Abilities (CL 1st)

At Will—*prestidigitation*

1/day—*doom* (DC 10)

STATISTICS

STR –1, **DEX** +1, **CON** +0, **INT** –1, **WIS** +1, **CHA** –1

Skills Perception +5, Ride +2, Stealth +13

Special Qualities hatred (dwarves and gnomes), vermin empathy +4

ITEMS

Equipment obsidian dagger, 6 obsidian darts, obsidian spear

SPECIAL ABILITIES

Hatred Mites receive a +1 bonus on attack rolls against dwarves and gnomes.

Vermin Empathy Mites can attempt to influence the attitude of vermin by making a d20 roll with a +4 modifier. They can train Medium vermin and use them as mounts and treat swarms as one creature possessing a single mind, allowing them to influence and direct the actions of swarms with relative ease.

GIANT JUMPING SPIDER (2)

CR 1

400 XP each

Hit Points 16

Initiative +3

Speed 30 ft. (6 squares), climb 30 ft. (6 squares)

Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +8

DEFENSE

Armor Class 13, touch 13, flat-footed 10

Fortitude Save +4, **Reflex Save** +4, **Will Save** +1

Special Defenses mindless creature

Immune mind-affecting effects

OFFENSE

Melee (standard action) bite +2 (1d6 plus poison)

Special Attack jump attack (+4 attack, –2 AC)

STATISTICS

STR +0, **DEX** +3, **CON** +1, **INT** —, **WIS** +0, **CHA** –4

Skills Climb +16, Perception +8, Stealth +7

SPECIAL ABILITIES

Poison When the spider bites a foe, that creature must make a DC 12 Fortitude save or take 1d4 additional points of damage from the poison.

Jump Attack As a full-round action, the spider can jump up to its normal movement distance and make a full attack with a +4 bonus. The spider must jump at least 10 feet and can only move in a straight line. As soon as it begins this action, the spider suffers a –2 penalty to its AC until the start of its next turn.

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.

OIL OF VERSATILE WEAPON

This magical oil grants the effects of the *versatile weapon* spell (*Pathfinder Roleplaying Game Advanced Player's Guide*). PCs can spend a standard 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 bypass damage reduction of one of the following types: bludgeoning, cold iron, piercing, silver, or slashing. A single dose of this oil is worth 750 gp. The effects of each dose last for 5 minutes (50 rounds)—plenty of time for a single fight and perhaps two fights if they happen close together. The players must use this valuable resources wisely, however, or they will run out before their mission is complete.

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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 versatile weapon*. 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 cure light wounds*.

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 cure light wounds*. 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 Perception skill checks to keep sight of the trail. The unseelie army's tracks are initially difficult to find (a DC 20 Perception check). PCs working together can use the aid another action to boost the chance of finding the trail. Once they find the first tracks, they need to succeed on three DC 16 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 members are sleeping.



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1D. A FRIEND IN NEED

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 Perception check hear a strange sort of howling that ends in a rapid chuffing noise. A DC 15 Knowledge (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.

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. The unseelie template is presented in Green Ronin's *Advanced Bestiary*, but is modified slightly as described below. Unseelie creatures have many abilities, but the following are the most important for this adventure:

Skills: An unseelie creature gains a +2 luck bonus on Bluff checks and a +4 racial bonus on Stealth, Survival, and Knowledge (nature) checks. Knowledge (nature) becomes a class skill and can be used as trained, even without ranks in the skill.

Spell-like abilities: Unseelie gain the following spell-like abilities. Their caster level is equal to their hit dice, and the save DCs are Charisma-based.

At Will—*invisibility*

3/day—*dancing lights, ghost sound, silent image*

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

Faerie Walk: When in a natural environment, unseelie fey can use a full-round action to transport themselves into the Fey Realms for up to 7 rounds. While there, they behave as though under the effect of an *ethereal jaunt* 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). Returning to the Material Plane is a free action.

