

SHADOWSFALL

THE TEMPLE OF ORCUS



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SHADOWSFALL

THE TEMPLE OF ORCUS

Shadowsfall: Temple of Orcus - A Level 5 Introductory Adventure

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Shadowsfall: Temple of Orcus is an adventure designed for four 5th-level characters and uses the medium XP advancement track. While the majority of this adventure explores the Plane of Shadows, it starts off in your regular campaign setting.

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THE TEMPLE OF ORCUS

STEPPING THROUGH THE ARCHWAY TAKES YOU TO ANOTHER WORLD. IT TAKES A MOMENT FOR YOUR EYES TO GET USED TO THE DARK. AS THEY DO, YOU FIND THAT THE FIELD OF STARK HEADSTONES AND STATUE-TOPPED BURIAL MONUMENTS EXTEND TO THE HORIZON IN ALL DIRECTIONS.

THE ARCHWAY YOU CAME THROUGH STANDS SLIGHTLY ASKEW AND SURROUNDED BY YET MORE GRAVE MARKERS. LOOKING BACK THROUGH IT, YOU DO NOT SEE THE LUSH UNDERGROWTH AND DAPPLED FOREST YOU LEFT BEHIND, JUST THE BLEAK CEMETERY LANDSCAPE AND PRESSING MURK.

THE GROUND BELOW YOU IS DRY AND CRACKED. THE CHILL IN THE AIR SHIVERS YOU TO THE BONE. THE AREA REEKS OF DEATH AND DECAY. AND ALL THE WHILE, YOU CANNOT SHAKE THE FEELING THAT YOU ARE BEING WATCHED.

Adventure Background

When Sardiea was reanimated on Shadowfall, he ascribed his second life to Orcus, the god of undeath, and dedicated himself to the lord that gave him unlife. The undead priest began creating zombies from the abundant supply of corpses strewn about the bleak landscape and enlisting Shadowfall's intelligent undead residents in the worship of Orcus. In his travels about Shadowfall, Sardiea discovered the ruins of a sun temple that had been subsumed by the Plane. After restoring the temple in a style befitting Orcus, the dark priest was ready to desecrate it to the Prince of Darkness. Sardiea, however, lacked a living sacrifice to suitably honor his deity. Zamorah, a young dragon shadow follower, offered Sardiea a doorway to the Material Plane where living creatures abound. Sardiea soon sets out to select a sacrifice along with his zombie retinue.

On the Material Plane not far from the doorway is the village of Dronabar, a small farming town about a two hour's walk through a dark wood from the town of Geasow where many of the villagers sell their produce. The Dronabarian villagers and Geasow outliers stay in their homes at least an hour after sunrise and lock their doors well before dark to protect themselves from the dark things of the forest night. Zombies and far worse have attacked those beyond the safety of the village at night and are sometimes even seen after dawn.

This morning, Dagmar awoke to take her three children - Birgitta, Ingrid and Randolph - with her to the market. Today, the children were to help sell their family's potatoes and practice counting coins. The children hugged their father, Ari, and Dagmar promised him they would be home well before dark. On their way to the market, the four were surrounded by Sardiea's zombies. Dagmar managed to kill one zombie before they were subdued and dragged through the doorway to Shadowfall as sacrificial tribute to Orcus.

With less than two hours until dusk, Ari is fraught with worry that his family is not home. At that moment, he sees a group of adventurers ...

Adventure Summary

The characters are asked by Ari to find his missing wife and kids before nightfall, emphasizing how dangerous these woods can be after dark. After agreeing to the search and heading in the direction of Geasow, the characters come across a broken cart that is being ransacked by a few hungry beggars. Several zombies stumble out of the woods and descend on the group. In exchange for saving their lives, the beggars point the adventurers towards a derelict graveyard they believe to be the origin of the assailants. Following tracks bespeaking a struggle, the characters discover that tracks end at the graveyard's gate. The entrance to the graveyard is a portal to the Plane of Shadows. Stepping through the gate takes the characters to an expansive Shadowfall graveyard. The graveyard's guardian, a helblar, demands payment from the characters to share his knowledge about the zombie kidnappers. If the helblar is paid, the characters receive directions and information to follow the zombies.

