

HIG3-05

Burn Away the Endless Night

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

Version 1.0

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After many long weeks under a magical dome of twilight, effectively crippling the forest town of Quaalsten, a breakthrough has been made. Now, you must journey to a place beyond reality to bring down the baleful sorcery that prevents the forces of good from turning the tide. This special, very challenging adventure is only for characters that chose to stay in Quaalsten at the conclusion of HIG3-03 *Siege*. Recommended for characters levels 1-13. Blood on the Trees, Part 2.

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.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray

boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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.

Note on 3.5 Conversion

This scenario was written specifically for both the 3.0 and 3.5 versions of *Dungeons and Dragons*. Slight changes between versions have made it necessary for notes to be placed in the appropriate text of the scenario. Almost no adaptation needs to be made on the part of the DM after conversion; nevertheless, the author recommends that DMs review the spells of certain NPCs and monsters for changes.

Adventure Background

For months, the heroes of Highfolk have learned of a gathering storm that finally broke earlier in the year. Two armies of evil - one, an undead legion headed by a powerful creature known as the Night Walker; and the other, an organized force of gnolls and orcs commanded by Urtalar, Torch of Milik-Zel, have encircled the home of the legendary Quaal in the Vesve Forest.

There, skirmishes were first waged until it culminated in a pitched battle that had no winner. The forces of evil were repelled from Quaalsten, but were not in any way routed. In addition, just before the battle began, a shadowy canopy enveloped the entire town, preventing many types of magic most useful to the forces of good (including divinations, transmutations, and most forms of communication magic), effectively cutting their tenuous link with the rest of the region. A long siege began to take root.

Many brave heroes stood firm against the advances of evil, and remained behind to help Quaalsten defend itself from further threats. Those that remained may have a chance to set things right again, and once again give hope during the dark times that have befallen Quaalsten.

DM's Note

Before beginning play of this event, make certain to verify that each and every PC has participated in HIG3-03 *Siege*, and that the character stayed, which should be documented on their AR for that event. No one may play this event without playing HIG3-03 *Siege* and staying behind in that event. Players that do not qualify should be removed from the table prior to beginning the event.

In addition, several characters may have an item known as a *shadow symbol* (found during the interactive *Battle for Quaalsten*), which is a strange marking that adheres to the skin when willed. This item is important, so make a note of which heroes possess them.

Also, a few characters might possess a magic weapon known as *Reaper's Foe*. If it has been advanced to a *+1 keen scythe*, make a note of it for later in the adventure.

Inform the players that this scenario costs the standard Time Unit expenditure. At Dan's Con of the

Vale IV, October 23-26, 2003, the hero will be charged 6 extra Time Units (either in- or out-of-region) during a special event. If the player is not able to attend DCV IV, the Time Unit cost must still be paid, and the player should contact Chris Tulach of the Highfolk Triad for determination of the game effects between the dates of November 1 - November 30, 2003. For this purpose only, characters may go into a negative Time Unit status, which are to be deducted from their 594 CY allotment.

Adventure Summary

After several long weeks spent under the dusky shroud of magic that envelops Quaalsten, hope finally springs anew. Inal-Garef, a male representative of a fey race known as the shadar-kai, has defected from his spy missions and has given the current commander of the Knights of the High Forest in Quaalsten, Almeric Wilstone, information vital in dismantling the shadow canopy that cripples the town's magic.

The PCs are summoned by Almeric to undertake a dangerous and critical mission into the Plane of Shadow to lay low the magic that sustains the shadow canopy. The heroes are given a *rod of negation* to nullify the magical battery powering the shadow canopy. They must use the *shadow symbol* to open a gateway through one of the four shadow obelisks that serve as anchor points for the shadow canopy. Once on the other side, they must work quickly, as the longer they remain, the more likely it is that they will be caught.

The destination of the heroes is a large ruined tower of some sort, lying in the center of a sparsely populated walled town. The town lies in a skeletal forest, which seems to be a sinister reflection of the Vesve.

Entering, the characters must find their way to the battery empowering the obelisks and the shadow canopy. Of course, the journey is fraught with danger, and the heroes have to deal with the ever-present darklands taint that the place holds.

In a room where the battery can be found, several of the shadar-kai fight the heroes to prevent their meddling. When the opportunity presents itself, the heroes must use the *rod of negation* (or *Reaper's Foe*) to shatter the bloodstone containing the power source - thousands of fey souls that, when released, flood through the obelisk portals to pour back into the Material Plane (from whence most came).

More than likely, the heroes use their means of escape given to them (a special *blackstone rune* created specifically for this purpose), and are transported back to the Material Plane.

Introduction

Just before you begin, ask the players if any of their heroes possesses the feat Craft Wondrous Item, and has 5 or more ranks in Knowledge (arcana). If so, give them Handout 1.

Also, ask if any player's hero has the ability to assume the form of a Tiny creature at least once/day (such as with *wild shape*), or is able to cast the spell *tree stride*. If so, give those applicable Handout 2.

If a character qualifies for both Handouts, give them both. Players may wish to introduce their characters to one another at this time.

Six long weeks. That's how long you've endured this siege, stuck in the forest town of Quaalsten, with the supplies running low and morale even lower. Now, you sit in an antechamber at the Hearth of the Unicorn's Heart, the temple to Ehlonna, and wait for Almeric Wilstone, the current leader of the Rangers of the Vesve, to explain why he's summoned you.

It is obvious that you were picked for your actions at the Battle of Quaalsten. There on the walls of the beleaguered town, despite overwhelming odds, you managed to stave off the horrific threat of two armies of evil - one, a well-organized force of orcs and gnolls, and the other, a dark legion of undead. While no one expected the armies to be defeated, everyone who fought and died for their cause got the best they could hope for - the enemy was repelled before overrunning the town, and it bought some time for forces to arrive from places farther afield. That day, all stood tall and defiant against the forces of evil. Even one Willow Swan, a native of far-away Verbobonc, fought bravely as he was struck down by the Night Walker's vile creations. His courage and selflessness for a place far from his home served as an inspiration to all, and captured the spirit of the day.

While that day is now past, hope for relief has not been lost. The shadow canopy that covers the city, making noon twilight, and night as black as the souls of those surrounding the town, remains. Transportation, communication, and divination magic still does not function, but several brave druids have used what powers they possess to set up a crude courier and news service with the communities of Flameflower and Highfolk.

Preparations are being made for the arrival of forces from Highfolk and Flameflower, although that may still be a few weeks off. Apparently though, Almeric has been working on another project, to speed Quaalsten's recovery and ability to defend itself. That, you surmise, is why you're here.

Another few anxious minutes pass, and then Almeric enters, a small smile upon his well-worn face. He produces something from a belt pouch, and says, "Close your eyes for a moment." You do as he asks, and even through your closed eyelids, you see a brilliant flash. "You can open your eyes again now. Thank you for coming. I have very hopeful news for us all."

If asked, Almeric explains that his *daylight* coin was a precautionary measure in the event of shadow spies (of which there are none present). Almeric needs no introduction of the heroes; he summoned them, and knows them well enough to dispense with formality.

"About two weeks ago, an unsettling development occurred; little did we know at the time that so much good could come of it. Inal-Garef, a shadow fey creature, came to the temple and told us he had defected from the Night Walker's camp. He explained that he is one of many beings known as the shadar-kai, a race of bitter, wicked fey who have a mystic connection to the Plane of Shadow. They are being used by the Night Walker to spy on Quaalsten without our knowledge, since they are able to use the folds of the ever-present shadows to render themselves almost invisible. They've been in Quaalsten for some time, and were present even before the armies marched on the town.

"Now, I think it is time for you to come with me. Inal-Garef is resting in one of the other chambers here. Apparently, these creatures have some sort of curse that binds them to the Plane of Shadow; I don't claim to know the intricacies of such things, but from what we see, he is getting weaker by the day. He says that he cannot go back, as he would surely be punished with a fate worse than death for his traitorous ways. Please, follow me; I'm certain he'll explain more." Almeric leaves the room, looking back once to be sure you're following him.

You enter another, smaller chamber. The light in here is very dim, and for those without darkvision, it is difficult at first to see the bed in the corner. Upon it is a longhaired elven-like man, covered in strange piercings on his arms, face, and neck. In addition, his slate-grey skin bears numerous tattoos; the symbols they represent are unknown to you.

He props himself up when you enter, a painful grimace on his face. As he does so, the folds of his sheet part briefly, and you notice a strange metal bracer pierced into his left forearm. In a whispering Common, he speaks. "So, these are the brave ones with the hearts of light? Good ... I have not long to talk. The shadow may claim me soon. I am Inal-Garef,

as I'm sure Almeric has told you. I know you have many questions ... I will try and answer what I can. But, I think I can anticipate many of them, so in the interest of time, I'll tell you what I think is valuable, and you ask after I'm done talking. Alright?"

Inal-Garef has the following information to impart to the PCs; at any time, the heroes may interrupt with questions, although he does seem annoyed if they do so.

- My people, the shadar-kai, also known to your kind as shadow fey, dwell mostly on the Plane of Shadow. A long time ago, we lived in the mortal realm, but a curse placed upon our people tied us to the shadow. While we can leave, it is a strain upon our souls. This armband, called a *gal-ralan*, helps me to maintain my existence here. My people are hateful of the mortal realm, and seek to claim it for their own, as they once attempted.
- The shadar-kai desire to link the Vesve and all its inhabitants into the Plane of Shadow, where they will lord over all. The Night Walker came to the shadow fey centuries ago, and promised that if they served him, he would give them what they desire.
- Along with many other allies, the Night Walker used the shadar-kai to harvest the fey from all over the Flanaess, to fuel his great ritual, the Rite of Conjoining. The Seelie fey were slain, and the magic within their souls was trapped within a massive bloodstone designed to act as a well of power and focus for sustaining the ritual. The obelisks you now see on the outskirts of this town are the nodes by which the magic is anchored.
- On the Plane of Shadow, another place, similar to this, but far more desolate exists. It is known as Kaladesh Mekoth. The Night Walker lords over it, our ancestral home. Many of the things in your forest are present in ours, although they have a darker cast to them. This town, for example, exists in our realm - there, it is known as Eiotat. It is aligned with your Quaalsten, and those who know how to bridge the space between the worlds can affect either from one place.
- When the ritual was completed, the obelisks became a bridge between both worlds; existing in a nether region linking the two places. As long as the power well continues to operate, the Night Walker will be able to use his magic to affect this place from his demesne in Eiotat.
- We can walk from world to world by means of a sigil, a key, which I'm told a few light-bringers now bear. I possess one of these keys as well, and you can use it to pass from this world into mine to close the link between the planes.

- I left my people because I don't believe that the Night Walker means to aid us at all. I think, that when he has no use for my people, he will dispose of us like so many others. To him, we are even less useful than races such as your own, since he cannot even corrupt our souls to serve him in undeath. I desire to see my people free of his influence, and after seeing the fearlessness that was displayed here in that battle you fought, I think you're the ones with the best hope of bringing him down.
- The Night Walker is a very powerful man, who walks the path of undeath. He lives in an ancient palace cloaked in mist; only the shadar-kai most loyal to him have seen the inside. I have not. In there, somewhere, is the focus for sustaining his dark magic over your realm. After talking with some of your people here, I believe they have developed a plan by which the flow of baleful magic can be stopped.

At this time, Almeric speaks. Continue with the following:

"We have worked with Inal-Garef, and several of our most knowledgeable arcanists. Using what information he knows about the focus bloodstone, we've determined the most likely way to free Quaalsten from this shadow canopy." Almeric goes into a desk drawer in the room, and produces a blue-crystal rod. "This is known as a rod of negation. When pointed at an object, it can disrupt the magic of that item, temporarily 'turning it off', so to speak. Apparently, this bloodstone is very delicate to such tampering, and we hope that by using this rod, it will cause the ritual to unravel. However, it is not a guarantee that it will function with the first use, so we've given it enough power to be used three times in one day.

"So, here is the task; I do not have to tell you the degree of its importance; certainly bringing down the shadow canopy will allow us to bear our full might against the evil that sits outside our very walls. I want you to enter one of the obelisks, travel to the Plane of Shadow, find the palace of the Night Walker, enter it, locate the power source, and disrupt it with the rod. To this end, we have prepared a few things for you." Almeric opens a second drawer in the desk, pulls out a small sack, and starts setting out the items within. You see a small case of vials, a scroll tube, and a strange-looking stone covered in runes.

"The case contains potions of curative magic. Use them if you need to - return what you don't consume. The scroll tube contains enough invisibility spells to cover your whole group; use them as you prepare to

leave the gates. This should get you to one of the obelisks on the humanoids' side fast enough so by the time they detect you, it will be too late for them to respond. Also, they should still be active when you enter Eiotat on the other side. I believe the spell will last one hour. The last item was a collaborative effort to create; it is a special stone that, when hurled to the ground, will plane shift all attuned to it back to this plane, no matter where you are located. Place each of your hands upon it to attune it to you. Use it once your mission is complete."

The scroll contains enough *invisibility* spells to cover the whole party (one per character). The scroll is scribed at 6th level. If no one is capable of casting *invisibility*, Almeric will arrange for a wizard to meet the party at the north gate just before they are ready to depart.

The stone, a more powerful version of a shadar-kai item known as a *blackstone rune*, can only attune itself to humanoids. Therefore, no animal companions should be brought along on the mission; however, familiars have a mystical bond with their master, and are able to benefit from the *plane shift* with no attuning needed.

There are six potions, each labeled, which are different dependant on APL.