Fey Blood Unseelie creatures are treated as fey for the purposes of effects that target that type.

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 that type. The details on the curse itself are presented in *Advanced Bestiary*.

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

The fey appear out of the Fey Realms (they were using their unseelie faerie walk ability). They are surprised to find the 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, employing his pipes to increase the save DC. The brownie uses *sleep* to subdue the badgers and make it easier for him to escape.

The brownie must use a full-round 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

CR 2

600 XP each

Hit Points 4 (*Pathfinder Roleplaying Game Bestiary* 2, *Advanced Bestiary* 291)

Initiative +10

Speed 20 ft. (4 squares)

Senses low-light vision; **Perception** +8

DEFENSE

Armor Class 19, touch 19, flat-footed 12

Fortitude Save +1, **Reflex Save** +8, **Will Save** +4

DR 5/cold iron or silver; **Resist** cold 5; **SR** 12

OFFENSE

Melee (standard action) obsidian shortsword +6 (1d2–2)

Ranged obsidian dart +8 (1d2–2)

Special Attacks unseelie taint

Spell-like Abilities (CL 7th, concentration +9)

At Will—*dancing lights*, *invisibility*, *mending*, *prestidigitation*

3/day—*ghost sound* (DC 12), *silent image* (DC 13)

1/day—*alter self* (DC 10), *darkness*, *dimension door* (self only), *lesser confusion* (DC 13), *magic mouth* (DC 14), *plane shift* (self only, to and from the Fey Realms only) (DC 19), *sleep* (DC 13), *ventriloquism* (DC 13)

STATISTICS

STR –2, **DEX** +6, **CON** +1, **INT** +4, **WIS** +2, **CHA** +2

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +10, Bluff +8, Intimidate +3,

Perception +8, Sense Motive +6, Sleight of Hand +10, Stealth +22 (+26 in forest), Survival +6

Special Qualities faerie walk, fey blood, unseelie pact items

Equipment obsidian shortsword, 6 obsidian darts

UNSEELIE FAUN

CR 2

600 XP each

Hit Points 13 (*Pathfinder Roleplaying Game Bestiary 3*, *Advanced Bestiary 291*)

Initiative +5

Speed 30 ft. (6 squares)

Senses low-light vision; **Perception** +8

DEFENSE

Armor Class 18, touch 15, flat-footed 13

Fortitude Save +2, **Reflex Save** +8, **Will Save** +5

DR 5/cold iron or silver; **Resist** cold 5

OFFENSE

Melee (standard action) obsidian dagger +6 (1d4+2/19–20)

Melee (standard action) obsidian spear +3 (1d8+3/x3)

Ranged shortbow +6 (1d6/x3)

Special Attacks panpipes, unseelie taint

Spell-like Abilities (CL 3rd, concentration +5)

At Will—*ghost sound*, *invisibility*

3/day—*dancing lights*, *silent image* (DC 13)

1/day—*alter self*, *darkness*, *hideous laughter* (DC 13), *magic mouth* (DC 14), *plane shift* (self only, to and from the Fey Realms only) (DC 19), *sleep* (DC 13)

STATISTICS

STR +2, **DEX** +5, **CON** +1, **INT** +2, **WIS** +2, **CHA** +2

Feats Point-Blank Shot, Weapon Finesse

Skills Acrobatics +11, Bluff +10, Escape Artist +11,

Perception +8, Perform (wind instruments) +8,

Sense Motive +8, Stealth +15, Survival +9

Special Qualities faerie walk, fey blood, unseelie pact items

Equipment arrows (20), dagger, obsidian spear, shortbow, masterwork panpipes

SPECIAL ABILITIES

Panpipes Three times per day, a faun can use its masterwork pipes to augment its spell-like abilities. As a swift action, it can increase the DC of the next spell-like ability it uses on its turn by +2.