Eventually the characters arrive at a recently repaired stone temple with symbols and styling denoting dedication to Orcus. Inside the temple, the characters discover the missing family prepared for sacrifice upon four alters. After saving the family, the characters return to the Material Plane through the portal and escort the mother and children home.

Introduction

The characters are in the village of Dronabar (either passing through or visiting the Scarlet Troll Tavern) when they are approached by Ari, one of the local farmers. He is quite frantic and worried, but he is trying not to show it. He holds his cap in his hands to show his respect for the strength evident among the band of adventurers but he is wringing it repeatedly with a white-knuckle grip to steady himself and checking the position of the sun every few minutes.

Lords, I believe something has happened to my wife and children. They should have been home hours ago from the market in Geasow. The market has been closed several hours and Dagmar would have brought Randolph, Ingrid and Brigitta home straight away. It will be dark in less than two hours and she is the head of the village's militia. She would never keep the children out this close to sun down. Please find them before the dark things that roam the night woods do.

If the characters ask the way the family would travel, Ari gives them directions to Geasow - *Follow the road north for two hours, the market is in the center of town. You can make it easily in an hour's time, if you hurry.* He mentions his loved ones took the family's hand cart filled with potatoes to sell that morning. The road is slow with the full cart but they would be returning easily with it empty from a good market day. He would be happy to share the market coin with their rescuers.

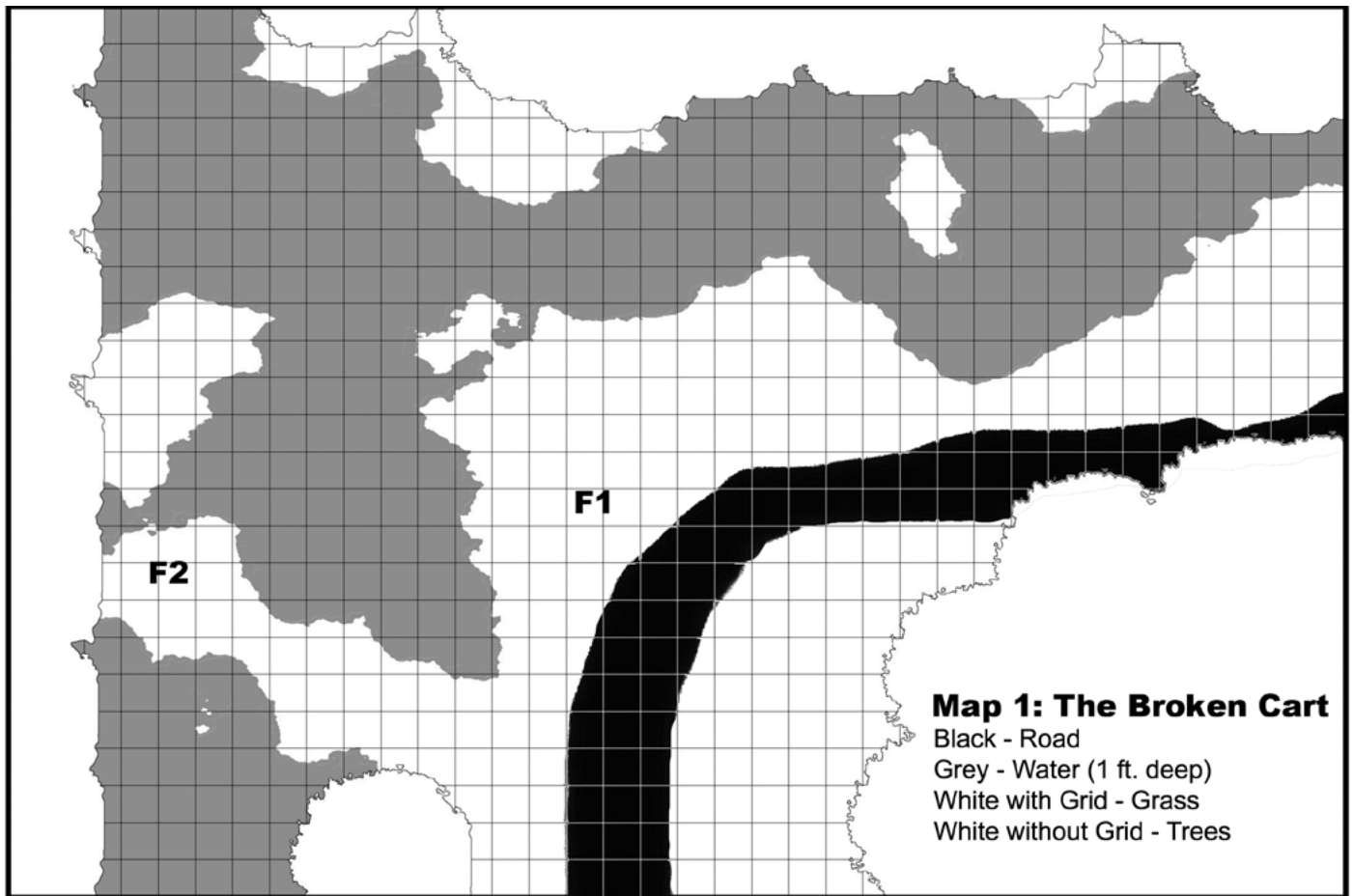
If the characters need extra incentive to find the missing family, he can offer his great grandmother's earrings (a valuable heirloom, worth 250 gp) and might be able to get a weapon (masterwork) from Dagmar's brother-in-law, a blacksmith's apprentice in Geasow.

