

HIGD-02

Hey Diddle Diddle!

A One-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

Round 1

by William Duvall

Hey Diddle Diddle, a Grig lost his fiddle and now he does not know what to do. Can the Heroes find out who took it and return it in time to go to Growfest? An introductory adventure set in Highfolk for 1st level characters only

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's*

Handbook, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the
- | CR | 1 | 2 | 3 | 4 |
|-----|-------|---|----|----|
| 1/4 | and 0 | 0 | 0 | 1 |
| 1/6 | | | | |
| 1/3 | and 0 | 0 | 1 | 1 |
| 1/2 | | | | |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 5 | 6 | 7 |
| 4 | 4 | 6 | 7 | 8 |
| 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 |

Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the

adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep,

may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*

Adventure Background

A shadar-kai wizard by the name of Murk was traveling through the Vesve on his way to the Empire of Iuz when he encountered a young grig sitting on a stump playing his fiddle. Murk despised the music and hated even more the joy that the grig had in playing the music. Murk broke the grig's fiddle, but did not kill him. He took the young grig to the plane of Shadows and performed the ritual of Shadow-binding. Upon completion of the ritual, Murk dropped the young grig back to the same point that he left him. Pleased, Murk continued on with his journey.

Adventure Summary

After becoming shadow-bound, Hoppy's heart was full of an icy emptiness that drove him mad. Hoppy's memories of playing his fiddle soon manifested into a plot to steal a new fiddle. Using his newfound skills of stealth, Hoppy was soon able to acquire a new fiddle from a grig by the name of Woodchirp.

Introduction: The heroes are on their way to Ironstead to enjoy the festivities of Growfest when they hear someone crying a little ways off the side of the road. They meet Woodchirp who tells them that his fiddle has been stolen and he would surely feel grateful if some brave adventurers could find it and bring it back.

Encounter One: The heroes go in the direction that Woodchirp last saw his attacker go when they come into a clearing filled with flowers and tiny humanoids with petal like wings and beautiful colored skin. The petals see the adventurers and at once feel sorry for them. They know that the adventurers are indeed tired and decide at once to greet them and join in a song to allow them some rest. Once asleep, the petals will remove their gear and neatly place it away while adorning the heroes with clothing made of leaves and flowers.

Encounter Two: After a peaceful sleep the heroes awaken to the sounds of yelling as they look up and notice they are adorned in flowers and that there are goblins running towards them.

Encounter Three: Continuing in their quest for the fiddle, the heroes encounter a thorn that is being attacked by Orcs.

Encounter Four: The heroes finally reach their destination when they come onto a wide creek with a shadowy Grig playing a fiddle on the other side.

Conclusion: Woodchirp is grateful for the return of his fiddle.

Preparation for Play

This is introductory module set in the region of Highfolk for first-level characters only. Only first level characters may participate. Magic item creation is not allowed at the end of this module. As this module is an introductory module, it is primarily designed as a role-playing introduction to the region of Highfolk. Much of the outcome of the module is left to the imagination and adjudication of the DM. Reasonable plans should be offered a good chance of success.

Theme: This is meant to be a light-hearted romp through the world of the Vesve fey. The DM should strive to make this adventure funny and entertaining while keeping some element of danger.

Clan Lleyluna: Much of this adventure revolves around the fey. As such it should be noticed that members of the Highfolk Elven Clan meta-organization who are members of Clan Lleyluna share a special bond with the fey and should receive a +2 circumstance bonus to Knowledge (nature) to recognize the different fey. For the purposes of this introductory mod, the DM may allow Lleyluna PCs to make Intelligence checks even if they do not possess the Knowledge skill.

Introduction

The module begins with the PCs traveling from Highfolk to Ironstead. As they have been together for several days, have them introduce themselves and decide on a marching order through the Vesve.

While on the way to Ironstead to celebrate Brewfest, you hear the sound of a young child crying. Upon further investigation, you find a little ways from the road is a tiny humanoid with the wings, antennae and legs of a cricket sitting on a log crying.