APL 2: 6 potions of cure light wounds

APL 4: 3 potions of cure moderate wounds, 3 potions of cure light wounds

APL 6: 6 potions of cure moderate wounds

APL 8: 3 potions of cure moderate wounds, 3 potions of cure serious wounds

APL 10-12: 6 potions of cure serious wounds

Possessing the *Shadow Symbol*

If a hero (or multiple heroes) possesses the *shadow symbol*, read the following to the player(s):

Inal-Garef's dark eyes turn to you as he speaks again. "You possess a key on your body. That key allows you and all touching you to enter the obelisk and journey to the other side. Once you enter the obelisk, that key will meld to you and become an inseparable part of your being. If you do not wish that burden, you may will the key to another light-bringer. Simply touch each other, and will the key to pass."

No *Shadow Symbol*?

If no hero possesses the *shadow symbol*, read the following:

Inal-Garef speaks to your group. "In order to pass into the obelisk and through to the other side, you must

possess a key." He raises his hand, and a shadowy, snakelike sigil slithers down his arm into his outstretched palm. "Unlike you, I can will the key from me even after passing through the gate. You see, I am bound to the shadow, and it allows me some control over its various forms. Whoever accepts this key is not so bound; thus, the carrier of it, once through the portal, will join with it and become inseparable. Who wishes to bear the burden for the rest?"

Once a hero steps forward, read the following to the player:

As you reach out to touch Inal-Garef, a palpable chill envelops your hand. The inky tendrils of the strange form slowly weave a burning coldness on your skin, as the sigil crawls its way up your arm, setting uncomfortably on your neck. After a few moments, the sharp sting of its passing fades into a cool numbness.

One More Thing ...

Inal-Garef looks away as he speaks once more. "Regrettably, I have done things in the service of the Night Walker that now cannot be undone; however, once such thing still may be rectified. On one of my first excursions here, I stole a rare tome of magic, and brought it back to Eiotat. I know it was taken from me, and placed somewhere inside the palace. The book was ancient, and bore the namesake of the town upon its cover. Perhaps it means something to the people of this realm?"

Characters succeeding on a Knowledge (arcana) or bardic knowledge check (DC 25 in each case) know the tome to be called *Quaal's Book of Wonders*. A great work of Quaal himself, it supposedly contains secrets for magic beyond the common *feather tokens* that now bear his name. It has, until now, been thought lost. Almeric seems surprised at this bit of information, and believes that the reclamation of such a work might prove very useful in the battles against Iuz that surely lie ahead.

Almeric looks over the heroes he has assembled. "I assume that since none of you have left as of yet, you accept the dangerous mission ahead. Thank you. As you well know, the task you undertake could be the pivotal turning point to shatter this siege; perhaps even in the entire conflict. The Night Walker will surely be aware of our passing once it occurs, so we'll only get one shot at this. While on this mission, I recommend you to fight when you must, but save

your resources and strength when you can. Get some rest now, and depart when you are ready. Oh, something more ... Inal-Garef tells me that under no circumstances should you attempt to traverse over or fly above the Night Walker's palace. Things that do wind up falling out of the sky." Inal-Garef nods at the Ranger's words. "And, if you come upon a Baklunish man that bears the mark of the undead, use the stone to escape, if you can."

"May Fharlanghn guide your journey, and Ehlonna protect you. For the green and white, burn away this endless night!"

If asked, Almeric does not know if there is an element of time involved; once the plan is in action, he recommends the heroes work with a measure of decisiveness. Almeric leaves the room. The heroes may depart, rest, and prepare themselves to leave whenever they are ready. Go to Encounter 1.

I Don't Want to Go!

If a hero decides that this mission is too dangerous for them, they may leave at any time. The adventure is over for that character, and may not be replayed at any time.

Encounter 1: Through the Dark Mirror

Once the characters are ready to depart, they should have the *invisibility* spells cast upon them (alternatively, they may use their own magic or abilities [such as shadowdancing] to make their way undetected).

You depart from the gate, heading out on the humanoid side. You can see numerous fires burning, and even from here, you catch guttural shouts. At first, you're certain that somehow you've been detected, but then, it appears that the shouting was unrelated, as you make your way to the swirling, dark obelisk that lies before you. As you stand before it, a cool emanation washes over you, as if blowing through from beyond.

Once the heroes are ready, continue further. Note that all heroes need to be touching the key-bearer in order to enter. Remind them of that fact if they forget (and also, it may be a little tricky, since they're most likely all *invisible*).

You press through the barrier, and it envelops you in wispy tendrils of frost. All you see is darkness, and you are disoriented for a moment. The key-bearer among you feels a shot of burning pain in the location

of the shadow symbol. Then, your vision clears, just a bit.

A hazy, mist-enshrouded realm lies before you. The curling smoky shroud completely covers your feet, but you feel something solid beneath you. Ahead, just within view, you can make out another object - an obelisk similar to the one that you just passed through. It is not far, only a short walk away.

The characters have entered the Ethereal Plane, and the bridge between the two worlds. They must exit through the other obelisk; to go back means they reappear on the Material Plane side, once again, by Quaalsten.

Undead? Why, Always, Undead?

Once the characters start moving, the guardians of this gateway, a number of incorporeal undead, notice their actions. They rise up from the mists, and give chase to the heroes. **Tell the players that they think they might be able to make it to the obelisk without being caught.** As long as the heroes continue on their path, and move towards the other obelisk, they do not catch them.

If the heroes stop to face them, then they have a fight on their hands. The PCs receive one round worth of actions before the undead are within one move of the characters.

APL 2 (EL 3)

☞ **Shadow:** hp 19; see the *Monster Manual*.

APL 4 (EL 5)

☞ **Shadows (2):** hp 19, 20; see the *Monster Manual*.

APL 6 (EL 7)

☞ **Shadows (4):** hp 18, 19, 19, 20; see the *Monster Manual*.

APL 8 (EL 9)

☞ **Shadows (8):** hp 16, 17, 18, 19, 19, 20, 21, 22; see the *Monster Manual*.

APL 10 (EL 11)

☞ **Wraiths (8):** hp 29, 30, 31, 32, 32, 33, 34, 35; see the *Monster Manual*.

APL 12 (EL 13)

☞ **Wraiths (8):** hp 29, 30, 31, 32, 32, 33, 34, 35; see the *Monster Manual*.

☞ **Spectres (4):** hp 44, 45, 45, 46; see the *Monster Manual*.

Tactics: The undead seek to destroy the heroes at all costs, but as mentioned above, a fight can be averted if the heroes just move quickly to the other obelisk. No XP is awarded to the heroes for this encounter, as they obviously don't need to fight, and it is only to their detriment to do so.

Once the heroes enter the other obelisk, go to Encounter 2.

Encounter 2: The Shadow Vesve

You breach the barrier of the other obelisk. The cold darkness embraces you yet again, although the bearer of the key feels no intense pain this time. When your vision returns, it does so without color. Directly behind you is the ephemeral form of the obelisk, and directly ahead is a familiar-looking palisade, devoid of the browns and greens that normally grace it. Small, pale white lights stave back a bit of the darkness on the walk far above, and skeletal trees, stripped of all foliage, reach their crooked claw-branches over the sides. Out into the darkness beyond, there is nothing that can be seen, except the desiccated husks of a vast sinister forest - Kaladesh Mekoth, the Shadow Vesve.

The heroes have entered the Plane of Shadow. While here, some special rules apply. The Plane of Shadow has the following traits:

- The air is breathable, and the physical properties of this place are the same as on Oerth (normal gravity, normal time, etc.). (Knowledge [planes] check, DC 10, confirms this)
- The land is in a perpetual night; no stars or moon light the sky. Normal and low-light vision do not function here; the land has the same visibility as an underground room (which is to say, basically none). Characters must have a light source to see (or possess darkvision). Inside Eiotat, there is enough light to see, but only out to 20 feet; movement can be detected out to 40 feet (except, of course, shadar-kai).
- There is no color anywhere in the land. Anything that produces a color effect does so in only black, white, or shades of grey.
- Light sources (including magical light) are only half as effective at providing illumination here. (Knowledge [planes] check, DC 10, confirms this)
- Spells that use or generate light or fire may fizzle when cast here. A spellcaster attempting a spell with the light or fire descriptor must succeed at a Spellcraft check (DC 15 + the level of the spell). (Knowledge [planes] check, DC 15, to know this)

- Spells with the shadow descriptor are enhanced here. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots. (Knowledge [planes] check, DC 20, to know this)
- Specific spells become more powerful here. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 60% as powerful (not 40%), and a *shade* spell conjures at 90% of the power of the original (not 60%). To calculate the effects of such spells, take advantage of Maximize Spell to garner maximum hit points or maximum damage, then apply the percentage above. (Knowledge [planes] check, DC 25, to know this)

The doors entering the city are closed, but are not locked. Watch are posted on the catwalk 30 feet above, but as long as the heroes have *invisibility* up, or are sneaky, they should be able to enter the town without a problem. Once they slip into Eiotat, read the following:

The barren streets of Eiotat stand in stark contrast to the bustling, ever-moving paths in Quaalsten. However, you note that several of the buildings here seem very similar, although they appear more run-down and silent. A creaking sign displays a tankard, and for a moment, you picture Merkwort's Inn and Tavern. The town seems to be on the verge of being swallowed whole by darkness, and the lanterns hanging from nearby poles seem to sputter in agreement. It feels very eerie walking these streets, as if you're glimpsing into a forlorn future, one that you've come to prevent.

Ahead, just down the next road, you notice a large, rolling misty mass. You can't see much, although the mass does occupy a good portion of the town's center, and four black spheres jut out from the top, almost imperceptible against the starless night sky. That must be your destination.

One peculiarity that often manifests itself in the Plane of Shadow is known as dark mirages. These are images similar to, but more entropic than, those on the Material Plane. Generally, they are places that have a shadow counterpart. Eiotat is a dark mirage of Quaalsten.

Dark mirages have a psychological effect on those traversing them. They conjure feelings of loss, sadness, and hopelessness to those familiar with their Material Plane counterparts. Have each hero roll a Will save (DC 15) while walking through Eiotat. If the save fails, the hero is haunted by what he/she sees, and has a -2 penalty to attack rolls and saving throws for the duration of the

adventure. Only by removing oneself from the area (in this case, returning home) does the feeling subside. Heroes that succeed are unaffected for the duration of this adventure.

Be Very, Very Quiet ...

As long as the heroes do not draw undue attention to themselves by shouting, banging their weapons on their shields, or similar loud/destructive behavior, they can continue to the palace unhindered (although they should still be either sneaking or under the effects of a spell such as *invisibility*). Characters that attempt to be quiet should not have a problem reaching the palace (even if they are not normally sneaky characters).

If the characters decide to throw discretion to the wind by revealing themselves, feel free to have various shadar-kai emerge from the shadows and attack them. Use the guards appropriate to the heroes' APL from Area A (Encounter 3) as a guideline. If the heroes do not take steps to hide themselves after one attack, or make haste to the palace, keep throwing another set of guards at them until they get the hint. After 3 sets of guards, throw the shadar-kai from Room 27 in Encounter 3 to punish them. Award them no XP for these fights. Also note, that by revealing themselves and getting attacked, the palace is also considered to be on alert (see Encounter 3 for more details).

Once the heroes approach the palace, continue to Encounter 3.

Encounter 3: The Night Walker's Domain

DM's Notes

Before proceeding onward, there are some important specifics about the Night Walker's palace the DM should keep in mind.

The Environment

- The palace and all of its areas are part of what is known as a darkland. It is infused with negative energy - so much so that living creatures not attuned to the environment (all the inhabitants are appropriately attuned) feel a dull ache in their heads, and are in a constant state of minor pain. Every ten minutes in the palace, each hero takes damage based on their APL; if a hero takes this damage and it brings them to 0 or less hit points, they crumble to ash, and cannot be *raised* or *resurrected*. The damage is as follows: APL 2 - 1 hp; APL 4 - 1d3 hp; APL 6 - 1d4 hp; APL 8 - 1d8 hp; APL 10 - 1d10 hp; APL 12 - 1d12 hp. The damage can be healed normally.

- A character may stave off some of the damage by being under the effects of a *negative energy protection* spell (if playing this after conversion to 3.5, the spell is *death ward*). Any damage taken while under the effects of the spell is negated.
- In addition, the palace environs are mildly evil-aligned. Good creatures suffer a -2 circumstance penalty on all Charisma-based checks (including turning undead).

The Palace

- The outside of the palace, all the way to the top (excluding the obsidian orbs), is shrouded in a permanent *Mordenkainen's private sanctum*, cast at 20th level. All those on the outside perceive only a dark, foggy mass. Darkvision does not penetrate it. No sounds from inside escape to the outside. Those inside can see out normally. Divination (scrying) spells cannot perceive anything in the area, and those within are immune to *detect thoughts*. Speech is prevented between those inside and those outside, but not other forms of communication (such as telepathy or a *sending* spell). Moving into or out of the area is not prevented in any way.
- There is a one-foot space in between the *Mordenkainen's private sanctum* and the actual wall, allowing a character right up against the building to see in front of him or her.
- The palace's obsidian walls are 30 feet tall, and inside, the whole roof is gone (the palace is ancient and decrepit); characters inside see the black sky above (the second floor started at about 30 feet). On the top of each corner of the building is an obsidian orb. Each obsidian orb carries a maximized *enervation* spell, cast at 20th level. The rays emanating from all four orbs target any creature moving over the top of the building. Treat each as a +18 ranged touch attack; each hit grants a character 4 negative levels (as the spell). The rays can shoot twice each round. The orbs possess the same hardness and hit points as the exterior walls (see below).
- As mentioned earlier, the palace's outer walls are made of obsidian, and the inside walls are made of worked stone. Treat the outside walls as magically treated hewn stone (3 ft. thickness, break DC 70, hardness 16, 1080 hp, Climb DC 28 [this is a bit higher due to the smoothness of obsidian]). Inside, the walls are considered regular hewn stone (3 ft. thickness, break DC 50, hardness 8, 540 hp, Climb DC 22). The doors leading outside are also magically treated obsidian (4 in. thickness, hardness 16, 120 hp, break DC 38). The inside doors are strong

wooden doors (2 in. thickness, hardness 5, 20 hp, break DC 23 [stuck]/25 [locked]).