MALHEIMWEK, AWAKENED BADGER

CR 1

200 XP

Hit Points 31 (*Pathfinder Roleplaying Game Bestiary 2*)

Initiative +1

Speed 30 ft. (6 squares), burrow 10 ft. (2 squares)

Senses low-light vision, scent; **Perception** +5

DEFENSE

Armor Class 13, touch 12, flat-footed 12

Fortitude Save +5, **Reflex Save** +4, **Will Save** +4

OFFENSE

Melee (standard action) bite +3 (1d3)

Melee (full attack) bite +3, 2 claws +3 (1d2)

Special Attacks blood rage

STATISTICS

STR +0, **DEX** +1, **CON** +2, **INT** +1, **WIS** +1, **CHA** –1

Skills Climb +4, Perception +5, Stealth +9

SPECIAL ABILITIES

Blood Rage When injured, badgers can fly into a rage, gaining +3 hit points, +1 on Fortitude saves, +1 on melee attack and damage rolls and on Strength-based skill and ability checks, and a –2 penalty to AC. The rage lasts for 1 minute or until the battle ends, whichever is shorter; a badger cannot end the rage before this time.

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 a magical beast, so he is not yet susceptible to the curse, 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

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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 Knowledge (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 verbenas, 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!

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 Perception skill checks against a DC 18 or you can simply say that any PC with a Perception skill modifier of +8 or higher automatically sees the spiders and is not surprised. Only characters who are not surprised may act in the surprise round.

Creatures: The patrol consists of 2 mites, each riding a giant jumping spider. They start by using their *doom* spell-like abilities, then direct their spiders to attack the closest characters via the most direct route possible, using their jump attack as much as they can. The mites and spiders have the same statistics as the ones presented in encounter 1B.

MITES (2)

CR 1/4

100 XP each

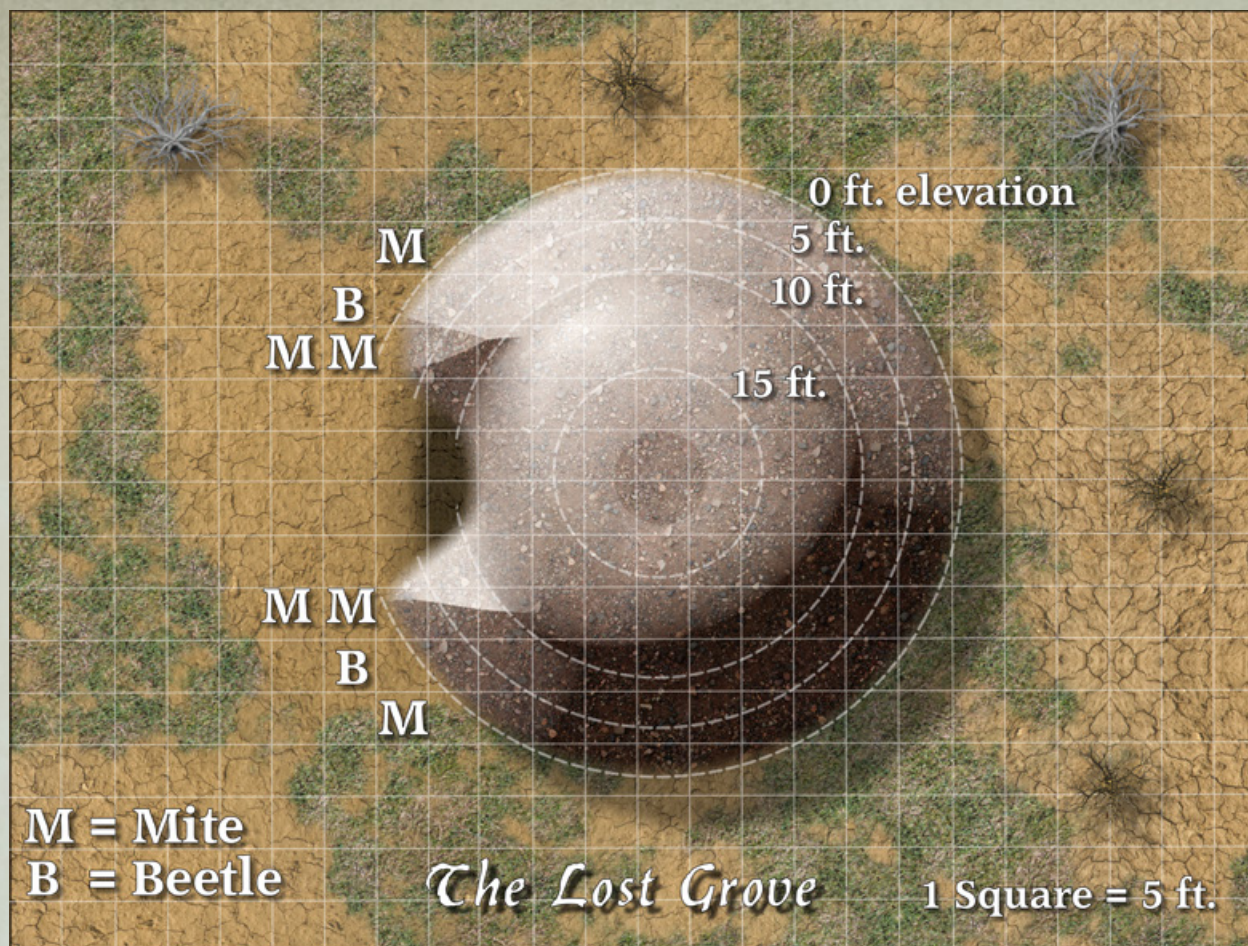
Hit Points 3 (*Pathfinder Roleplaying Game Bestiary*)