The Broken Cart

The characters follow the road Ari described for an hour (thirty minutes, if they hurry as he suggested). Entering Map 1 from the upper right along a river bend, the characters come across a broken hand cart lying on its side at F1, full of potatoes. Three beggars (human rogue 1/commoner 1) shove potatoes into worn bags and their pockets. A rotting corpse with a number of dagger cuts lies on the forest floor about 10 feet away from the road and the cart.

- **Knowledge Religion** DC 11 to determine that it is a no longer animated zombie

As the characters approach, the beggars flee with their plunder across a nearby causeway just as three zombies emerge from the woods at F2 and cut off the beggars' escape.



Each square equals 5 square feet

HUMAN FAST ZOMBIE (3) CR 1 EACH

XP 400 each

NE Medium undead

Init +4; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 22 (4d8+4)

Fort +1, Ref +3, Will +4

Immune undead traits

OFFENSE

Speed 40 ft.

Melee 3 slams +7 (1d6+4)

Special Attack quick strikes

TACTICS

During Combat Human fast zombies attack the closest living creature. They fight until their death.

STATISTICS

Str 18, Dex 14, Con -, Int -, Wis 10, Cha 10

Base Atk +3; CMB +7; CMD 19

Feats Toughness^B

Treasure none

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a human fast zombie takes a full round action, it can make one additional slam attack at its highest base attack bonus.

Map 1: The Broken Cart

Black - Road

Grey - Water (1 ft. deep)

White with Grid - Grass

White without Grid - Trees

After the zombies are defeated, a thorough search of the corpses reveals tiny granite fragments within the zombie's fingernails and teeth, which also show recent wear, cracking and breakage.

In exchange for saving their lives and keeping the potatoes, any beggars left alive point the adventurers towards a derelict graveyard they believe to be the origin of the assailants. The beggars describe it as *a place where no beggar roams but all know well - a doorway to darkness where those that go through have trouble finding their way back.*

A set of fresh, easily visible tracks leads away from the broken cart in the direction the beggars recall as the way toward the graveyard.

- **Survival check** DC 15 reveals the tracks belong to 6 medium humanoid creatures and 3 small humanoid creatures. The tracks show signs that one of the medium creatures and the small creatures (Dagmar and her children) were being dragged and struggling against their captures.

The Graveyard Portal

After following the tracks through the forest underbrush for a half hour (at least a half hour left until sunset), the characters come across an overgrown stone archway and wall with a dozen headstones visible beyond it.

The tracks lead to the archway of the graveyard but do not continue inside. It is easy to notice a number of less

fresh tracks that emerge from the archway and leading off in different directions.

If the character investigate the graveyard from its exterior, read:

The graveyard's low stone wall (3 feet high) defines a roughly square area (20 feet by 20 feet). The archway consists of two pillars and a lintel large enough for a medium creature to pass through. The headstones are grey with age and worn by the elements. The headstone inscriptions cannot be made out through the overgrowth that has reclaimed the interior as well as the walls of the graveyard. None of the graves show signs of disturbance below this vegetation.