- All doors are locked, unless otherwise noted. The locks are located on the door, and the hardness of each lock is 15; each lock also has 30 hit points. A character with Open Locks may try to pick a given lock; the check is DC 20 + the APL (i.e., APL 2 is 22, APL 4 is 24, etc.).
- There are various runes inscribed on the walls of every room (they are not on the outer walls); these are touch-trigger *alarm* spells, cast at 10th level. The runes detect as faint abjuration magic if checked, and characters know they are some sort of magic sigil with a Knowledge (arcana) check, DC 15.
- The palace is divided into 3 basic areas: the main hall and library, the living areas, and the temple. Each one is detailed below, and notes specific to each area are included below. All areas are described with the assumption that the PCs have a sufficient light source. It is essential that you use the map to draw out all rooms the PCs enter.
- *Locate object* spells do not work for purposes of finding the exact items the heroes are looking for (*Quaal's Book of Wonders* and the bloodstone gem). Rather, this spell can be used to determine the nearest book to the caster (in the case of *Quaal's Book of Wonders*) or the nearest gem to the caster (in the case of the bloodstone power well).
- One other note: if the characters enter through Area C, and the event is running on time, you might want to flip the map for the palace, and have them positioned at Area B instead. This way, they get to experience more of the palace before heading straight to the temple area.

The Inhabitants

- There are a number of creatures that the Night Walker keeps in the palace to discourage those who might enter, and to use in various vile experiments. In addition, a contingent of loyal shadar-kai also mans the palace; they are generally more willing to move throughout the areas. Each shadar-kai carries keys to unlock any of the doors in its area, but not doors leading out into other areas. No shadar-kai carries keys to enter Area B (from either outside or inside), however.
- All monsters (including the shadar-kai) are on a sort of passive watch. They do not have weapons drawn, and they take a -5 circumstance penalty on all Listen and Spot checks. Some creatures may attempt to activate an *alarm* rune when combat presents itself. As a move action, a creature can touch one of the runes; once that is done, it sends a low moaning

sound throughout the area the creature is in. Once that happens, all creatures in an area are on alert; they have no penalty to Listen and Spot checks, have weapons drawn, and may cast preparatory spells in anticipation of battle. Since these runes are not on the outer walls, a creature outside must go inside to activate the *alarm*.

- If a party manages to get the attention of the shadar-kai while out on the streets of Eiotat, then the entire complex is on alert.
- Monsters do not often roam from room to room, except in pursuit of PCs. They will not venture beyond their area. Shadar-kai are the exception; they may pursue heroes into other areas.
- Monsters, if they possess flight or *spider climb* abilities, do not venture above the area where the roof is located (as they know well enough about the obsidian orbs). Characters that fly higher than 30 feet (or *spider climb* to the top of the wall in a room) are subject to attacks by the orbs.
- In various room descriptions below, the DM is asked to place a monster in a given room. Provided below is a list of appropriate creatures by APL; the DM should use creatures from that list to start (you may select one or roll randomly). If the heroes are having too easy of a time with things, you may want to go to the next higher list when a monster is called for again; if your group is getting really beat up, go to the next lower list when a monster is called for in the room. You may also feel free to delete a monster from a room, except in rooms that actually describe an encounter with a certain monster. To award XP, total up the CRs faced during the event; multiply the total by 30 to get the total per character XP award for defeating the monsters. Note that you cannot award more XP than the "defeating monsters" area of the Experience Point Summary lists. The heroes may fight more monsters than they earn XP for, although this should be done with discretion, and only if there is enough time in the event. All creatures listed below can be found in the *Monster Manual*.

Monster List

APL 2

1. Ghoul (CR 1)
2. 3 Medium skeletons (3.5 - human warriors) (CR 1)
3. Vargouille (CR 2)
4. 2 Medium zombies (3.5 - human commoners) (CR 1)

APL 4

1. Allip (CR 3)

2. Displacer beast (CR 4)
3. Shadow (CR 3)
4. Vampire spawn (CR 4)

APL 6

1. 2 shadows (CR 5)
2. 2 wights (CR 5)
3. Wraith (CR 5)
4. Xorn, average (CR 6)

APL 8

1. Invisible stalker (CR 7)
2. 4 shadows (CR 7)
3. Mohrg (CR 8)
4. Spectre (CR 7)

APL 10

1. 2 mohrgs (CR 10)
2. Night hag (CR 9)
3. 2 medusas (CR 9)
4. 2 devils, hellcat (CR 9)

APL 12

1. Devourer (CR 11)
2. 4 spectres (CR 11)
3. Golem, stone (CR 11)
4. Wraith, dread (CR 11) (3.5 only)

The Main Hall and Library

Area A - Main Entrance

As you part the mists that roll across the whole of this building, you stand immediately before a solid black wall of obsidian. You look to your right and left, and notice that you are dead center of two massive polished black doors. They go as far up as an ogre's reach, and are each as wide as a long spear.

The doors here lead to Room 1. The doors at Area A have one or more shadar-kai sentries posted. Upon noticing the heroes, they attack.

APL 2 (EL 1)

☛ **Shadar-kai:** hp 10; see the Appendix.

APL 4 (EL 3)

☛ **Shadar-kai (2):** hp 10, 10; see the Appendix.

APL 6 (EL 5)

☛ **Shadar-kai Ftr2 (2):** hp 31, 31; see the Appendix.

APL 8 (EL 7)

☛ **Shadar-kai Ftr4 (2):** hp 45, 45; see the Appendix.

APL 10 (EL 9)

☛ **Shadar-kai Ftr6 (2):** hp 68, 68; see the Appendix.

APL 12 (EL 11)

☛ **Shadar-kai Ftr8 (2):** hp 84, 84; see the Appendix.

Tactics: If confronted with only one or two opponents, the shadar-kai here wade into battle, expecting to down the mortals within seconds. If faced with 3 or more opponents (or if the battle takes more than 3 rounds), the shadar-kai engage in a fighting withdrawal, attempting to open the doors and alert the main hall area. If both shadar-kai manage to get inside, one yells out "archers" in Sylvan, alerting the bowmen in Rooms 2 and 3.

Area B - Library Entrance

As you part the mists that roll across the whole of this building, you stand immediately before a solid black wall of obsidian. You notice a door carved out of the sheer rock, potentially leading inside.

The door here leads to Room 9 (the library), and bears no physical lock. Unlike most of the other doors in the palace, this door has *arcane lock* cast upon it, at 20th caster level. Characters that wish to enter here must destroy the door, cast *dispel magic* (against a 20th level caster), or cast *knock* (which works automatically, and suppresses the *arcane lock* for 10 minutes).

Room 1 - Foyer

Entering this room, you notice that the walls have become a smooth stone, with strange carvings here and there. A wicked-looking demon carving frames the large reinforced wooden doors directly ahead of you, his grotesque snake tongue flicked out in defiance.

The doors here lead to Room 4. The strange carvings are the *alarm* runes. If a character makes a Spot check (DC 20 for darkvision or bright light, DC 25 for torchlight), they notice arrow slits along each wall to the right and left of them.

The archers, if alerted or hearing the heroes' entrance, fire from their cover on either side (in Rooms 2 and 3). The archers have nine-tenths cover (improved cover if using 3.5 rules) against PC attacks from this room. See Rooms 2 and 3 for combat statistics and tactics of the shadar-kai archers.

Room 2 - Overwatch

This room, of which part of the construction has been crudely done, looks lived in. A tidy bunk, a small

table, and two chairs grace the area. A set of bone dice and five silver pieces are on the table. Toward the south wall, the area is more evenly hewn, and the same strange markings can be found. In the northwest, the room's passageway turns into stairs leading down into darkness.

The stairs lead down to a worked stone tunnel that continues on for about 50 feet before reaching a stone spiral staircase that leads up into Room 4.

This is the room where some of the shadar-kai archers can be found (the others are in Room 3). If they hear the PCs come into Room 1, they grab their weapons and shoot through the arrow slits.

APL 2 (EL 0)

No encounter.

APL 4 (EL 1)

☛ Shadar-kai: hp 10; see the Appendix.

APL 6 (EL 3)

☛ Shadar-kai (2): hp 10, 10; see the Appendix.

APL 8 (EL 5)

☛ Shadar-kai Ftr2 (2): hp 31, 31; see the Appendix.

APL 10 (EL 7)

☛ Shadar-kai Ftr4 (2): hp 45, 45; see the Appendix.

APL 12 (EL 9)

☛ Shadar-kai Ftr6 (2): hp 68, 68; see the Appendix.

Tactics: The shadar-kai continue to pepper Room 1 with arrows, until the heroes disappear from view, or manage to get through an arrow slit. At that point, the shadow fey leave, touching one of the *alarm* runes as they make their way for Room 4, where they renew their battle against the PCs. If things go poorly there, they attempt to flee out through Room 1 and outside into Eiotal.

Room 3 - Overwatch

This room, of which part of the construction has been crudely done, looks lived in. A tidy bunk, a small table, and two chairs grace the area. A dinner plate with some strange half-eaten meat substance sits on the table. Toward the north wall, the area is more evenly hewn, and the same strange markings can be found. In the southwest, the room's passageway turns into stairs leading down into darkness.

The stairs lead down to a worked stone tunnel that continues on for about 50 feet before reaching a stone spiral staircase that leads up into Room 4.

This is the room where some of the shadar-kai archers can be found (the others are in Room 2). If they hear the PCs come into Room 1, they grab their weapons and shoot through the arrow slits.

APL 2 (EL 0)

No encounter.

APL 4 (EL 1)

☛ Shadar-kai: hp 10; see the Appendix.

APL 6 (EL 3)

☛ Shadar-kai (2): hp 10, 10; see the Appendix.

APL 8 (EL 5)

☛ Shadar-kai Ftr2 (2): hp 31, 31; see the Appendix.

APL 10 (EL 7)

☛ Shadar-kai Ftr4 (2): hp 45, 45; see the Appendix.

APL 12 (EL 9)

☛ Shadar-kai Ftr6 (2): hp 68, 68; see the Appendix.

Tactics: The shadar-kai continue to pepper Room 1 with arrows, until the heroes disappear from view, or manage to get through an arrow slit. At that point, the shadow fey leave, touching one of the *alarm* runes as they make their way for Room 4, where they renew their battle against the PCs. If things go poorly there, they attempt to flee out through Room 1 and outside into Eiotal.

Room 4 - Receiving Chamber

This room is absolutely extravagant. There are beautiful rugs covering most of the floor; pillows adorn the rest. Here and there are finely carved wooden chairs with silk padding. Large exquisite carvings, much like those you've seen before, adorn the walls. Also upon the walls are sconces, with no torches to bear.

In the center of the room is a spiral stone staircase leading downward. To the east is a set of large reinforced double doors; near them are pegs carved in the stone for holding cloaks. Directly across the room from each other to the north and south are closed doors. Beyond the staircase to the far west of the room is another set of double doors, although not quite as massive as the ones to the east, but certainly more handsome. You see an opening into a room just south of the staircase.

The door in the northeast of the room leads to Room 5; the door to the southeast leads to Room 6. The open area is the larder, which is Room 7. The double doors in the western portion of the room lead to the dining room (Room 8).

The staircase leads down twenty feet to a landing with corridors splitting northeast and southeast. These corridors eventually come up into the overwatches (Rooms 2 and 3).

If a cloak is placed on a peg, a disembodied voice announces, "A guest has arrived" in Ancient Baklunish. The voice is only loud enough so that those in this room and the larder (Room 7) can hear it. The pegs detect a faint illusion magic if checked.

Room 5 - Hallway to the Library

This hallway is quite short. Like everywhere else, the walls bear strange symbols. The northern portion ends in a door with a vile-looking dragon belching flames coiled over the archway. Writing in a strange, flowing script covers the body of the beast. The door to the south is unadorned but well crafted.

The door to the north leads to the library (Room 9). The door to the south leads to the receiving chamber (Room 4).

The writing on the dragon is in Ancient Baklunish (Decipher Script check, DC 25). It reads, "Enter the hall of knowledge if given leave by the master. If not, enter and perish."

Room 6 - Kitchen

Entering this room, you notice that it is a kitchen. There are two long countertops, a preparation table, a kettle and cold fireplace, various drawers, cupboards, and kitchen utensils (lying on the preparation table and over by the mantle). Doors lead out to the north, south, and west.

The door to the west is not locked, and swings on hinges (it leads into the larder, Room 7). The door to the north leads into Room 4, and the door to the south leads to a long hallway (Room 11).

When the heroes enter the room, a soothing female voice calls out to them in Ancient Baklunish. "How can I serve you today?" she states. If the heroes do not reply, there is no further communication. If the heroes speak back to it in Ancient Baklunish, and request something edible be prepared, the *unseen servant* activates, first gathering up the cooking utensils and setting up the preparation table. It then goes into the larder, swinging the door behind it. After it is not able to find any food

(since the shadar-kai bring their own food, and help to feed the other creatures from a different area in the palace), it opens a drawer and pulls out a *Murlynd's spoon*. The *servant* then sets out one bowl for each person, and produces gruel in four of them; it then sets the spoon on a counter, and (if there are more than four PCs) pours the gruel evenly into the requisite number of bowls. It then says, "Sorry, that's all we've got; but stop by tomorrow" in Ancient Baklunish. The voice says no more.

Treasure: The heroes can snag up the *Murlynd's spoon* if they so wish. If the *unseen servant* doesn't activate, the heroes can find the spoon in one of the kitchen drawers.

Room 7 - Larder

This small room appears to have been a larder of some sorts, but the wooden shelves are all bare. A fine oak serving cart sits in the center of the room. A swinging door leads east; there is an opening in the northeast leading back out to the large lavish room, and another door directly to the west leading out the same way.