GIANT JUMPING SPIDER (2)

CR 1

400 XP each

Hit Points 16



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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

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 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.

CAMOUFLAGED PIT TRAP

CR 1

XP 400

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger location; **Reset** manual

EFFECTS

20-ft.-deep pit with padded bottom (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square)



2C. DISTURBED BIRD

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

Creatures: Characters who fail a DC 14 Perception check are surprised by the clubnek's attack. Those who succeed can spot the clubnek before it sees the party. A DC 12 Knowledge (arcana) check allows the PCs to identify the clubnek and makes them aware

of its tendency to become aggressive. If the players remember the verbena they found or if they surpass the Knowledge (nature) check DC by 5, they know they can rub the plant on themselves to try to calm the creature down. The verbena works on the clubnek, even though it is a magical beast.

The clubnek begins its attack by using its burst of speed ability and charging the closest PC. If the 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 Fort 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 a very aggressive beast.

CLUBNEKS**CR 2**

600 XP

Hit Points 14 (*Tome of Horrors Complete* 116)**Initiative** +1**Speed** 40 ft. (8 squares)**Senses** darkvision 60 ft., low-light vision; **Perception** +7**DEFENSE****Armor Class** 14, touch 11, flat-footed 13**Fortitude Save** +4, **Reflex Save** +4, **Will Save** +1**OFFENSE****Melee** (standard action) beak +5 (1d4+2) or claw +5 (1d4+2)**Melee** (full attack) beak +5 (1d4+2) and 2 claws +5 (1d4+2)**STATISTICS****STR** +2, **DEX** +1, **CON** +1, **INT** -4, **WIS** +0, **CHA** -2**Skills** Acrobatics +5 (+9 jumping), **Perception** +7, **Stealth** +5**SPECIAL ABILITIES****Burst of Speed** Once every 5 rounds, a clubnek can make a charge attack and move up to five times its normal speed (200 feet [40 squares]).**2D. STICKY SITUATION**

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* 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 GIANT TOAD**CR 3**