If the characters step over the graveyard wall, they will find no tracks or sign of disturbance. Looking through the archway from inside of the graveyard, the characters see the tracks lead to and from the archway's outer perimeter but nothing out of the ordinary.

When the characters investigate the archway, read:

Standing directly before the archway and looking through it, the sky seems dark as night and the faint shapes of over two dozen stark headstones stretch out as far as you can see through the murk. The fresh tracks continue through the darkened desolate cemetery beyond.

If a character throws an object through the archway from the exterior of the graveyard, it disappears to anyone watching from a vantage point other than directly in front of the archway. *Detect magic* reveals an overwhelming conjuration and illusion auras.

- **Knowledge (arcana)** DC 25 check reveals it to be a natural occurring portal to the Plane of Shadows, the dark reflection of the Material Plane – sinister and twisted – an in-between place connecting and collecting all other places.
- **Knowledge (planes)** DC 20 check reveals that natural Shadow Portals like this one occur in long forgotten places and have the peculiar habit of changing with the time of day. When the sun is in the sky, its power pushes through the portal allowing creatures from the Material Plane to enter the Plane of Shadows. Once the sun dips below the horizon, darkness takes over permitting creatures from Shadowsfall to walk the Material Plane.

Stepping or extending a limb through the portal takes a character to the location seen through the archway.

The Guardian of Graves

Stepping through the archway takes you to another world. It takes a moment for your eyes to get used to the dark. As they do, you find that the field of stark headstones and statue-topped burial monuments extend to the horizon in all directions.

The archway you came through is no longer connected to the retaining wall of a graveyard but stands slightly askew and surrounded by yet more grave markers. Looking back through it, you do not see the lush undergrowth and dappled

forest you left behind, just the bleak cemetery landscape and pressing murk.

The ground below you is dry and cracked. The chill in the air shivers you to the bone. The area reeks of death and decay. And all the while, you cannot shake the feeling that you are being watched.

This is the characters/players first moments in Shadowsfall. Allow them to examine their surroundings and emphasize its strangeness. Explain that those with darkvision can only see 60 feet and beyond that only the vaguest silhouettes of objects and people are discernable. See Introduction to Shadowsfall for more details.

If the characters spend time at the archway, they may make the knowledge checks described in the The Graveyard Portal section. Read:

On the horizon, you see the remnants of a pale moon pass out of sight. Or was it a wan sun? As it sets, the last vestiges of light upon this world die with it. The archway scene lightens to reveal fireflies dancing above the forest path you stood upon only a short time ago.

Any character that steps through the portal will return the Material Plane and will have to wait until sunrise to be again transported to Shadowsfall.

Characters that examine headstones will find some easy to read with dates within the last century and names common to the Material Plane. Other headstones are time worn, fractured sheets of slate that may crumble at a touch. Interest in the headstones will draw action from the guardian of the graves.

- **Knowledge (history)** DC 30 check reveals that over 700 years ago on the Material Plane, the village of Makath stood but a few yards away from the archway the characters passed through. The malevolent fire of a vengeful dragon destroyed the forest and turned the village to dust. Only a single family graveyard survived the blaze. The charred remains that went unburied and unmourned were eventually swallowed by the Plane of Shadows and the Material Plane was able to grow anew in its stead.

Sitting atop one of the monuments about 30 feet away from the archway is the guardian of the Makath cemetery, a helblar named Rath'sorem. It is sitting very still and can easily be mistaken for one of the statues resting atop a monument. Any characters that succeed a Perception check against Rath'sorem's Stealth check will notice it as more than a statue. If all the characters fail the Stealth check, the helblar will watch them until he discovers they have come for the humans that Sardiea and his zombies dragged through his domain earlier that the day. At which point, he addresses them.

While both the helblar and the zombie lord are both undead, the helblar is not a follower of Orcus nor Sardiea. Rath'sorem has no problem sharing what he knows with the characters. However, this information is not free. A total of one hundred (100) gold pieces or an item worth the equivalent value will loosen his rotting lips. Smaller amounts may cause Rath'sorem to hold back some important items until the total is paid.

Rath'sorem can tell the characters about the nature of the Shadow portal, about himself and other helblars, Shadowsfall, Sardiea and his zombie forces. However, Rath'sorem is not aware of Sardiea's young dragon shadow follower, Zamorah. Rath'sorem knows that Sardiea has repaired a recently subsumed sun temple and is rededicating it to Orcus. To do that, Rath'sorem understands Sardiea will need living sacrifices and surmises that the human woman and children are meant for that purpose.