Woodchirp the Grig looks up at the heroes, but then looks back down and continues to cry. If asked, Woodchirp will tell the heroes the following:

“My name is Woodchirp and someone has stolen my fiddle. I was sitting here only a few hours ago playing a dandy old song when I saw a shadow reach out and grab my fiddle. I tried to resist but alas I am not very strong. This shadowy thief ran off to the west. I feel that my heart will break if I cannot find anyone to retrieve my fiddle.” With that said, he starts to cry again.

Woodchirp can tell the adventurers that the shadowy form ran east. It is now up to the PCs to decide whether they should assist Woodchirp or not. If they do not, they successfully arrive in Ironstead and enjoy the festival but the adventure is over for them.

Encounter One: Look at the Pretty Flowers

Hopefully, at this point the adventurers have decided to help the poor grig out by heading east in search of clues to find the lost fiddle. A simple DC 12 Search check will reveal that something did indeed go east. A DC 12 Survival check with the Track feat, will allow the party to follow the trail with confidence, though this is not necessary. A DC 12 Knowledge (nature) check will reveal that a fey creature had left the trail.

Heading East in search of the lost fiddle, you come into a clearing filled with flowers of various colors, you also see a dozen or so tiny humanoids dressed in leaves with petal-like wings and beautiful colored skin that reminds you of flowers.

Upon seeing your arrival one of the creatures approaches and speaks to you in a melodic voice, “Hail and well met mighty heroes, we see that your travels have taken their toll upon you and this saddens us. Fret not for we will make it all better.” The fey guides you to the middle of the field to where there is a small table with cups of nectar and small pastries. “Please sit down and partake of these fine drinks and eats and tell me of your travels”

The petal will offer the group drinks and pastries as he starts to hum and sing. Those drinks and pastries that are offered to elven or half-elven

adventurers are drugged. Those who fail take no damage but fall asleep.

Sleepy Nectar and Pastries: (Sleep, 1 hour); Fort save resists (DC 17); (This is an herbal concoction that is only good for 1 hour).

Petals (12): hp 8,7,6,5,8,7,6,5,8,7,6,5. See **Appendix A** for statistics.

Tactics: The petals begin to hum and sing using their *sleep songs*. In order for the next encounter to work properly, it is expected that the party will fail their saving throws. The Will Save for this encounter is DC 25 (Base of 14 plus 1 for every additional petal). If someone succeeds in their Will saving throw, then the petals fly into the air out of reach and sing requiring a second save. The Petals will not fight and will all flee if threatened.

Once the PCs have fallen asleep or succeeded in two saving throws, proceed to **Encounter Two**.

Encounter Two: After a Nice Rest

If all PCs failed their save, read the following:

You awaken feeling refreshed. You can smell the strong smell of flowers and leaves. You awaken to find yourself and your party members all dressed in clothes made of leaves and flowers. Your weapons and armor and other equipment has been neatly piled up about 30 feet away. Your peace is soon broken by the screams of the goblinoid tongue. You look up to three goblins racing towards you.

If someone made their saves then read the following:

The peacefulness of the song and meal is soon broken by the guttural sound of Goblins. You look up to see three goblins rushing toward you.

The petals' good deed has gone horribly wrong when a group of goblins stumble upon the PCs. Fortunately, the goblins scream upon seeing what they believe to be some kind of nature spirits (the sleeping PCs), alerting the PCs to their presence. The goblins begin thirty feet from the PCs, on the opposite side of the clearing from the party's equipment.

APL 2 (EL 1)

Goblins (3): hp 4, 5, 6. See the *Monster Manual* for statistics.

Tactics: The goblins begin by throwing their javelins and then advancing on the PCs with morningstars out, hoping to gain attacks of opportunity as they stand. If the PCs kill or disable at least two of the goblins, the third runs for his life.

Development: If the PCs succeed in capturing and interrogating the goblins, they have no knowledge of the petals and were simply hunting for food when they became lost. They were traveling with some of their orc allies in search of merchants to raid.

Encounter Three

This encounter happens only a few minutes after **Encounter Two**. If the PCs choose to rest after fighting the goblins, Vert is already dead when they get to him.

Continuing your journey eastward, you soon hear the sounds of combat. Heading towards the sound you find yourself in a small clearing.