The door to the west and opening leads out into the receiving room (Room 4). The swinging wooden door in the eastern part of the room leads into the kitchen (Room 6).

Room 8 - Dining Hall

When you enter this room, you are taken aback by the luxurious and rather opulent dining arrangements that dominate the space. A long carved wooden table with what appears to be a silken covering stretches out for a good dagger's toss, and then bends around the corner for another length! Upon the table are gleaming teapots, crystal serving bowls, fine porcelain dinner plates, and utensils set in their proper places all up and down the room. High-backed chairs complete the portrait of perfection. It seems all that's missing is the food.

There is a set of double doors leading east (to Room 4) and another around the bend to the north (leading into Room 14, described under the Living Areas heading, below).

A successful Search check (DC 30 + APL) reveals a miniscule hole in the wall at the base of the floor in the southwest corner. The hole can fit only a fine creature in it (the size of a fly), or someone in *gaseous form*. It is the only way to access Room 13 (the Night Walker's Coffin). As a reminder, a searching PC needs to **specifically state** they are searching the exact square of the hole in order to have the potential to find it. Most groups probably won't

(and shouldn't) find it; that's fine, as it leads somewhere far too dangerous for most adventurers.

In addition, there is a **monster** here as well.

Tactics: The monster uses the table to its advantage, taking the higher ground if it is corporeal, or hiding under it (the silk drapes to the table's floor) if insubstantial. The noise here could potentially alert creatures in the Living Areas portion of the palace (make appropriate Listen checks to determine whether or not others hear the combat). If you wish to choose your creature, try to pick something non-humanoid to make the combat a bit more chaotic and fun (such as a displacer beast, xorn, or hellcats).

Room 9 - Library

Shelves and shelves of old books, scrolls, and tablets make this room a virtual maze. The walls are adorned with strange carvings. You can even smell the mustiness present in the room, but cannot feel the slight breeze ever present in the other rooms you've explored. Some sort of magic must ward the room, for if it was not, then surely the elements outside would have destroyed these fine texts.

There is a door in the north of the room leading outside (to Area B); it is *arcane locked* (20th caster level). Characters that wish to exit through that portal must destroy the door, cast *dispel magic* (against a 20th level caster), or cast *knock* (which works automatically, and suppresses the *arcane lock* for 10 minutes). There is also a door to the south, leading into a hallway (Room 5). In the southwest corner is a small study room containing an unlighted lamp, two chairs, and a small desk against the wall opposite the entrance. The study room has no door.

This room is protected from the elements by a permanent *wall of force* spell that extends over the top of the room, where the roof used to be. This also prevents creatures here from flying higher than 30 feet.

If the characters take a few minutes to read, the various texts are all written in Ancient Baklunish, and many of them deal with history, culture, and politics of a long-dead society that inhabited a place known as Delvenbrass (which is now a ruin in the Vesve Forest). No mention is made of what catastrophe forced the people there to flee, or what became of the site after the event. In the study room, upon the table, is a single spellbook. The book is detailed in the Treasure Summary at the end of the scenario.

There is a secret door on the southern part of the wall, right near one of the doors. The Search check to find the door is DC 20 + APL. A character that succeeds notices a faint outline of a door in the wall. To open the door, a PC must press on a rune carved into the wall to

the left of it. However, there are many runes carved into the wall; all the others sound the *alarm* for this area. The correct rune can be picked from the others with a successful Knowledge (arcana) check, DC 25. Alternatively, if *detect magic* is cast upon the marks, the rune to open the door carries faint transmutation magic (the others bear faint abjuration magic). The door opens into Room 10 (secret library).

In addition to all this, there is a **monster** present in the room. You may place the monster wherever you desire, although an obvious choice would be tucked in the study room.

Tactics: The monster is the appointed guardian of the room, and attacks the PCs fiercely, until it or all the heroes are slain. It does not pursue characters that leave the library, but it does go down to the secret library if the characters hide there. The creature does not activate any of the *alarm* runes on the wall. You should choose a creature whose presence would cause minimal damage to the library, such as incorporeal undead.

Treasure: The spellbook is detailed in the Treasure Summary, below.

Room 10 - Secret Library

Stone stairs lead down into the darkness.

Once the heroes proceed, read the following:

You enter a small room with no other accoutrements but a single bookshelf. Upon the shelf lies a single fat, ancient leathery tome.

The room is 10 feet by 10 feet. The ceiling is stone, and 10 feet high. There are no other exits, except ascending the stairway back up to Room 9.

The book on the shelf is indeed *Quaal's Book of Wonders*. However, the book bears two magical traps when picked up. The first trap is a specialized *fire trap* spell, that harms only the object and the person who picked it up (it works in all other respects like the *fire trap* spell). If it goes off, it instantly immolates the book, destroying it. The trap's caster level is 1 + APL (so, at APL 2, it is caster level 3; at APL 12, it is caster level 13).

The second trap casts an extended *summon monster* spell in any one open space in the room. The caster level of the extended *summon monster* spell is 3 + APL, which also determines the power of the spell (i.e., APL 2 is an extended *summon monster II* [5th level caster]; APL 12 is an extended *summon monster VII* [15th level caster]). Pick an appropriately challenging creature from the list. The creature fights until slain, or the spell duration runs out. It does pursue into other areas, if necessary.

Both traps can be dispelled (using the above formula for determining caster level) or disarmed by a rogue. Defeating the double trap is worth XP equal to 30 x the APL of the event; it is listed in the Experience Point Summary.

Treasure: The book is *Quaal's Book of Wonders*. Characters that successfully recover the book and return to Almeric receive the opportunity to purchase *Quaal's greater feather tokens* (described in the Treasure Summary).

Room 11 - Hallway to the Temple

This long hallway bears horrible carvings of various undead creatures along both sides of the walls. The runes present in other areas are carved over their forms.

There is an opening at the southwest end of the hallway leading into Room 21 (pit of the dead). Opposite the opening is a door leading into Room 12 (monster lair).

The undead depicted on the eastern wall, from north to south are: ghoul, wight, mohrg, and devourer. The undead depicted on the western wall, from north to south are: shadow, allip, wraith, and spectre. They can be identified by a successful Knowledge (religion) roll, with a DC equal to 10 + HD of the creature depicted. They serve no other purpose than to scare the heroes.

Room 12 - Monster Lair

This room is crudely fashioned from the stone, and there is a ceiling here, about as high as a giant is tall. From the disgusting bony remains of other victims, it appears this area is home to some sort of vile creature.

The door to this room leads back out into the hallway to the temple (Room 11). There is a **monster** in here that defends its lair if encroached upon.

Tactics: The monster attacks the heroes furiously, but does not leave its lair if badly wounded (otherwise, it pursues, but not into the temple areas). Roll randomly, or choose an appropriate corporeal creature from the list. If you are playing APL 10, this is a good place to put the medusas; alter the description above, commenting on the statues of a few unfortunates.

Room 13 - The Night Walker's Coffin

This is a special room, since it is not included in either of the three areas, and is very hard to locate, with good reason. The only way into the room is through the crack in the wall in Room 8 (dining room). Assuming the character can see in the darkness in some way, read the following:

You journey down the minute fissure in the earth, heading down for many, many minutes, until you come upon a landing and a stairwell. There are no runes on the walls of the landing room. At the top of the stairwell is the carved statue of an unclothed dancing demon, with jagged teeth, a snake tongue, and curved antler-like horns. At the base of the stone statue is an inscription in a flowing script. The stairs descend into darkness.

The inscription is in Ancient Baklunish (Decipher Script check, DC 25). It reads, "Here lies the resting place of Tuhsin Felallev. To enter is certain death." Of course, at this point, the character can attempt to leave by the means they arrived (if possible) with no negative ramifications. If the character(s) continue down the stairs, read the following (modify as appropriate for lighting and character actions):

You descend down the spiraling stone staircase, into the depths below. At the end, you see a small room. No other décor graces it, save for a single obsidian stone sarcophagus. Upon the lid, etched in white is the symbol of a rotting skull and scythe.

A Knowledge (religion) check (DC 10) identifies the symbol as the holy symbol of Nerull. Unfortunately, viewing the holy symbol triggers the *symbol* spell placed upon it - a *symbol of death* (20th level caster), which affects everyone in the room and ten feet directly outside the room on the stairs.

If the PC or PCs present survive the *symbol of death*, they can investigate the obsidian sarcophagus. It is the same material as the outer walls (magically treated stone), and can be destroyed in the same manner (which gives the Night Walker one less resting place on the Plane of Shadow).

If the stone coffin is physically touched in any way (not by a weapon strike, but by an actual PC touching it) the second spell effect goes off - *temporal stasis* targeted at each being that touches it (it can affect multiple heroes), cast at 20th level. The only way to remove the second spell is to have a rogue disable it (Disable Device check, DC 34), have a spellcaster dispel it, or to utterly destroy the coffin.

If the lid is opened (DC 15 Strength check), inside is nothing more than a small mound of soil. If a character keeps some of the soil, please make a note of it on the AR, and have them contact Chris Tulach from the Highfolk Triad (ctulach@sbcglobal.net) for further information.

The above room is a resting place of the Night Walker, and is not intended to be found. However, the character or characters finding the room through the hole in the dining chamber are given ample warning

before descending. It is, however, not recommended that a party below APL 10 find this area, and you may discourage such an excursion if you know it will certainly result in the deaths of all involved. At APL 10 and higher, if this area is found, let the heroes deal with it as they wish; experienced adventurers such as they should know when they're going too far.

The Living Areas

Room 14 - Stairwell to Nowhere

This small room is a landing point for a crumbling stairwell that reaches up into the darkness. At one point, it must have lead up to a second story, but that is long since gone. There are four wooden doors in this room directly opposite one another; the door to the south is in fact a double door, and more exquisite than the rest.

The north door leads to the master's chamber (Room 16). The east door leads to the harem (Room 15). The west door leads to the favored mistress' chamber (Room 17). The double doors to the south lead into the dining room (Room 8 in the main hall area).

Room 15 - The Harem

Entering this room, the smell of sweet flowery incense hangs thick in air, almost like smoke. The entire room is covered in pillows, silken sheets, and enormous cushions. It would require you to practically climb across the floor to the open northwest portal leading out of the room.

The open archway leads into the master's chamber (Room 16). The door in the southeast corner leads to the stairwell (Room 14).

Walking across this chamber must be done slowly, since it is very uneven, and shifts under the feet of one who treads upon it. During combat, all movement beyond five feet requires a Balance check (DC 10), or the character moves five feet and falls down. Characters *air walking*, *spider climbing*, or other such similar movements are not affected by the uneven surface.

If the heroes have not triggered any *alarms* in the living area portion of the palace (Rooms 14-17), or have not made much noise in the dining room (Room 8), the Night Walker's harem lay atop the various pillows and sheets in the room. They are all scantily dressed Baklunish-looking women, who also happen to be vampire spawn. At APL 2, there is no encounter here. At APL 12, the favored mistress is also present (a true vampire sorcerer).

If the vampires have sufficient warning of the heroes' presence, they are instead in gaseous form, hiding

beneath the various cushions and sheets. They reform in such a way to create the smallest amount of disturbance in the layout of the room; a PC looking into the room must make a Spot check (DC 10 + APL) to notice the movement of the sheets and pillows. The various accoutrements of the room provide the vampires with three-quarters to nine-tenths cover when fully formed (improved soft cover if you're playing this in 3.5).

In either case, the vampire spawn (and vampire sorcerer at APL 12) attack. The encounter level has been adjusted up one due to the advantage the vampires possesses (*spider climb* at will).

APL 2 (EL 0)

No encounter.

APL 4 (EL 5)

☛ Vampire spawn: hp 29; see the *Monster Manual*.

APL 6 (EL 7)

☛ Vampire spawn (2): hp 28, 29; see the *Monster Manual*.

APL 8 (EL 9)

☛ Vampire spawn (4): hp 28, 29, 29, 30; see the *Monster Manual*.

APL 10 (EL 11)

☛ Vampire spawn (8): hp 26, 27, 28, 29, 29, 30, 31, 32; see the *Monster Manual*.

APL 12 (EL 13)

☛ Vampire spawn (8): hp 26, 27, 28, 29, 29, 30, 31, 32; see the *Monster Manual*.

☛ Rajela, vampire Sor8: hp 52; see the Appendix.

Tactics: The vampire spawn use their *spider climbing* to great advantage in this room. If they are reduced to *gaseous form*, they sink through holes under the floor to their coffins (see below).

If the vampire spawn are aware of the heroes' presence, they have a much more devious plan. Hiding under the cushions and pillows of the room, they reach out and attempt to grapple heroes as they move by the vampires (and, if the heroes did not notice them, this is considered their surprise action). They then feed off of them under the covers of the sheets and pillows.

At APL 12, Rajela (the vampire sorcerer) prefers to use her spells and *wand of web* in combat, rather than physical attacks. If reduced to 0 or less hit points, she flees in *gaseous form* to her quarters, Room 17. Her coffin is located under the floor there.

The vampires pursue heroes throughout the living areas, but do not venture back into the dining room or further afield.

Below the Floor

There are a number of holes that a Diminutive-size or smaller creature (or someone in *gaseous form*) can crawl into under the sheets and pillows of the room. Arrange them around the room in various five-foot squares based upon the number of vampire spawn present (but discount Rajela, since she has her own coffin in her chamber). The holes can be found with a Search check (DC 20 + APL).

Going under the stone floor about ten feet are small rooms (eight by eight by eight feet) containing one wooden coffin each. This is where the vampire spawn retreat if reduced to 0 or less hit points. The coffins possess the same qualities as the wooden doors in the palace.

Room 16 - The Master's Chamber

This room is large, and covered in a thick, lush carpet. To the northwest, you see a gigantic silken four-post bed; the curtains are drawn open, and the pillows upon it look like waves on a smooth shining sea. There is a heavy-looking wooden table carved with some sort of design in the southwest corner. Archways lead out both east and south from this chamber. A wooden door is just to the west of the southern archway.