If the characters depart the Makath cemetery without fighting Rath'sorem and gaining some knowledge about Shadowsfall and Sardiea's plans, give them experience as if they had defeated him.

RATH'SOREM		CR 4
XP 1,200		
Male helblar		
LE Medium undead		
Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +14		
Aura stench (30 ft., DC 15, 8 rounds)		
DEFENSE		
AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)		
hp 37 (5d8+15)		
Fort +4, Ref +5, Will +7		
DR 5/good or silver; Immune cold, undead traits		
OFFENSE		
Speed 40 ft., burrow 30 ft		
Melee 2 claws +6 (1d4+3 plus 1 cold), bite +6 (1d6+3 plus 1 bleed plus disease), swarm (1d3 plus disease)		
Special Attacks distraction (DC 15), fly assault (DC 15)		
Spell-Like Abilities (CL 1st; concentration +4)		
Constant – <i>tongues</i>		
TACTICS		
Before Combat Rathsarada is guessing the characters are there to retrieve the humans that Shardiea and his zombies were dragging earlier and has no interest in dying. He will tell the characters whatever they want to know, but he will try to get as much payment out of them first.		
During Combat Rath'sarada is not interested in a fight and will not attack first. However, if the characters attack him, he will use his fly assault on the strongest character. From there he will proceed to bite any spellcasters or lightly armored characters.		
Morale Rath'sarada knows he is outnumbered. If he falls below half his hit points, he will flee and hide or burrow if necessary to get away.		
STATISTICS		
Str 16, Dex 19, Con -, Int 14, Wis 17, Cha 16		
Base Atk +3; CMB +6; CMD 20		
Feats Cleave, Power Attack (-1/+2), Skill Focus (Perception)		
Skills Intimidate +11, Knowledge (planes) +7, Knowledge (religion) +10, Perception +14, Sense Motive +11, Stealth +16 (+24 in a graveyard); Racial Modifiers +8 Stealth in a graveyard		
Languages Abyssal, D'zliak, Infernal, Shadowpeak;		

tongues
SQ fly empathy +8
Treasure standard

SPECIAL ABILITIES

Disease (Su) Undead fly chills–injury; save Fort DC 15, onset 1 day, frequency 1 day, effect 1d2 Con and 1d2 Cha damage, cure 2 consecutive saves. The save DC for this ability is Charisma-based.

Fly Assault (Su) As a move action, a helblar can open its mouth unleashing all the flies inside its body upon a single creature within 30 ft. The creature must succeed a DC 15 Fortitude save or be nauseated for 1 round and must make another Fortitude save against disease (see Disease). If a helblar uses this ability, it loses the aura of distraction for 1 round. The save DC for this ability is Charisma-based.

Fly Empathy (Su) This ability functions like the druid wild empathy ability using the helblar's hit dice as its effective druid level. This ability only functions when used on flies and fly-like creatures including dire flies and larval forms such as dire maggots.

Swarm (Ex) The swarm of flies around the helblar's head is in a 5 ft. radius burst. A helblar loses the swarm attack and distraction ability for the round it uses the fly assault attack. The swarm disperses if the helblar dies.

Hungry Mastiff

You depart the forest of graves following the trail of struggle along a path through lifeless, gnarled trees. Some are blacked and burned while others are moss covered and rotted. The wood resembles the way travelled from the broken cart on the Material Plane but it feels more sinister and oppressive. The dead wood rustles and twigs snap in the distance giving the sense that creatures you cannot see move all around you, or perhaps it is just the chill wind.

- **Survival check** DC 15 reveals that the characters would be heading back towards the village of Dronabar, if they had been back on the Material Plane.

Along the path ahead of the characters, sniffs a shadow mastiff tracking the quarry carried by Sardiea's zombies that day. It caught the scent of the living creatures and seeks them out for its dinner. When it smells the warm blood of characters as they approach, it decides the closer meal is far more satisfactory.