You see a small green figure thickly garbed in rubbery leaves holding a buckler and a thorn-like longsword fall down from the axes of four orcs.

The PCs have come across a diminutive defender of the forest as he is attacked by orcs. While he has slain a handful of orcs, four remain and they have the advantage. Only their intervention can save him.

APL 2 (EL 2)

Orcs (4): hp 8, 6, 5, 4. See the *Monster Manual* for statistics.

Vert the Thorn: hp 33 (currently 3). See **Appendix A** for statistics.

Tactics: Having severely wounded Vert and tripped him, the orcs are preparing to kill the small fey when the PCs arrive. Recognizing new foes, they immediately move to attack, preferring to team up two orcs to one PC. Unlike the goblins, the orcs fight to the death. Vert is not able to assist the PCs unless they especially need his help.

Development: Once the orcs are defeated, the Thorn will stand up apparently dazed and introduce himself as Vert. He will tell the party that he was tracking down three goblins heading west

when he was ambushed by the orcs. If the party tells Vert that they killed the goblins, he will thank them. Vert knows nothing about the lost fiddle, but wishes them luck in retrieving it. Vert promises that he will be in the area recuperating for several days if the PCs need his advice or aid.

Encounter Four

This encounter occurs whether the PCs choose to rest after **Encounter Three**, or continue straight through. Whenever the PCs decide to follow the trail from where they encountered the orcs, they encounter Hoppy one hour later.

Finally you arrive at what must be the end of your journey. Up ahead you see a wide creek with a small shadowy figure playing a fiddle on the other side.

This encounter can be handled either by fighting or by diplomacy. If the PCs approach without threatening him and explain how much Woodchirp misses his fiddle, a DC 20 Diplomacy check will reach into the cold heart of Hoppy and make him realize that he should give up the fiddle peacefully. He will then fly over to the party and the fiddle to them the fiddle. If the PCs do not succeed in a Diplomacy check, or they threaten him, Hoppy will attack.

APL 2 (EL 1)

Hoppy: hp 4. See Appendix A for statistics.

Tactics. The creek is 20 foot wide. Anyone getting to within 30 foot of Hoppy must make a DC 12 Will save or fall subject to the grig's fiddle. Hoppy is willing to listen to what the party has to say as long as they do not cross the creek. Once the party starts to cross the creek, or fail their Diplomacy roll, Hoppy will cast *entangle* (Reflex DC 13) upon the party. On the next round he become *invisible* and seek the shelter of the trees to where he may shoot at the party with his longbow. Once in a tree, he keeps firing until he is unable to.

Development: If the PCs deal with Hoppy peacefully, or are able to capture him, they may turn him over to Vert. As a defender of the woods, he is willing to take Hoppy into custody and see what can be done about reversing his condition.

Conclusion

Either by force or by wit, the party should retrieve the fiddle and return it to Woodchirp. Give them **Player Handout #1**.

Once the PCs have the fiddle, they may return to where they left Woodchirp.

"My fiddle! Thanks be to you" Woodchirp happily dances around as he takes the fiddle from you. "I will compose a song about you. The Heroes that saved a grig's lost fiddle and play it to all the travelers that I see! Hey Diddle Diddle!"

The End

Experience Point Summary

Introduction

Agreeing to find Woodchirp's fiddle

APL 2: 30 xp

Encounter One

Dealing with the Petals peacefully

APL 2: 90 xp.

Or

Defeating the Petals in combat

APL 2: 45 xp.

Encounter Two

Defeating with the Goblins

APL 2: 30 xp.

Encounter Three

Defeating the Orcs and rescuing Vert

APL 2: 90 xp (half xp if Vert dies).

Encounter Four

Dealing with Hoppy

APL 2: 30 xp.

Story Award

For returning Woodchirp's fiddle

APL 2: 90 xp.

Discretionary role-playing award

Good Role-playing

APL 2: 90xp.

Total possible experience:

APL 2: 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two:

Defeat the Goblins

L: 42 gp; C: 103 gp; M: 0 gp

Encounter Three:

Defeat the Orcs

L: 202 gp; C: 103 gp; M: 0 gp

Total Possible Treasure

L: 244 gp; C: 206 gp; M: 0 gp - Total: 450 gp.