The door leads back to Room 14. The western archway leads to the harem (Room 15), and the southern archway leads to the favored mistress' room (Room 17).

The desk has nothing within it, but those who succeed on a successful Craft (carpentry) check realize the design is elven (DC 15), at least two centuries old (DC 18), and made by the craftsmen of Clan Krysalyn (DC 24, and the character must either claim Highfolk as his/her home region, or originate from a Highfolk elven clan). The desk has been treated with *oil of timelessness* (in 3.5, this is known as *unguent of timelessness*).

Room 17 - The Favored Mistress' Chamber

This room is lavish, with pillows spread all about, and a thick carpet beneath. There is a large pile of cushions in the northwest corner of the room, and a wooden clothes dresser sits in the northeast corner. To the southeast, you see a heavy-looking wooden table that bears some sort of carving. There is a door to the east, and a opening into another area to the north.

The door leads back to the stairwell (Room 14). The northern archway leads into Room 16 (the master's chamber).

The drawers have nothing in them except for very slight silken clothing. The desk, at APLs 6 and higher, has a *wand of web* in one of the drawers. Those who succeed on a successful Craft (carpentry) check realize that the design of the desk is elven (DC 15), at least two centuries old (DC 18), and made by the craftsmen of Clan Krysalyn (DC 24, and the character must either claim Highfolk as his/her home region, or originate from a Highfolk elven clan). The desk has been treated with *oil of timelessness* (in 3.5, this is known as *unguent of timelessness*). It is the companion to the desk in Room 16.

Beneath the cushions in the corner, a little hole leading under the stone floor can be found (searching the five-foot square in the far northwest corner; Search check is DC 20 + APL). A creature of Diminutive size or smaller (or, a creature in *gaseous form*) can fit in the hole.

The hole goes down 10 feet, and opens into an eight by eight by eight-foot room with a stone coffin (treat it as the same materials as the walls inside the palace). This is where Rajela retreats to if reduced to *gaseous form*. If Rajela is not present (at APLs 10 and lower), a small bit of soil is found in the coffin, but she is gone.

At APL 12, if the heroes have not alerted her to their presence, Rajela the vampire sorcerer is here (see Room 15 and Appendix). She attacks the heroes ruthlessly for invading her privacy.

The Temple

The entire temple area is under the effects of an *unhallow* spell, cast at 20th level. Therefore all rooms numbering 18-29 have the following effects:

- ☛ *Magic circle against good*
- ☛ -4 penalty to turning undead; +4 profane bonus to rebuking undead
- ☛ *Invisibility purge*

Area C - Temple Entrance

As you part the mists that roll across the whole of this building, you stand immediately before a solid black wall of obsidian. You notice a door carved out of the sheer rock, potentially leading inside. A white carving of a rotting skull with a scythe below is carved directly into the face of the door.

The door here leads to Room 18 (entry hallway), and bears no physical lock. Unlike most of the other doors in the palace, this door has *arcane lock* cast upon it, at 20th caster level. Characters that wish to enter here must destroy the door, cast *dispel magic* (against a 20th level

caster), or cast *knock* (which works automatically, and suppresses the *arcane lock* for 10 minutes).

The symbol on the door can be identified as the holy symbol of Nerull with a successful Knowledge (religion) check, DC 10.

Room 18 - Entry Hallway

Entering this short hallway, you notice strange runes carved all along the walls. There is a door to the north and south - the northern door is constructed of reinforced wood; the southern one is of the black obsidian of the outer wall.

The door to the north leads into Room 19 (unholy water font). The door to the south leads outside (to Area C); it is *arcane locked* (20th caster level). Characters that wish to exit through that portal must destroy the door, cast *dispel magic* (against a 20th level caster), or cast *knock* (which works automatically, and suppresses the *arcane lock* for 10 minutes).

Room 19 - Unholy Water Font

In this room, skeletal figures are carved upon all the walls; the same runes you've seen elsewhere float on the walls amongst them. They appear to be in some macabre dance procession, their bony limbs flailing about. In the southern portion of the room, a stone demon belching a small font of water is carved from the wall. A wooden door can be found on the western wall; on the wall to the east, two skeletal figures bend their frames around an archway leading into another chamber.

The door leads to Room 29 (meditation chamber). The archway leads into Room 20 (embalming room).

The water in the font is particularly potent unholy water, and it smells foul if a character sniffs it. Any character drinking the water must make a Fortitude save (DC 17), or feel sickened (-2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). A character touching the water with bare skin must make the same save, but the DC is 12.

Room 20 - Embalming Room

This room has two large stained stone tables in the center. There are numerous wicked-looking, crooked blades hanging along the eastern wall. In the northwestern corner, a small table made of wood sits; upon the table are a number of ceramic jars. In the southeast area of the room is a wooden basket full of wrappings. A large glass jar sits on the floor beside the basket.

The doorless exits to this room are found on the western wall (to Room 19) and the northern wall (to Room 21).

Both the stone tables and the blades hanging on the wall (treat the blades as sickles with a -4 nonproficiency penalty for those who wish to wield them) are stained with blood. The rest of the room is very clean. On the small wooden table rest a number of organ jars; inside, the shriveled remains of various humanoid organs sit. The basket contains cloth embalming wraps, and the glass jar is full of embalming liquid, which smells quite strong. An alchemy (or, if converted to 3.5, Craft [alchemy]) check (DC 16) reveals the nature of the liquid in the glass jar. Characters with Knowledge (religion) succeeding on a DC 13 check know that this is an embalming room, and those that succeed with a DC 23 check know that followers of Nerull profane the solemn ceremony by using a variation of the process to create undead.

One or two **monsters** are present, lying on the embalming table. They do not move until a hero has actually set foot into the room.

Tactics: The monsters get up from the embalming table, and move to attack the heroes. They pursue anywhere within the temple, except for Room 27 (altar to Nerull). Use corporeal undead creatures from the list.

Room 21 - Pit of the Dead

This room smells of rotten flesh. A wide walkway leads up to a dark pit in the center of the room. A stone staircase descends down one side of the pit. There are numerous doors, most of which are on the north side of the long room. A set of stone double doors sits at the far western end of the room, each door bears the visage of some horrid ghostlike creature.

The door at the far western end leads to Room 27 (altar to Nerull). The doors on the northern end, from west to east, lead to Rooms 26, 25, 24, and 22, respectively. The open archway in the southern portion of the room leads to Room 20 (embalming room). The archway directly opposite the double doors across the room leads to Room 11 (hallway to the temple, in the main hall area).

The 10' by 10' pit in the center of the room is also ten feet deep. At the bottom are 6 corpses of humanoid creatures (mostly elves and humans). They wear nothing but rags, and appear to have been deceased for quite a long while. Each has an onyx in its mouth, making it ready for the *animate dead* spell (a Spellcraft check, DC 18, confirms this information). Each body was a Com1 in life, so the onyxes are worth 25 gp each.

The doors on the far western wall bear the likenesses of wraiths (DC 15 Knowledge [religion] check identifies

them as such). Inscribed in Ancient Baklunish (DC 25 Decipher Script check to read it) is the phrase, "Tremble before the Foe of All Good and enter". The doors are mysteriously unlocked.

Treasure: The onyxes are worth 150 gp all together.

Room 22 - Acolytes' Chambers

In here, there are four three-tiered bunks, each now nothing more than wooden boards. In the center of the room are a small table and two chairs. An archway continues through the north wall, and there is a wooden door to the west and south.

The door to the south enters Room 21 (pit of the dead), while the one to the west goes into the priests' chambers (Room 24). The portal leads into Room 23 (favored acolytes' chambers).

Room 23 - Favored Acolytes' Chambers

This room is far more orderly than the one from which you came. A two-tier bunk with no bedding against the western wall. In the center a small desk with two chairs rounds out the furnishings in this room. On top of the desk is a small book.

There is only one exit from this room; back through Room 22.

The book on the desk is only about 15 pages long, and is written in Ancient Baklunish. If it is able to be read (Decipher Script, DC 25), it is a book of alarmingly vile devotions to Nerull, describing various hideous rituals too twisted for normal minds. It also has a one-page "Oath to Nerull" written out, which seems to be a common prayer. It is essentially worthless to any but the faithful of the Reaper.

Room 24 - Priests' Chambers

This room is large and spacious. Several small rugs are placed here and there on the floor, and three soft-looking beds are near the far western wall. A narrow stone staircase spirals upward, but terminates before reaching the full height of the ruined wall. There are three desks here are well, along the eastern wall. Several doors grace the southern portion of the room.

The doors, from west to east, lead into Rooms 26, 25, 21, and 22.

The desks are well constructed but contain nothing of interest. Under each bed is a small wooden trunk with a lock on it (Open Locks check, DC 20, to pick it). Inside each are a number of changes of clothing, mostly robes, and two vials: one contains unholy water, and the other contains a *potion of cure light wounds*.

In addition, a **monster** lurks in these quarters. The creature attacks the heroes on sight.

Tactics: The monster attacks the heroes and pursues anywhere in the temple area, except for Room 27 (altar to Nerull). You should choose or randomly select one of the undead creatures from the list. If intelligent, the creature's first action is to press on an *alarm* rune, alerting the temple area to the heroes' presence.

Room 25 - Short Hallway

This small hallway bears the same carved walls found throughout the palace. A wooden door graces both the southern and northwestern areas of the hall.

The door to the northwest leads into Room 26 (unholy library). The door to the south leads into Room 21 (pit of the dead).

Room 26 - Unholy Library

This room is obviously a library of some sort, although the vicious-looking demons carved in and around the bookshelves lend a sinister air to the place of study. There are two desks in the far western end of the room; upon one of the desks is a closed tome. The stone shelves are bare of many texts, although a few relics remain. The doors exiting this chamber are found opposite each other on the far eastern end.

The doors to this room go into Room 24 (for the northeastern door) and 21 (for the door to the southeast).

The books on the shelves are various disgusting works devoted to Nerull. They describe undead animation, corpse mutilation, and corruption rites. The tome on the desk is one such work, unless the PCs cannot get to the library in the time allotted. In that case, it is the same spellbook located in Room 9, above. Only one such spellbook is found in any case.

On one bookshelf is a human skull. If checked, it radiates faint abjuration magic. If it is picked up, it eyes light up, and in Ancient Baklunish it utters in a ghastly voice, "What time has now come?" If the character picking up the skull does not answer, or answers incorrectly, the skull moans just like the *alarm* runes (alerting everyone in the temple area). If the hero says, "Reaping time has come" then the skull bestows a *protection from good* spell upon the holder (caster level 5th).

Treasure: The spellbook is detailed in the Treasure Summary, below.

Room 27 - Altar of Nerull

This room, in addition to the *unhallow* effect, has been subjected to a *desecrate* spell (-6 profane penalty on

turning checks, +2 profane bonus and +2 hit points per HD for undead in the room).

Inside this room you see a giant façade carved into the far western wall of the room. It is a horrifying grim reaper dressed in a ragged robe, carrying a scythe crackling with energy. Below the carving is a black obsidian altar. Draped across the altar is a cloth bearing a skull and scythe, and two candles in skulls flank either side.

In the center of the room is a stone pedestal the height of a halfling, and the width of an old oak tree. Mounted in the pedestal is a large luminescent stone; from here the glowing of hundreds of motes of light play with the shadows in the room's extremities. A stone staircase leads downward just to the south of the double doors.

The double doors to the east in this room lead out to Room 21 (pit of the dead). The door in the northwest corner leads to the preparation chamber.

This is the location of the well of power that the heroes have been sent to destroy. See Encounter 4 for more information on this room.

Room 28 - Preparation Chamber

Inside this narrow room, you see various dark priestly accoutrements - aspergillums, black robes, long rods of incense, metal candelabras, and cruel jagged objects crusted with blood and bits of flesh.

The door to this room leads back into Room 27.

Room 29 - Meditation Chamber

This room is bare, except for a small rug in the center, and the metal statue of a cowed, faceless robed figure with one outstretched skeletal hand. The figure stands well over a human's height, and there's an inscription at the base of the statue.

The door to this room leads back into the unholy water font room (Room 19).

This is a statue depicting Nerull, which a Knowledge (religion) check, DC 14, verifies. Below the seven-foot tall statue is an inscription in Ancient Baklunish (Decipher Script check, DC 25, to identify it) that reads, "Kneel before me and recite my Oath. Go forth and be a harbinger of my will."

Any PC that kneels before the statue and recites the Oath of Nerull (found in the small book in Room 23) receives a *prayer* spell that lasts for one hour. A PC that kneels before the statue and says something other than the Oath, or nothing at all, is subjected to a *bestow curse*

spell (10th level caster, Will save DC 18 negates); their highest ability score is at a -6 penalty. The *bestow curse* lasts until removed. Only characters that kneel before the statue are affected, and only once per character.

Encounter 4: To Set Things Right Again

This encounter happens when the heroes enter Room 27, where the bloodstone gem is located. A small contingent of elite shadar-kai have been assigned to watch over the bloodstone while the Night Walker is away. Desh-Kadan, a sorcerer, leads the band that includes Zel-Garat (a fighter) and Desh-Yavar (a rogue, and Desh-Kadan's sister).

The encounter set up here depends entirely on whether or not the shadar-kai have heard the PCs coming from either an *alarm*, or from noise in the nearby vicinity. In any case, the shadar-kai are alert for trouble, and ready to attack when the heroes enter the altar room. The only difference is how prepared they really are for the heroes' arrival.

Down the stairs are a number of human corpses equal to the APL of the event. They each have a black onyx in their mouths (making them ready to be animated). The corpses animate as Medium-size skeletons, or human warrior skeletons (if using 3.5 rules).