SHADOW MASTIFF		CR 5
XP 1,600		
NE Medium outsider (evil, extraplanar)		
Init +6; Senses darkvision 60 ft., scent; Perception +10		
DEFENSE		
AC 18, touch 12, flat-footed 16; (+2 Dex, +6 natural)		
hp 51 (6d10+18)		
Fort +8, Ref +7, Will +5		
Defensive Abilities shadow blending		
OFFENSE		
Speed 50 ft.		
Melee bite +10 (1d8+6 plus trip)		

Special Attacks bay (DC 16)

TACTICS

During Combat The shadow mastiff starts combat with its bay attack while it is at least 60 feet away from its target, staying out of most creature's darkvision, granting it a 50% miss chance against ranged attacks. The following round it will charge the closest creature, making a charging, power attacking, vital striking attack and will attempt to trip if it successfully hits. The following round it will attack and move away as fast as possible. From there it will alternate between charging and retreating attacks.

Morale If the shadow mastiff gets below 15 hit points, it flees looking for food elsewhere.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10 (+14 trip); **CMD** 22

Feats Improved Initiative, Iron Will^B, Power Attack (-2/+4), Vital Strike

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

ECOLOGY

Environment any (Plane of Shadows)

Organization solitary, pair, or pack (5–8)

Treasure none

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blending (Su) Attacks against a shadow mastiff in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

The Temple of Orcus

In the distance, you can make out the skewed silhouette of a stone citadel against the dark sky. It looms uncertainly aside a jagged hill. Soft dancing light, presumably cast from a lively torch or flame, flickers at the far edge of the hill to the left of the mishapen structure.

The signs of struggle that the characters have been following lead straight to the ruined temple. No similar tracks lead away indicating that the family is inside the temple.

If the characters decide to take a stealthy or circuitous approach to the temple or investigate its perimeter at any time, read:

Climbing closer and circling the building, the crumbling granite edifice resembles the temples of ancient times and long forgotten gods. The taller center section is covered in a variety of symbols and runes. The strange runes covering the facade are far too faded by the cruel hand of time to discern their meaning. Fresh markings made by what appears to be claws and even teeth have scratched out

major sections of the ancient runes and replaced them with more ominous symbols.

Enormous statues line the low wings on either side of the main structure, appearing to be an assortment of both humanoid and angelic figures. The statues are as worn as the ancient runes and their visages have been defaced or disfigured in the same grotesque claw and tooth manner.

In investigating, the characters can see it well enough to attempt several Knowledge checks:

- **Knowledge (engineering)** DC 15 check reveals the temple is in poor repair and is probably riddled with gaping holes, large enough for the PCs to fit through.
- **Knowledge (religion)** DC 20 check reveals the new symbols on the temple to be dedicated to the god Orcus. These symbols are made by zombies in thrall to Sardiea, explaining the granite and broken teeth on the zombies encountered at the graveyard portal.
- **Knowledge (religion)** DC 25 check reveals that the temple design is in the style commonly used over 5,000 years ago for temples to a sun goddess worshipped on the Material Plane.
- **Survival** or **Knowledge (geography)** DC 15 check uncovers the fact that the temple stands where the village of Dronabar stands today.

When the characters follow the tracks leading to the temple's main entrance and approach within 100 feet, read:

The entrance to the main structure is guarded by three roughly humanoid-shaped sentinels. The soft dancing light seen from afar emanates from a large hole in the wall near the corner of the left wing. Two more sentinels patrol this wing and safeguard its hole access point.

Sardiea has been working to convert the forgotten temple into a place worthy of Orcus. While its repairs are not yet finished, they seem sufficient for the priest's needs. After returning to the temple, Sardiea had Dagmar and her children tied to the altars inside and the dark priest began preparing himself to *desecrate* the temple. By the time the characters arrive, Sardiea has finished casting the spell and he readies the temple for his first ceremony and sacrificial offering. The 2 hour ceremony is completed with the sacrifice of one of the captives.

For every night that passes before the characters save the family, one of the captives is sacrificed upon the rising of Shadowsfall's blood red moon.

There are many ways to enter the temple (see Map 2):

- **O1 Main Entrance.** This entrance is blocked by a 10-foot wide freshly-hewn wooden door and is guarded by 3 zombies. It is both locked and barred shut. The door has a Hardness 5 and 15 hp. Breaking the door requires either a Strength check of DC 20 or a Disable Device check of DC 20 and a Strength check of 15 to break the bar behind the door.
- **O2 Broken Statue.** A statue once stood here but only its base remains. The statue was destroyed during the battle

ended the temple's use on the Material Plane. Beyond the broken statue base is a gaping hole in the temple wall from which soft light floods out - the source of the light seen by the characters. Sardiea has yet to attempt any repairs of the hole and has instead stationed 2 zombies to guard it.