Special (Regional Certificate)

Hero of Song: Woodchirp the Grig has composed a song about how you had helped him recover his fiddle. This song has greatly impressed members of the Bardic College who pay attention to such things and as such you receive a +1 circumstance bonus on Diplomacy checks made to influence members of the Highfolk Bardic College.

Appendix A – NPC and Monster Statistics

ENCOUNTER ONE

Petals: CR 1; Tiny Fey; HD 1d6+2; hp (5); Init +9; Spd 15 ft., fly 60 ft. (good); AC 17 (touch 17, flat-footed 12) [[+5 Dex, +2 size]]; Atk +7 melee (1d2-4, Dagger); SA Sleep Songs; SQ Damage reduction 5/cold iron, low light vision; AL NG; SV Fort +2, Ref +7, Will +2; Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18. Height 1 1/2 ft.

Skills and Feats: Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge nature +6, Listen +4, Move Silent +9, Spot +4, Tumble +9; Improved Initiative, Weapon Finesse.

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

Lullaby: Any creature within 20-foot radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that saves cannot be affected again by that petal's lullaby song for 24 hours. The save is charisma based.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 14 Will save or be affected as though by a sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that saves cannot be affected again by that petal's lullaby song for 24 hours. The save is charisma based.

ENCOUNTER THREE

Vert the Thorn: CR 4; Small Fey; HD 6d6+12; hp (33); Init +6; Spd 20 ft; AC 19 (touch 13, flat-footed 17) [[+2 Dex, +1 size, +3 natural, +2 leaf leather armor, +1 buckler]]; Atk +8 melee (1d6+3/19-20, Thorn longsword), +6 ranged (1d6/x3, longbow); SA Sleep Arrows, +2d6 sneak attack; SQ Damage reduction 5/ cold iron, low light vision; AL NG; SV Fort +4, Ref +7, Will +5; Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13. Height 3 ft.

Skills and Feats: Diplomacy +3, Hide +17, Listen +9, Move Silent +13, Search +9, Sense Motive +9, Spot +9, Survival 0 (+2 following tracks); Improved Initiative, Stealthy, Weapon Focus (Longsword);

Sleep Arrows (Ex): Thorns carry the sleep arrows commonly used by pixies. Any opponent

struck by one of these arrows, regardless of the hit dice, must succeed on a DC 16 Fort save or be affected as though under a sleep spell.

Sneak Attack (EX): A Thorn can sneak attack as a rogue, gaining an extra 2d6 points of damage on a successful sneak attack.

ENCOUNTER FOUR

Hoppy: CR 1; Tiny Fey (shadow-bound); HD 1/2 d6+1; hp (4); Init +4; Spd 20 ft., fly 40 ft. (poor); AC 18 (touch 16, flat-footed 16) [[+4 Dex, +2 size, +2 natural]]; Atk +6 melee (1d3-3/19-20, short sword), +6 ranged (1d4-3/x3, longbow); SA Spell-like abilities, fiddle; SQ Damage reduction 5/ cold iron, low light vision, spell resistance 17; AL CN; SV Fort +1, Ref +6, Will +3; Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14. Height 1 1/2 ft.

Skills and Feats: Craft (any) +4, Escape Artist +8, Hide +20, Jump +11, Listen +3, Move Silent +17, Perform (string instrument) +6, Search +2, Spot +3; Dodge, Weapon Finesse.

Spell-like abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster Level 9th. The save DCs are charisma based.

Fiddle (Su): When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues.

Shadow Blend (Su): In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance (see the Chapter 8: Combat in the *Player's Handbook* for more information on concealment). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadow-bound creature must also attempt a save any time she removes a gal-ralan, if she has one (see Shadar-Kai Items, from the *Fiend Folio*). A shadow-bound

creature with a damaged soul gains one negative level that cannot be removed until it restores its soul completely. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadow-bound creature on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether. A shadow-bound creature who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp): The shadow-bound creature can *shadow walk*, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

Player Handout #1