Unprepared

If the shadar-kai are unprepared, they are positioned near the double doors to both the north and south (by the stairs). They rely on their hide in plain sight ability to fool the heroes, and (hopefully) win surprise. Read the descriptive text for Room 27 listed above in this case, as the shadar-kai may not be immediately noticeable by the heroes. At APLs 10-12, if you feel the heroes are up to the challenge, you may pull an appropriate monster from another room in the temple to help the shadar-kai in the battle.

Once the heroes shatter the bloodstone, see "Shattering the Stone", below.

APL 2 (EL 4)

☛ **Desh-Kadan, male shadar-kai Sor2:** hp 22; see the Appendix.

☛ **Desh-Yavar, female shadar-kai:** hp 10; see the Appendix.

☛ **Zel-Garat, male shadar-kai:** hp 10; see the Appendix.

APL 4 (EL 6)

☛ **Desh-Kadan, male shadar-kai Sor4:** hp 30; see the Appendix.

- **Desh-Yavar, female shadar-kai:** hp 10; see the Appendix.
- **Zel-Garat, male shadar-kai:** hp 10; see the Appendix.

APL 6 (EL 8)

- **Desh-Kadan, male shadar-kai Sor6:** hp 38; see the Appendix.
- **Desh-Yavar, female shadar-kai Rog2:** hp 25; see the Appendix.
- **Zel-Garat, male shadar-kai Ftr2:** hp 31; see the Appendix.

APL 8 (EL 10)

- **Desh-Kadan, male shadar-kai Sor8:** hp 46; see the Appendix.
- **Desh-Yavar, female shadar-kai Rog4:** hp 35; see the Appendix.
- **Zel-Garat, male shadar-kai Ftr4:** hp 45; see the Appendix.

APL 10 (EL 12)

- **Desh-Kadan, male shadar-kai Sor10:** hp 54; see the Appendix.
- **Desh-Yavar, female shadar-kai Rog6:** hp 45; see the Appendix.
- **Zel-Garat, male shadar-kai Ftr6:** hp 68; see the Appendix.

APL 12 (EL 14)

- **Desh-Kadan, male shadar-kai Sor12:** hp 62; see the Appendix.
- **Desh-Yavar, female shadar-kai Rog8:** hp 55; see the Appendix.
- **Zel-Garat, male shadar-kai Ftr8:** hp 84; see the Appendix.

Tactics: The fighter moves himself in-between the bloodstone and the heroes. He stands firm there, attempting to disarm anyone that looks like they're going to attempt to destroy the stone. The rogue darts in and out of combat, sneak attacking when possible. At APL 12, she uses the *assassin whip* to entangle heroic spellcasters. The sorcerer leads the bunch, and if a hero pulls out the *rod of negation*, the sorcerer (on a successful Knowledge [arcana] check, DC 20) yells out, "Get the rod!" He uses incapacitation spells when possible, but ultimately resorts to damage-dealing magic if necessary.

Treasure: In addition to the items on the shadar-kai, there are a number of onyxes in the mouths of the corpses down the stairs equal to the APL. Each onyx is worth 25 gp.

Prepared

If the shadar-kai know of the heroes' presence, they send Desh-Yavar to sneak around and scout them out, giving them an idea as to the capability of the heroes. If the *rod of negation* is talked about and brandished within view of Desh-Yavar, she'll make an attempt to Pick Pocket (Sleight of Hand in 3.5) it off of the character that possesses it.

While this is going on, Desh-Kadan goes down the stairs and casts *animate dead* on the remains of the humans (at APLs 10 and higher). At APLs 2-8, if you feel that the characters could use the challenge, feel free to have them animated and controlled by Desh-Kadan for the final combat (he cast the spell off of a scroll). Don't forget that the skeletons have +2 to all rolls from the *desecrate* effect in the altar room (also characters attempting to turn them suffer a whopping -10 [-12 if they're good-aligned] on their turn attempts; characters attempting to rebuke gain a +4 profane bonus). He also casts preparatory spells on himself and the fighter, Zel-Garat. At APLs 10-12, if you feel the heroes are up to the challenge, you may pull an appropriate monster from another room in the temple to help the shadar-kai in the battle.

Once the heroes shatter the bloodstone, see "Shattering the Stone", below.

APL 2 (EL 4)

- **Desh-Kadan, male shadar-kai Sor2:** hp 22; see the Appendix.
- **Desh-Yavar, female shadar-kai:** hp 10; see the Appendix.
- **Zel-Garat, male shadar-kai:** hp 10; see the Appendix.
- **Medium-size skeletons (human warrior skeletons in 3.5) (2):** hp 8, 8; see the *Monster Manual*.

APL 4 (EL 6)

- **Desh-Kadan, male shadar-kai Sor4:** hp 30; see the Appendix.
- **Desh-Yavar, female shadar-kai:** hp 10; see the Appendix.
- **Zel-Garat, male shadar-kai:** hp 10; see the Appendix.
- **Medium-size skeletons (human warrior skeletons in 3.5) (4):** hp 8, 8, 8, 8; see the *Monster Manual*.

APL 6 (EL 8)

- **Desh-Kadan, male shadar-kai Sor6:** hp 38; see the Appendix.
- **Desh-Yavar, female shadar-kai Rog2:** hp 25; see the Appendix.
- **Zel-Garat, male shadar-kai Ftr2:** hp 31; see the Appendix.

➤ **Medium-size skeletons (human warrior skeletons in 3.5) (6):** hp 8, 8, 8, 8, 8, 8; see the *Monster Manual*.

APL 8 (EL 10)

➤ **Desh-Kadan, male shadar-kai Sor8:** hp 46; see the Appendix.

➤ **Desh-Yavar, female shadar-kai Rog4:** hp 35; see the Appendix.

➤ **Zel-Garat, male shadar-kai Ftr4:** hp 45; see the Appendix.

➤ **Medium-size skeletons (human warrior skeletons in 3.5) (8):** hp 8, 8, 8, 8, 8, 8, 8, 8; see the *Monster Manual*.

APL 10 (EL 12)

➤ **Desh-Kadan, male shadar-kai Sor10:** hp 54; see the Appendix.

➤ **Desh-Yavar, female shadar-kai Rog6:** hp 45; see the Appendix.

➤ **Zel-Garat, male shadar-kai Ftr6:** hp 68; see the Appendix.

➤ **Medium-size skeletons (human warrior skeletons in 3.5) (10):** hp 8, 8, 8, 8, 8, 8, 8, 8, 8, 8; see the *Monster Manual*.

APL 12 (EL 14)

➤ **Desh-Kadan, male shadar-kai Sor12:** hp 62; see the Appendix.

➤ **Desh-Yavar, female shadar-kai Rog8:** hp 55; see the Appendix.

➤ **Zel-Garat, male shadar-kai Ftr8:** hp 84; see the Appendix.

➤ **Medium-size skeletons (human warrior skeletons in 3.5) (12):** hp 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8; see the *Monster Manual*.

Tactics: The tactics are much the same as described above, except that the skeletons position themselves around the bloodstone, granting it a degree of cover based on how many skeletons are present, and the angle of the shooter of the rod. When the skeletons are positioned within 5 feet of the bloodstone, the negative energy aura it gives off grants them +2 turn resistance.

Treasure: In addition to the items on the shadar-kai, there are a number of onyxes in the mouths of the corpses down the stairs equal to the APL. Each onyx is worth 25 gp. Most likely though, the sorcerer in preparation for battle uses the onyxes.

Shattering the Stone

The *rod of negation* ray must hit the stone in order to work. The stone has an AC of 5. The *rod* has a caster level of 15 and must overcome the caster level 20 power of the stone. The DM should roll the result of the check in

secret; **do not let the players roll**. It may fail; that's fine - it adds to the excitement. However, if the roll has failed twice, and the *rod's* ray hits a third time, it shatters. Read the following when that happens:

The stone bursts into a shower of tiny particles, pelting the entire room. A raging geyser of color - yellow light, surges forth, shooting up to the heavens. You look up, and see the four obsidian globes shatter like glass as the yellow stream of motes lashes out at each of them. The light then travels further beyond your sight, and just as things fade into the dreary colorlessness of the shadow realm again, you hear four distinct, cacophonous rumbles as the ground shakes for a moment.

Whatever has just happened, you know you succeeded. To what end it affects Quaalsten, you'll know soon enough. One thing is for certain though - the Night Walker now knows you're here.

The heroes have accomplished their mission, and should use their stone very shortly to leave. While it is permissible to finish the combat and gather up the spoils left by the enemy, they should get the hint that staying would be **very bad**.

If, for some strange reason, the heroes decide to stay longer than it takes to finish up the combat and gather up enemy gear, continue to throw shadar-kai at them as mentioned in Encounter 2. If they stay beyond three combats, and still want to fight, tell them that a dark cloaked figure is visible in the sky above. Give them one more chance to use the stone to *plane shift* home; if they don't take it, tell them their characters are removed from play until further notice (write it on their Adventure Record), and have each of them contact Chris Tulach (email at ctulach@sbcglobal.net) to determine the final disposition of their characters.

Once the characters use the stone to *plane shift*, proceed to the Conclusion.

Using Reaper's Foe

There are less than a half a dozen characters that possess a *+1 keen scythe* known as *Reaper's Foe*. If one of those characters uses the *+1 keen* version of that weapon to **shatter the bloodstone**, it does so upon the first hit. Other versions of the weapon bounce off without so much as a scratch. Read the following if it shatters in this way:

As you swing the scythe into the stone, it bursts into a shower of tiny particles, pelting the entire room. You feel a surge of withering cold overwhelm you as a raging geyser of color - yellow light, surges forth, shooting up to the heavens. You look up, and see the

four obsidian globes shatter like glass as the yellow stream of motes lashes out at each of them. The light then travels further beyond your sight, and just as things fade into the dreary colorlessness of the shadow realm again, you hear four distinct, cacophonous rumbles as the ground shakes for a moment.

Whatever has just happened, you know you succeeded. To what end it affects Quaalsten, you'll know soon enough. One thing is for certain though - the Night Walker now knows you're here.

The character suffers two negative levels that cannot be removed by *restoration* or *greater restoration*. The character must make a Will save (DC 10 + APL of the event) for each negative level upon the next day; magic may be used to improve the saving throw chance. If one or both saves are failed, one or two levels are lost by that character.

The character's weapon, *Reaper's Foe*, is automatically upgraded to a +1 *keen bane vs. undead scythe* at no cost, and documentation appears on the AR.

The heroes have accomplished their mission, and should use their stone very shortly to leave. While it is permissible to finish the combat and gather up the spoils left by the enemy, they should get the hint that staying would be **very bad**.

If, for some strange reason, the heroes decide to stay longer than it takes to finish up the combat and gather up enemy gear, continue to throw shadar-kai at them as mentioned in Encounter 2. If they stay beyond three combats, and still want to fight, tell them that a dark cloaked figure is visible in the sky above. Give them one more chance to use the stone to *plane shift* home; if they don't take it, tell them their characters are removed from play until further notice (write it on their Adventure Record), and have each of them contact Chris Tulach (email at ctulach@sbcbglobal.net) to determine the final disposition of their characters.

Once the characters use the stone to *plane shift*, proceed to the Conclusion.

Conclusion

Success and Return

You arrive back in Quaalsten, and the first thing you notice is the bright light of the sun shining through. You squint your eyes at the glare, your first time in several weeks having been exposed to all its glory. You look out to the far reaches of the town, and see the obelisks have gone. You have won the day. Now, the flood of aid from places such as Highfolk and Flameflower can reach here again, and you can start making other plans ... plans to take the fight to the

Old One, and drive his armies out of the lands of good.

Amidst your elation, one simple fact now gnaws at you, lurking in the shadows of your joy. You may have defeated the Night Walker this time, but it is certain that he now knows of your doing. It is only a matter of time before he seeks his revenge.

Each character that succeeds in the mission earns one permanent Influence Point with all Highfolk organizations and people.

The End

Failure and Return

You arrive back in Highfolk. The shadow canopy still envelops the town, as you expected. Your mission has failed. It may be a long time before another bold plan can be hatched to push back the tide of evil, and surely this time they'll be ready for it.

With that thought, another horrible revelation comes to your mind. It is almost certain that the Night Walker knows of your intrusion on his domain, and it is only a matter of time before he seeks his revenge upon the interlopers.

The End

Loose Ends and Rewards

Bringing Back Quaal's Book of Wonders

If the heroes bring *Quaal's Book of Wonders* back to Almeric Wilstone or Alysia Thanemantle, they are overjoyed at the sight of such a rare rediscovery. After some time, they get back to each hero, informing them that they've unlocked the secrets to creating *Quaal's greater feather tokens*, and will allow the heroes to purchase one whenever they so desire.

Reaper's Foe

As mentioned above, a PC that has the +1 *keen scythe* version of *Reaper's Foe*, and uses the weapon to shatter the bloodstone, receives a free automatic upgrade to a +1 *keen bane vs. undead scythe*.

Background Handouts (Critical Roles)

At the beginning of the event, certain characters received handouts stating what they had accomplished during the siege. Characters with Handout 1 (the creation of the *blackstone rune*) receive regional access to purchase a *necklace of adaptation*.

Characters that received Handout 2 (conducting dangerous courier and scouting missions during the

siege) receive regional access to purchase a *druid's vestment*.

If a character met the qualification for both Handouts, they may choose one or the other, not both.

The Shadow Symbol

The character that journeyed through the obelisk with the *shadow symbol* finds it permanently fixed to their skin (now called a *mark of the shadow plane*). The spot remains cool to the touch, and grants the hero a +2 bonus to save against spells with the shadow descriptor. However, if the hero is targeted with a spell bearing the light descriptor, it is considered to affect them as if it were prepared with the Empowered Spell feat (if it is already empowered, there is no further effect). In addition, the PC can consider the *mark* a focus for *plane shift* spells to the Plane of Shadow.

What Happened to Inal-Garef?