800 XP

Hit Points 22 (*Pathfinder Roleplaying Game Bestiary 2, Advanced Bestiary* 291)**Initiative** +3**Speed** 30 ft. (6 squares), swim 15 ft. (3 squares)**Senses** low-light vision, scent; **Perception** +8**DEFENSE****Armor Class** 16, touch 12, flat-footed 13**Fortitude Save** +6, **Reflex Save** +8, **Will Save** +0**DR** 5/cold iron or silver; **Resist** cold 5**OFFENSE****Melee** (standard action) bite +5 (1d6+6 plus grab)**Special Attacks** poison, swallow whole (1d4 bite, AC 12, 2 hp)**Spell-like Abilities** (CL 3rd, concentration +0)At Will—*invisibility*3/day—*dancing lights*, *ghost sound* (DC 7), *silent image* (DC 8)1/day—*alter self*, *darkness*, *magic mouth* (DC 9), *plane shift* (self only, to and from the Fey Realms only) (DC 14), *sleep* (DC 8)**STATISTICS****STR** +4, **DEX** +3, **CON** +3, **INT** -3, **WIS** -1, **CHA** -3**Skills** Acrobatics +7 (+11 jumping), **Perception** +8, **Stealth** +11, **Survival** +3, **Swim** +2**Special Qualities** faerie walk, fey blood, unseelie pact**SPECIAL ABILITIES**

Grab When a giant toad attacks, its grabs its opponent with its bite. The target can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a -2 penalty on attack rolls. Grabbed creatures are subject to the toad's swallow whole ability on the following round.

Poison Creatures bitten by a giant toad, touches its skin, or attacking it with an unarmed strike or natural weapon must succeed on a DC 14 Fortitude Save or suffer a -1 penalty on Will saves and on all Wisdom-based skill and ability checks for 1 minute. The duration increases by 1 minute and the penalty increases by -1 each time the character is bitten and fails the Fortitude Save.

Swallow Whole A giant toad that begins its turn with a Medium-sized or smaller opponent grabbed in its mouth can swallow it. The opponent takes normal bite damage each round. Swallowed creatures can do nothing except try to escape, using light piercing or slashing weapons against AC 12 to deal 2 hp of damage. After a swallowed creature escapes in this way, the toad cannot use this ability again until it heals the damage.

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

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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 15 Strength check.

2E. GUARDIANS AT THE GATE

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 *doom* 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)

CR 1/4

100 XP each

Hit Points 3 (*Pathfinder Roleplaying Game Bestiary*)

YOUNG GIANT BOMBARDIER BEETLE

CR 2

600 XP each

Hit Points 9 (*Pathfinder Roleplaying Game Bestiary*)

Initiative +1

Speed 20 ft. (4 squares), fly 20 ft. (4 squares, poor)

Senses darkvision 60 ft.; **Perception** +0

DEFENSE

Armor Class 17, touch 11, flat-footed 16

Fortitude Save +3, **Reflex Save** +1, **Will Save** +0



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Special Defenses mindless creature

Immune mind-affecting effects

OFFENSE

Melee (standard action) bite +1 (2d8)

Special Attack acid (10-foot cone, DC 11, 1d4+2 damage), trample (1d6, DC 11 Ref half)

STATISTICS

STR +0, **DEX** +1, **CON** +0, **INT** —, **WIS** +0, **CHA** -1

Skills Acrobatics +1, Fly -3

SPECIAL ABILITIES

Acid As a standard action, once per round, a bombardier beetle can spray acid in a 10-foot cone. Those in the cone must make a DC 11 Fortitude save or take 1d4+2 points of acid damage.


Trample As a full-round action, the beetle can move up to its normal movement in squares and can attempt to overrun enemies of size Small or smaller. Each time it passes through such an opponent's square, that opponent takes 1d6 damage (DC 11 Reflex save halves the damage).

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

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 Will save to see if they are affected by a mite's *doom* spell-like 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 Stealth checks (DC 15) to make it to the bridge without being seen by the mites. Fortunately, the cover of the cages and stone pillars grants the PCs a +2 bonus 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 6 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 until they are unconscious.