- **O3 Poorly Repaired Wall.** Sardiea's zombies repaired this temple wall by filling it with debris and mud. If the characters circle around to that side of the temple, they can attempt a DC 25 Perception or a DC 20 Knowledge (engineering) check to notice this potential entrance. No zombies defend this location.
- **O4 Collapsed Corner.** Crude stairs were hastily dug into the hillside by the temple's siegers at its weak back corner. Battle damaged, this section eventually crumbled and collapsed. Sardiea has commanded 3 zombies to make sure no one enters over the rubble at this location.
- **O5 Fireblast.** Several scorched and melted stone blocks betray that this large breach in the temple wall was made by a fireball blast. This location is guarded by 2 zombies.

The dark priest commanded most of his zombies to prevent anyone from entering the temple. However, Sardiea has taken too long in his preparations for the ceremony and his compulsion on his undead followers has worn off. The zombies can easily be distracted to wander away from their posts by anything that moves or makes a sound.

However Sardiea's loyal follower, Zamorah, is hiding on the roof of the temple and knows this ceremony is of the upmost importance. He vigilantly watches all directions, but mostly the path from which Sardiea returned with the sacrifices. Zamorah will see the characters at a distance of 120 feet unless they attempt a stealthy approach. If he sees them, he will fly within

striking distance when the character attempt to enter the temple. If the characters evade his notice, he will be able to join any battle inside the temple 1 round after it begins.

HUMAN FAST ZOMBIE (2 OR 3) CR 1 EACH

XP 400
hp 22 (page 4)

ZAMORAH CR 5

XP 1,600
 Male young dragon shadow
 CE Large undead (incorporeal)
Init +3; Senses darkvision 60 ft., Perception +12

DEFENSES

AC 15, touch 15, flat-footed 11 (+2 deflection, +3 Dex, +1 dodge, -1 size)
hp 32 (5d8+10)
Fort +3, Ref +4, Will +5
Defensive Abilities incorporeal, channel resistance +2;
Immune undead traits