If the players ask, Inal-Garef, the shadar-kai who defected and was instrumental in the plan, has disappeared. He was checked on right after the obelisks disappeared, and was missing from his bed. After days of searching, no one is able to find him, or what happened to him.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: Through the Dark Mirror

No XP earned for this encounter.

Encounter 3: The Night Walker's Domain

Various Areas

Defeating monsters. XP earned here is equal to 30 x CR of creatures defeated. If the heroes did not earn XP for specific areas/rooms listed below, the above calculation may substitute for those encounters. No matter what, a character may not earn more XP from this calculation than listed below, or may not earn more XP than the amount given under "Total Possible Experience".

APL 2	300 XP
APL 4	450 XP
APL 6	600 XP
APL 8	750 XP
APL 10	900 XP
APL 12	1050 XP

Area A

Defeating the shadar-kai that guard the entrance.

APL 2	30 XP
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APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

Room 1

Defeating the shadar-kai that guard the entrance.

APL 2	0 XP
APL 4	30 XP
APL 6	90 XP
APL 8	150 XP
APL 10	210 XP
APL 12	270 XP

Room 2

Defeating the shadar-kai that guard the entrance.

APL 2	0 XP
APL 4	30 XP
APL 6	90 XP
APL 8	150 XP
APL 10	210 XP
APL 12	270 XP

Room 10

Defeating the trap on the book.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Room 15/17

Defeating the vampires.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Room 27

Defeating the shadar-kai guarding the bloodstone.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Roleplaying Award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1425 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three

Room 6

All APLs: L: 0 gp; C: 0 gp; M: *Murlynd's spoon* (450 gp per character).

Room 9 or 26

All APLs: L: 0 gp; C: 0 gp; M: spellbook (40 gp per character).

Room 15 or 17

APL 6+: L: 0 gp; C: 0 gp; M: *wand of web* (354 gp per character).

Room 21

All APLs: L: 0 gp; C: 25 gp; M: 0 gp.

Room 24

All APLs: L: 0 gp; C: 0 gp; M: 3 *potions of cure light wounds* (4 gp per potion per character).

Room 27

APL 2: L: 0 gp; C: 8 gp; M: 0 gp.

APL 4: L: 0 gp; C: 17 gp; M: 0 gp.

APL 6: L: 81 gp; C: 25 gp; M: 0 gp.

APL 8: L: 81 gp; C: 34 gp; M: *cloak of Charisma +2* (333 gp per character).

APL 10: L: 0 gp; C: 42 gp; M: 3 *+1 spiked chains* (194 gp per weapon per character), *cloak of Charisma +2* (333 gp per character).

APL 12: L: 0 gp; C: 51 gp; M: 3 *+1 spiked chains* (194 gp per weapon per character), *cloak of Charisma +2* (333 gp per character), *assassin whip* (918 gp per character).

Total Possible Treasure

APL 2: L: 0 gp; C: 33 gp; M: 502 gp - Total: 400 gp

APL 4: L: 0 gp; C: 42 gp; M: 502 gp - Total: 544 gp

APL 6: L: 81 gp; C: 50 gp; M: 898 gp - Total: 800 gp

APL 8: L: 81 gp; C: 59 gp; M: 1231 gp - Total: 1250 gp

APL 10: L: 0 gp; C: 67 gp; M: 1813 gp - Total: 1879 gp

APL 12: L: 0 gp; C: 76 gp; M: 2731 gp - Total: 2807 gp

Items for the Adventure Record

Items Found During the Adventure

APLs 2-4

- Spellbook of Zalkir the Mad (Adventure, see above)
- *Murlynd's spoon* (Adventure, DMG)

APL 6 (All of APLs 2-4 plus the following)

- *Wand of web* (Adventure, DMG)

APLs 8-10 (All of APLs 2-6 plus the following)

- *Cloak of Charisma +2* (Adventure, DMG)

APL 12 (All of APLs 2-10 plus the following)

- *Assassin whip* (Adventure, Savage Species)

Special (new items to be listed on the Adventure Record)

Cross out any benefits not received.

1 Permanent Influence Point - All Highfolk Organizations, Mayor Ersteader, and Lord Kashafen Tamarel

Heirs to Quaal's Legacy: For recovering *Quaal's Book of Wonders*, the Hearth of the Unicorn's Heart, temple to Ehlonna in Quaalsten, gives you the opportunity to purchase the following item after any Highfolk regional scenario.

Quaal's Greater Feather Token: This token appears much like the other *Quaal's feather tokens*, except that, with the utterance of a command word, it can be used once per week to produce any other *Quaal's feather token* effect (*anchor*, *bird*, *fan*, *swan boat*, or *tree*) except *whip*, as presented in the *Dungeon Master's Guide*. The *tree* effect lasts for only ten minutes. After the duration of the magic has expired the *token* reverts back to its feather state.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *major creation*, access to *Quaal's Book of Wonders*; *Market Price:* 10,250 gp; *Weight:* N/A.

Critical Role: As thanks, several important patrons in Quaalsten have given you the ability to purchase a magic item whenever it suits you. If you helped construct the *blackstone rune*, you may purchase a *necklace of adaptation* after any Highfolk regional scenario. If you used your druidical abilities to act as a scout and courier during the siege, you may purchase *druid's vestments* after any Highfolk regional scenario. Cross out one of the two benefits above.

Mark of the Shadow Plane: You bore a strange shadow sigil through the obelisk gate; it has since become permanently affixed to a certain spot on your skin. The

spot remains cool to the touch, and grants you a +2 bonus to save against spells with the shadow descriptor. However, if the hero is targeted with a spell bearing the light descriptor, it is considered to affect them as if it were prepared with the Empowered Spell feat (if it is already empowered, there is no further effect). In addition, you can consider the *mark* a focus for *plane shift* spells cast by you to the Plane of Shadow.

Assassin Whip: This +1 *whip* appears to be a living vine of some sort, with leaves shaped like human hands and small clusters of fruit that resemble wild grapes. Gnarled and covered with brown, stringy bark, the *assassin whip* can be used as a normal whip, but twice a day the wielder can use it to make a ranged touch attack against a single Medium-size or smaller target, causing grasses, weeds, bushes and even trees to wrap, twist, and entwine about her, holding her fast. If no vegetation is in the area, the *assassin whip* causes vines to spring up from the ground. The entangling plants constrict their target, each round dealing 1d6+7 points of damage with a successful grapple check (the plants' grapple check modifier is +8). The affected creature is considered entangled, as per the condition in the *Dungeon Master's Guide*. *Savage Species*, pages 48-49.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor plus *entangle* or *web*; *Market Price:* 11,021 gp; *Weight:* 2 lb.

Spellbook of Zalkir the Mad: This red leather tome is sticky to the touch, and contains the following spells: 6th—*contingency*, *shadow walk*, *wall of iron*; 7th—*insanity*, *summon monster VII*; 8th—*mind blank*, *temporal stasis*.

Caster Level: N/A; *Prerequisites:* N/A; *Market Price:* 480 gp; *Weight:* 3 lb.

Appendix: NPCs and Monsters

Encounter 3

Area A, Rooms 2-3, and Room 27

APL 2 AND 4 (AREA A, ROOM 27) / APL 4 AND 6 (ROOMS 2-3)

Use the below statistic block for the shadar-kai without levels, including Dosh-Yavar and Zel-Garat at low APLs.

☛ **Shadar-kai:** CR 1; Medium fey; HD 3d6; hp 10; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) (+3 Dex, +3 studded leather); Atk +4 melee (2d4, spiked chain) or +4 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain

experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

APL 6 (AREA A, ROOM 27) / APL 8 (ROOMS 2-3)

Use the below statistic blocks for the shadar-kai fighters, as well as Zel-Garat at higher APLs.

☛ **Shadar-kai Ftr2:** CR 3; Medium fey; HD 3d6+3 + 2d10+2; hp 31; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +9 melee (2d4+4, spiked chain) or +8 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +9, Will +5; Str 16, Dex 20, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +11, Listen +9, Move Silently +12, Search +6, Spot +9, Survival +7 (+9 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain) (B), Power Attack, Weapon Finesse, Weapon Focus.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only

tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Note: Zel-Garat carries a masterwork spiked chain, giving him a total of +10 melee with the weapon.

APL 8 (AREA A, ROOM 27) / APL 10 (ROOMS 2-3)

☛ **Shadar-kai Ftr4:** CR 5; Medium fey; HD 3d6+3 + 4d10+4; hp 45; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +11 melee (2d4+6, spiked chain) or +10 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +7, Ref +10, Will +6; Str 16, Dex 20, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +12, Listen +9, Move Silently +12, Search +6, Spot +9, Survival +7 (+9 following tracks); Alertness, Combat Reflexes, Exotic Weapon Proficiency (spiked chain) (B), Power Attack, Weapon Finesse, Weapon Focus, Weapon Specialization (spiked chain).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Note: Zel-Garat carries a masterwork spiked chain, giving him a total of +13 melee with the weapon. He also wears a +2 *gal-ralan*, giving him another +1 bonus on saving throws.

APL 10 (AREA A, ROOM 27) / APL 12 (ROOMS 2-3)

☛ **Shadar-kai Ftr6:** CR 7; Medium fey; HD 3d6+6 + 6d10+12; hp 68; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +13/+8 melee (2d4+6, spiked chain) or +12/+7 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +9, Ref +11, Will +7; Str 16, Dex 20, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +12, Listen +9, Move Silently +13, Search +6, Spot +9, Survival +7 (+9 following tracks); Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain) (B), Expertise (Combat Expertise in 3.5), Power Attack, Weapon Finesse, Weapon Focus, Weapon Specialization (spiked chain).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material

Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Note: Zel-Garat carries a +1 *spiked chain*, giving him a total of +14/+9 melee with the weapon, and a total of 2d4+7 damage. He also wears a +2 *gal-ralan*, giving him another +1 bonus on saving throws.

APL 12

☛ **Shadar-kai Ftr8:** CR 9; Medium fey; HD 3d6+6 + 8d10+16; hp 84; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +15/+10 melee (2d4+6, spiked chain) or +14/+9 ranged (1d6 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +10, Ref +11, Will +7; Str 16, Dex 20, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +13, Listen +9, Move Silently +13, Search +6, Spot +9, Survival +7 (+9 following tracks); Alertness, Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (spiked chain) (B), Expertise (Combat Expertise in 3.5), Improved Trip, Power Attack, Weapon Finesse, Weapon Focus, Weapon Specialization (spiked chain).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are

not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Note: Zel-Garat carries a +1 *spiked chain*, giving him a total of +16/+11 melee with the weapon, and a total of 2d4+7 damage. He also wears a +3 *gal-ralan*, giving him another +2 bonus on saving throws.

Room 15 or 17

APL 12

➤ **Rajela, human vampire Sor8:** CR 10; Medium undead (augmented humanoid); HD 8d12; hp 52; Init +4;

Spd 30 ft.; AC 20 (touch 14, flat-footed 16) (+6 natural, +4 Dex); Atk +6 melee (1d6+3 + energy drain, slam); SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 15/+1 (10/silver and good in 3.5), darkvision 60 ft., fast healing 5, gaseous form, cold and electricity resistance 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +2, Ref +6, Will +8; Str 14, Dex 18, Con -, Int 12, Wis 14, Cha 21.

Skills and Feats: Concentration +16, Knowledge (arcana) +12, Spellcraft +12, Spot +7; Combat Casting, Empower Spell, Silent Spell, Still Spell.

Vampire and Undead Traits: See the *Monster Manual* for special attacks and special qualities.

Possessions: *Wand of web* (50 charges).

Spells Known (8th-level sorcerer; 6/7/7/6/4; base DC = 15 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*; 2nd—*glitterdust*, *mirror image*, *invisibility*; 3rd—*clairaudience/clairvoyance*, *slow*; 4th—*phantasmal killer*.

Room 27

APL 2

➤ **Desh-Kadan, male shadar-kai Sor2:** CR 3; Medium fey; HD 3d6+3 + 2d4+2; hp 22; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +7 melee (2d4-1, spiked chain) or +7 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +3, Ref +9, Will +7; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Concentration +4, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +4, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious

(other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (2nd-level sorcerer; 6/5; base DC = 12 + spell level): 0—*daze*, *detect magic*, *ray of frost*, *read magic*, *resistance*; 1st—*ray of enfeeblement*, *shield*.

APL 4

➤ **Desh-Kadan, male shadar-kai Sor4:** CR 5; Medium fey; HD 3d6+3 + 4d4+4; hp 30; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +8 melee (2d4-1, spiked chain) or +8 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +10, Will +8; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 14.

Skills and Feats: Concentration +7, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +7, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic

Weapon Proficiency (spiked chain) (B), Silent Spell, Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (4th-level sorcerer; 6/7/4; base DC = 12 + spell level): 0—*daze, detect magic, ghost sound, ray of frost, read magic, resistance*; 1st—*ray of enfeeblement, shield, silent image*; 2nd—*Melf's acid arrow*.

APL 6

☛ **Desh-Yavar, female shadar-kai Rog2:** CR 3; Medium fey; HD 3d6+3 + 2d6+2; hp 25; Init +6; Spd 30 ft.; AC 19 (touch 16, flat-footed 13) (+6 Dex, +3 studded leather); Atk +9 melee (2d4+3, masterwork spiked chain) or +8 ranged (1d6 [crit x3], shortbow); SA Sneak attack +2d6; SQ Evasion, hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +3, Ref +13, Will +3; Str 14, Dex 22, Con 12, Int 13, Wis 8, Cha 8.

Skills and Feats: Escape Artist +14, Hide +14, Listen +9, Move Silently +14, Search +9, Spot +9, Survival +5 (+7 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that

eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), masterwork spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

☛ **Desh-Kadan, male shadar-kai Sor6:** CR 7; Medium fey; HD 3d6+3 + 6d4+6; hp 38; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +10 melee (2d4-1, masterwork spiked chain) or +9 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +5, Ref +11, Will +9; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 15.