YALDIRA

CR 4

1,200 XP each

Unseelie forlarren fighter 1/wizard (evoker) 1
(*Pathfinder Roleplaying Game Bestiary 2*)

Hit Points 24

Initiative +9

Speed 30 ft. (6 squares)

Senses low-light vision; **Perception** +13



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DEFENSE

Armor Class 18, touch 15, flat-footed 13

Fortitude Save +3, **Reflex Save** +9, **Will Save** +7

DR 5/cold iron or silver; **Resist** cold 5

Weaknesses remorse (DC 15, nauseated for 1d6 rds)

OFFENSE

Melee (standard action) mwk longsword +7
(1d8+2/19–20)

Melee (standard action) 2 claws +3 (1d6+1 plus
unseelie taint)

Special Attacks intense spells (+1 damage), unseelie
taint

Ranged touch +8

Spell-like Abilities (CL 1st)

At Will—*invisibility*

3/day—*dancing lights*, *ghost sound* (DC 10), *heat
metal* (DC 12), *silent image* (DC 11)

1/day—*alter self*, *darkness*, *magic mouth* (DC 12),
plane shift (self only, to and from fey realms only)
(DC 17), *sleep* (DC 11)

Arcane School Spell-Like Abilities (CL 1st;
concentration +2)

4/day—*force missile* (1d4+1)

Evoker Spells Prepared (CL 1st; concentration +2)

1st—*burning hands* (DC 12), *magic missile* (x2)

o (at will)—*acid splash*, *dancing lights*, *ray of frost*

Opposition Schools Abjuration, Illusion

STATISTICS

STR +2, **DEX** +5, **CON** +0, **INT** +1, **WIS** +1, **CHA** +0

Feats Improved Initiative, Scribe Scroll, Skill Focus
(Perception), Weapon Finesse, Weapon Focus
(longsword)

Skills Acrobatics +14, Bluff +2, Intimidate +9,
Knowledge (arcana) +6, Knowledge (nature) +10,
Knowledge (planes) +6, Perception +13, Sense
Motive +6, Spellcraft +6, Stealth +18, Survival +5

Special Qualities arcane bond (masterwork
longsword), faerie walk, fey blood, unseelie pact

ITEMS

Equipment dagger, 6 darts

SPECIAL ABILITIES

Remorse Whenever a forlarren kills a living creature,
it must make a DC 15 Will save to avoid becoming
overwhelmed with remorse. If it fails this save, the
forlarren becomes nauseated for 1d6 rounds. This
is a mind-affecting effect.

BLACKSPUR

CR 2

600 XP each

Unseelie faun warrior 1 (*Pathfinder Roleplaying Game
Bestiary* 3, *Advanced Bestiary* 291)

Hit Points 20

Initiative +5

Speed 30 ft. (6 squares)

Senses low-light vision; **Perception** +9

DEFENSE

Armor Class 18, touch 15, flat-footed 13

Fortitude Save +4, **Reflex Save** +8, **Will Save** +5

DR 5/cold iron or silver; **Resist** cold 5

OFFENSE

Melee (standard action) dagger +7 (1d4+2/19–20)

Melee (standard action) obsidian spear +4 (1d8+3/x3)

Ranged shortbow +7 (1d6/x3)

Special Attacks panpipes, unseelie taint

Spell-like Abilities (CL 3rd, concentration +5)

At Will—*ghost sound* (DC 12), *invisibility*

3/day—*dancing lights*, *silent image* (DC 13)

1/day—*alter self*, *darkness*, *hideous laughter* (DC 13),
magic mouth (DC 14), *plane shift* (self only, to and
from the Fey Realms only) (DC 19), *sleep* (DC 13)

STATISTICS

STR +2, **DEX** +5, **CON** +1, **INT** +2, **WIS** +2, **CHA** +2

Feats Point-Blank Shot, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +11,
Perception +9, Perform (wind instruments) +9,
Sense Motive +8, Stealth +16, Survival +9

Special Qualities faerie walk, fey blood, unseelie pact

ITEMS

Equipment arrows (20), dagger, obsidian spear,
shortbow, masterwork panpipes

SPECIAL ABILITIES

Panpipes Three times per day, a faun can use its
masterwork pipes to augment its spell-like abilities.
As a swift action, it can increase the DC of the next
spell-like ability it uses on its turn by +2.

SENDRIAN

CR 1/2

200 XP each

Unseelie sprite warrior 1 (*Pathfinder Roleplaying Game
Bestiary* 3, *Advanced Bestiary* 291)

Hit Points 9

Initiative +5

Speed 15 ft. (3 squares), fly 60 ft. (12 squares, perfect)

Senses low-light vision; **Perception** +6

DEFENSE

Armor Class 19, touch 19, flat-footed 14

Fortitude Save +2, **Reflex Save** +7, **Will Save** +2

DR 5/cold iron or silver; **Resist** cold 5

OFFENSE

Melee (standard action) shortsword +1 (1d2–4/19–20)

Ranged shortbow +10 (1d2–4/x3)

Special Attacks unseelie taint

Spell-like Abilities (CL 5th, concentration +4)

Constant—*detect evil*, *detect good*

At Will—*dancing lights*, *daze* (DC 9), *invisibility*

3/day—*ghost sound* (DC 9), *silent image* (DC 10)

1/day—*alter self*, *color spray* (DC 10), *darkness*, *magic mouth* (DC 11), *plane shift* (self only, to and from the Fey Realms only) (DC 16), *sleep* (DC 10)

STATISTICS

STR –4, **DEX** +5, **CON** +0, **INT** +0, **WIS** +0, **CHA** –1

Feats Alertness

Skills Acrobatics +9 (+1 to jump), Bluff +1, Fly +19,

Perception +6, Sense Motive +2, Stealth +21,

Survival +4

Special Qualities faerie walk, fey blood, luminous, unseelie pact

ITEMS

Equipment arrows (20), shortbow, shortsword

SPECIAL ABILITIES

Luminous A sprite naturally sheds light equal to that of a torch. The sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing it entirely if it wishes.

BAYAGA'S CRYSTAL ELEMENTAL

CR 4

1,200 XP

Unique crystalline earth elemental (*Pathfinder Roleplaying Game Bestiary*, *Tome of Horrors IV*)

Hit Points 19

Initiative –1

Speed 20 ft. (4 squares), burrow 20 ft. (4 squares), earth glide

Senses darkvision 60 ft., tremorsense 60 ft.;

Perception +11

DEFENSE

Armor Class 17, touch 9, flat-footed 17

Fortitude Save +7, **Reflex Save** +1, **Will Save** +9

DR 3/magic; **Immune** elemental immunities; **Resist** cold 10, electricity 10

Weaknesses vulnerable to sonic

OFFENSE

Melee (standard action) slam +6 (1d8+6)

Spell-like Abilities (CL 2nd, concentration +3)

1/day—*color spray* (DC 12)

STATISTICS

STR +4, **DEX** –1, **CON** +4, **INT** +5, **WIS** +6, **CHA** +1

Feats Improved Bull Rush^B, Lightning Reflexes

Skills Acrobatics –1, Bluff +6, Diplomacy +3,

Intimidate +3, Knowledge (arcana, history, nature)

+7, Knowledge (dungeoneering, the planes) +10,

Perception +11, Sense Motive +11, Spellcraft +7

SPECIAL ABILITIES

Earth Glide An earth elemental can move through earth or stone as easily as a fish swimming through water.

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 mage armor* with 50 charges and a masterwork shortsword and a masterwork dagger. In the chest are 1,000 gold pieces worth of gems, jewelry, and coins. A *ring of protection* +1 rests on top of the treasure in the chest.

Development: When the PCs finally defeat the 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 Fortitude 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 template. 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.