Skills and Feats: Concentration +10, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +10, Spot +8, Survival +6 (+8 following tracks); Alertness, Empower Spell, Exotic Weapon Proficiency (spiked chain) (B), Silent Spell, Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +1 *gal-ralan* (cannot be removed), masterwork spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (6th-level sorcerer; 6/7/6/3; base DC = 12 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*; 2nd—*endurance* (*bear's endurance* in 3.5), *Melf's acid arrow*; 3rd—*lightning bolt*.

APL 8

☛ **Desh-Yavar, female shadar-kai Rog4:** CR 5; Medium fey; HD 3d6+3 + 4d6+4; hp 35; Init +6; Spd 30 ft.; AC 19 (touch 16, flat-footed 13) (+6 Dex, +3 studded leather); Atk +11 melee (2d4+3, masterwork spiked chain) or +10 ranged (1d6 [crit x3], shortbow); SA Sneak attack +3d6; SQ Evasion, hide in plain sight, shadow curse, superior low-light vision, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +15, Will +5; Str 14, Dex 22, Con 12, Int 13, Wis 8, Cha 8.

Skills and Feats: Escape Artist +16, Hide +16, Listen +11, Move Silently +16, Pick Pocket (Sleight of Hand in 3.5) +12, Search +11, Spot +11, Survival +5 (+7 following tracks); Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +2 *gal-ralan* (cannot be removed), masterwork spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

☛ **Desh-Kadan, male shadar-kai Sor8:** CR 9; Medium fey; HD 3d6+3 + 8d4+8; hp 46; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +11 melee (2d4-1, masterwork spiked chain) or +10 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +12, Will +11; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 17.

Skills and Feats: Concentration +13, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +13, Spot +8, Survival +6 (+8 following tracks); Alertness, Empower Spell, Exotic Weapon Proficiency (spiked chain) (B), Silent Spell, Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the

effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +2 *gal-ralan* (cannot be removed), *cloak of Charisma* +2, masterwork spiked chain, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (8th-level sorcerer; 6/7/7/6/3; base DC = 13 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *true strike*; 2nd—*endurance* (bear's *endurance* in 3.5), *Melf's acid arrow*, *see invisibility*; 3rd—*displacement*, *lightning bolt*; 4th—*enervation*.

APL 10

☛ **Desh-Yavar, female shadar-kai Rog6:** CR 7; Medium fey; HD 3d6+3 + 6d6+6; hp 45; Init +6; Spd 30 ft.; AC 19 (touch 16, flat-footed 13) (+6 Dex, +3 studded leather); Atk +12 melee (2d4+4, +1 *spiked chain*) or +11 ranged (1d6 [crit x3], shortbow); SA Sneak attack +4d6; SQ Evasion, hide in plain sight, shadow curse, superior low-light vision, uncanny dodge (Dex bonus to AC, can't be flanked) (second uncanny dodge removed in 3.5); AL NE; SV Fort +6, Ref +16, Will +6; Str 14, Dex 22, Con 12, Int 14, Wis 8, Cha 8.

Skills and Feats: Escape Artist +18, Hide +18, Listen +13, Move Silently +18, Open Locks +7, Pick Pocket (Sleight of Hand in 3.5) +18, Search +14, Spot +13, Survival +5 (+7 following tracks); Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain) (B), Exotic Weapon Proficiency (whip), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious

(other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +2 *gal-ralan* (cannot be removed), +1 *spiked chain*, shortbow, quiver with 20 arrows, and studded leather armor.

➤ **Desh-Kadan, male shadar-kai Sor10:** CR 11; Medium fey; HD 3d6+3 + 10d4+10; hp 54; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +12/+7 melee (2d4, +1 *spiked chain*) or +11/+6 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +7, Ref +13, Will +12; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 18.

Skills and Feats: Concentration +16, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +16, Spot +8, Survival +6 (+8 following tracks); Alertness, Empower Spell, Exotic Weapon Proficiency (spiked chain) (B), Silent Spell, Still Spell, Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage

stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +2 *gal-ralan* (cannot be removed), *cloak of Charisma* +2, +1 *spiked chain*, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (10th-level sorcerer; 6/7/7/7/6/3; base DC = 14 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *true strike*; 2nd—*endurance* (bear's *endurance* in 3.5), *Melf's acid arrow*, *see invisibility*,

spectral hand; 3rd—*displacement, lightning bolt, vampiric touch*; 4th—*enervation, stoneskin* (replace with *animate dead* if using 3.5); 5th—*animate dead* (replace with *waves of fatigue* if using 3.5).

APL 12

☛ **Desh-Yavar, female shadar-kai Rog8:** CR 9; Medium fey; HD 3d6+3 + 8d6+8; hp 55; Init +6; Spd 30 ft.; AC 19 (touch 16, flat-footed 13) (+6 Dex, +3 studded leather); Atk +14/+9 melee (2d4+4, +1 *spiked chain*), or +14/+9 ranged (melee in 3.5) (1d3+3 subdual, *assassin whip**), or +13/+8 ranged (1d6 [crit x3], shortbow); SA Sneak attack +5d6; SQ Evasion, hide in plain sight, shadow curse, superior low-light vision, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +7, Ref +18, Will +7; Str 14, Dex 22, Con 12, Int 14, Wis 8, Cha 8.

Skills and Feats: Escape Artist +20, Hide +20, Listen +15, Move Silently +20, Open Locks +13, Pick Pocket (Sleight of Hand in 3.5) +20, Search +16, Spot +15, Survival +5 (+7 following tracks); Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain) (B), Exotic Weapon Proficiency (whip), Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +3 *gal-ralan* (cannot be removed), *assassin whip**, +1 *spiked chain*, shortbow, quiver with 20 arrows, and studded leather armor.

*New item detailed in the Appendix.

☛ **Desh-Kadan, male shadar-kai Sor12:** CR 13; Medium fey; HD 3d6+3 + 10d4+10; hp 62; Init +5; Spd 30 ft.; AC 18 (touch 15, flat-footed 13) (+5 Dex, +3 studded leather); Atk +13/+8 melee (2d4, +1 *spiked chain*) or +12/+7 ranged (1d6-1 [crit x3], shortbow); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +9, Ref +15, Will +14; Str 8, Dex 20, Con 12, Int 13, Wis 10, Cha 18.

Skills and Feats: Concentration +19, Hide +11, Listen +8, Move Silently +11, Search +7, Spellcraft +19, Spot +8, Survival +6 (+8 following tracks); Alertness, Empower Spell, Exotic Weapon Proficiency (spiked chain) (B), Maximize Spell, Silent Spell, Still Spell, Weapon Finesse.

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must

make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removed a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Possessions: +3 *gal-ralan* (cannot be removed), *cloak of Charisma* +2, +1 *spiked chain*, shortbow, quiver with 20 arrows, and studded leather armor.

Spells Known (12th-level sorcerer; 6/7/7/7/5/3; base DC = 14 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *true strike*; 2nd—*endurance* (bear's *endurance* in 3.5), *Melf's acid arrow*, *see invisibility*, *spectral hand*; 3rd—*displacement*, *fly*, *lightning bolt*, *vampiric touch*; 4th—*enervation*, *phantasmal killer*, *stoneskin* (replace with *animate dead* if using 3.5); 5th—*animate dead* (replace with *waves of fatigue* if using 3.5), *summon monster V*; 6th—*disintegrate*.

SHADAR-KAI

Medium-Size Fey

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft.

AC: 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13

Base Attack/Grapple: +1/+1

Attacks: Spiked chain +4 melee, or shortbow +4 ranged

Full Attacks: Spiked chain +4 melee, or shortbow +4 ranged

Damage: Spiked chain 2d4, shortbow 1d6/x3

Face/Reach: 5 ft./5 ft. (10 ft. with spiked chain)

Special Attacks: Sneak attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 11, Int 11, Wis 10, Cha 9

Skills: Hide +9, Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse

Climate/Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 *gal-ralan* plus standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

The shadar-kai, or shadow fey, are a race of bitter, determined folk whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow.

The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to preserve the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would reign supreme. But the experiment went awry, and the shadar-kai were left bound to the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects shadar-kai to this day, and every member of the race is

engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

Shadar-kai speak Common, Elven, and Sylvan.

COMBAT

Cursed and blessed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spellcasting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see Shadar-Kai Items, below).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by a shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

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

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse until she returns to the Plane of Shadow or restores her soul.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light conditions. They can see as four times as far as an ordinary human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

SHADAR-KAI SOCIETY

The shadar-kai have developed a predatory society. They have few permanent cities of their own but can often be found in other settlements. The cities built by humans and other intelligent races have little chance of keeping out a determined group of shadar-kai infiltrators because such cities are full of shadows.

The few shadar-kai cities that remain on the Material Plane are concealed by illusions and shadow magic, and well guarded by bands of shadar-kai scouts leading shadow mastiffs. Many shadar-kai have been subsumed into the Plane of Shadow, and even the greatest cities of the shadar-kai are desolate, sparsely populated places.

Most shadar-kai realms are magocracies, ruled by powerful illusionists. Shadar-kai hate other fey, and they hunt and kill those fey unlucky enough to cross their path. Occasionally shadar-kai make alliances with other evil fey, usually to deceive or infiltrate a population of good humanoids.

SHADAR-KAI ITEMS

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a *gal-ralan* (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a *gal-ralan*, she takes 1 point of Constitution damage that cannot be healed until after the *gal-ralan* is removed.

A *gal-ralan* provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 *gal-ralan* provides a +4 bonus against these effects, a +3 *gal-ralan* provides a +5 bonus against these effects, and so on.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *resistance*, caster level must be three times that of the *gal-ralan's* bonus; **Market Price:** 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). **Weight:** –.

Blackstone Rune: Shadar-kai overcome by the shadow curse often make use of the *blackstone rune*. The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between the Plane of Shadow and the Material Plane (in either direction) along with up to 50 pounds of objects. A *blackstone rune* can be used three times before its magic fades.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *plane shift*; **Market Price:** 3,300 gp. **Weight:** –.

Night Extract: When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the *night extract's* area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with normal low-light vision gain a +5 bonus on Spot checks made in starlight. The *night extract* provides nine-tenth's concealment (40% miss chance) against creatures without low-light vision, one-half concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes.

Caster Level: 1st; **Prerequisites:** Craft Wondrous Item, *light*; **Market Price:** 50 gp; **Weight:** –.

SHADAR-KAI CHARACTERS

A shadar-kai's favored class is rogue. Although rogues are by far the most common characters among the shadow fey, many other shadar-kai become wizards or clerics. Few shadar-kai are strong in melee combat, so they rarely do well as fighters, rangers, monks, or barbarians.

Due to their starting Hit Dice and unique powers, a shadar-kai's effective level (ECL) is +4. Thus, a 1st-level shadar-kai rogue has an ECL of 5 and is the equivalent of a 5th-level character.

Shadar-kai appear originally in the *Fiend Folio*.

Appendix: New Rules Items

☛ **Quaal's Greater Feather Token:** This token appears much like the other *Quaal's feather tokens*, except that, with the utterance of a command word, it can be used once per week to produce any other *Quaal's feather token* effect (*anchor*, *bird*, *fan*, *swan boat*, or *tree*) except *whip*, as presented in the *Dungeon Master's Guide*. The *tree* effect lasts for only ten minutes. After the duration of the magic has expired the *token* reverts back to its feather state.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *major creation*, access to *Quaal's Book of Wonders*; *Market Price:* 10,250 gp; *Weight:* N/A.

☛ **Mark of the Shadow Plane:** You bore a strange shadow sigil through the obelisk gate; it has since become permanently affixed to a certain spot on your skin. It cannot be removed except with a *limited wish* spell, followed by a *remove curse* spell. The spot remains cool to the touch, and grants you a +2 bonus to save against spells with the shadow descriptor. In addition, you can consider the *mark* a focus for *plane shift* spells cast by you to the Plane of Shadow.

☛ **Assassin Whip:** This +1 *whip* appears to be a living vine of some sort, with leaves shaped like human hands and small clusters of fruit that resemble wild grapes. Gnarled and covered with brown, stringy bark, the *assassin whip* can be used as a normal whip, but twice a day the wielder can use it to make a ranged touch attack against a single Medium-size or smaller target, causing grasses, weeds, bushes and even trees to wrap, twist, and entwine about her, holding her fast. If no vegetation is in the area, the *assassin whip* causes vines to spring up from the ground. The entangling plants constrict their target, each round dealing 1d6+7 points of damage with a successful grapple check (the plants' grapple check modifier is +8). The affected creature is considered entangled, as per the condition in the *Dungeon Master's Guide*. *Savage Species*, pages 48-49.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor plus *entangle* or *web*; *Market Price:* 11,021 gp; *Weight:* 2 lb.

The shadar-kai are detailed in their own entry.

Map of the Ruined Baklunish Palace

(North is at the Top of the Sheet)



Player Handout 1

Your efforts over the past week and a half have been well noted. A cadre of arcanists, including you, was brought a strange stone bearing an inscription. The Hearth of the Unicorn's Heart said that the item was from the Plane of Shadow, and that they needed to replicate and improve upon it. The original function of the item, when cast to the ground, was to call upon a *plane shift* spell keyed either to or from the Plane of Shadow. Apparently, they needed to have an item that could be activated by anyone, attuned to multiple persons at once, and have a much larger weight limitation.

After working nonstop for several days, your team, one of many, has had a breakthrough. You've managed to do exactly as specified. Certainly the temple and the town will recognize your efforts.

Player Handout 2

During the past month and a half, your specific talents have been indispensable to the welfare of the townsfolk of Quaalsten. With great cost to your own life, you've managed several times to escape the besieged town to deliver messages and small packages to the important personages in both Highfolk Town and Quaalsten. Your bravery and self-sacrifice for the community has been well noted, and the Hearth of the Unicorn's Heart has promised you some kind of compensation as soon as it is able.