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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* spell cast by a cleric of the PCs' level (2d8+3 points of healing at 3rd level; 3d8+5, at 5th; etc.).

If you would like to personalize the treasure from this adventure, the Queen also gives each PC a masterwork version of the weapon she used most during the adventure (alternatively, Pryozha might give the PC a masterwork suit of armor or item of similar value). These weapons are beautifully made, crafted of fine materials and perfectly balanced. She tells the PCs that these are the weapons of heroes and possess the same living magic she placed in their amulets.

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.

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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 forlarren 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.

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ADVENTURE

SLIGHTLY ADVANCED SPELLCASTING

You can use this adventure with the full version of the *Pathfinder Roleplaying Game* or with the simplified version of the Pathfinder rules rules contained in their special **Boxed Set for Beginners**. Some of the creatures in this adventure can use spell-like abilities, which work just like the spell of the same name, but can be used a certain number of times per day. Each use requires a standard action.

If you are playing with simplified rules, you can choose to ignore these spells and just use the spells available to you. However, if you wish, you can use the rules below for some of the more advanced spells, instead. The effects are described as though they are cast by the monsters in this adventure against 1st- or 2nd-level PCs.

Alter Self: You can assume the form of any Small or Medium-sized humanoid. If the form you assume grants any of the following abilities, you gain those abilities, too: darkvision 60 ft., low-light vision, scent, and swim 30 ft.

Color Spray: This spell affects all targets in a 15-foot cone that fail a Will save. Targeted characters are knocked unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 more rounds, then stunned for 1 round.

Dancing Lights: You create one faintly glowing, humanoid shape or up to four glowing lights that look like torchlight or glowing spheres and radiate light as a torch. The lights have to stay within 10 feet of each other and within 100 feet of you, but can move at your mental command up to 100 feet per round.

Dimension Door: You can instantly move up to 400 feet away. After using this spell, you can't take any actions until your next turn.

Ghost Sound: You can create an illusion of sound. You decide what sound to create when you cast the spell and can't change it afterward. The sound lasts for one round per caster level, but cannot be louder than the noise of 4 humans shouting per caster level (up to 40 humans). You can use *ghost sound* to enhance the effectiveness of *silent image*. Those who hear the sounds and have reason to suspect that they are an illusion can make a Will save to disbelieve them.

Hideous Laughter: This spell affects a single target that fails a Will save. The character laughs uncontrollably, falls prone, and can take no actions other than laughing for 1 round per caster level. The affected character is not considered helpless.

Lesser Confusion: This spell lasts one round and affects one target that fails a Will save. Roll a 1d4. On a 1, the character acts normally. On a 2, he does nothing but babble incoherently. On a 3, he attacks himself with whatever he is holding for 1d8 points of damage plus STR. On a 4, he attacks the nearest creature (even an ally) with whatever weapon or spell he has at hand.

Magic Mouth: You can use this illusion to cause an object or creature to suddenly form a mouth and speak a message up to 25 words long when creatures or events within a radius of 15 feet per caster level meet the visible or audible conditions you set when casting the spell. The message cannot last longer than 10 minutes, but the spell remains in effect until it has been triggered.

Plane Shift: You can move yourself to another plane of existence, though you appear 5 to 500 miles away from your intended location.

Silent Image: You can create a visual illusion. The illusion can only be seen, not felt or heard. The illusion, including any movements it makes, must fit within a volume of four 10-ft. cubes plus one 10-ft. cube per caster level. The image lasts as long as you concentrate on it. You can use *ghost sound* to enhance the effectiveness of *silent image*. Those who see or otherwise interact with the illusion and have another reason to suspect that it isn't real can make a Will save to disbelieve them. If they succeed, the illusion becomes translucent and can be ignored.

Ventriloquism: You can make your voice (or any vocal sound you can make) seem to come from somewhere else within 30 feet. Those who hear the sound can make a Will save to recognize that it is an illusion.



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