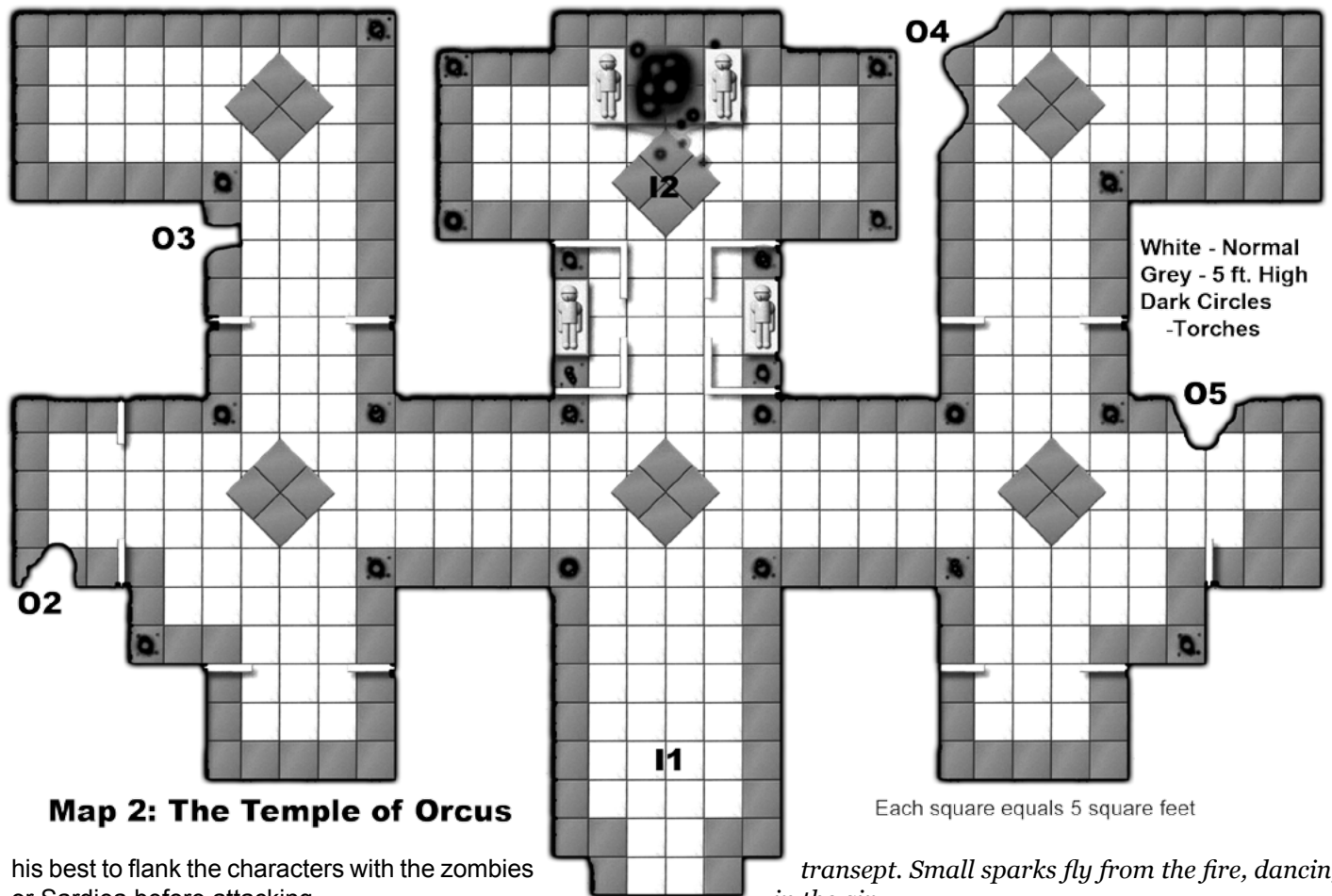
OFFENSE

Speed fly 50 ft. (perfect)
Melee incorporeal touch +7 (1d6 Str)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (15 ft. cone, 3d6 negative energy damage, Reflex DC 14 half, usable once every 1d4 rounds), create spawn

TACTICS

Before Combat Zamorah is hiding on the roof and will do





Map 2: The Temple of Orcus

Each square equals 5 square feet

his best to flank the characters with the zombies or Sardiea before attacking.

During Combat The young dragon shadow will use its breath weapon as often as possible and its incorporeal touch attack the rest of the time.

Morale Zamorah will fight until his death to keep the characters from disrupting the ceremony or killing Sardiea.

STATISTICS

Str -, **Dex** 16, **Con** -, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +9; **CMD** 21

Feats Dodge, Great Fortitude, Skill Focus (Stealth)

Skills (Fly +14, Perception +12, Stealth +10 (+14 in dim light or darkness, +6 in bright light); **Racial Modifiers** +4 Stealth in dim light or darkness (-4 in bright light)

The Dark Ceremony

Entering the temple, torch light and the smell of mold strike your senses equally hard. The walls display less worn ancient carvings than those of its exterior but the scratched defacings and fresh symbols are more extensive as well. The perimeter and center of each room are filled with stages and galleries of varying heights, mismatched columns and cyclopean statuary altered to accommodate the curling horns of a ram. In the bright murk, it seems like a stone giant child's toy box.

You follow the sound of chanting to the temple's central sanctuary. Two young girls are bound and gagged on alters behind low stone walls flanking the entrance to the room. The two more alters hold a women and a small boy and flank a large fire at the back of the room beyond the

transept. Small sparks fly from the fire, dancing in the air.

O1

If the characters enter by way of the main door and it takes more than one round to break it down, Sardiea's zombies are waiting for the characters at I1 and Sardiea is at the center of the transept (I2) atop a 5 foot high dias.

If the characters enter from any of the other temple openings, a zombie is standing at each altar holding the victim in place. Sardiea is hold a censer aloft and pouring mummy dust into intricate designs on the dias at I2.

Dagmar (Warrior 3) will break free and fight alongside the party 2 rounds after the zombie holding her joins any battle.

SARDIEA

CR 5

XP 1,600

Male zombie lord half-orc cleric 5

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +9

Aura Evil

DEFENSE

AC 23, touch 11, flat-footed 22 (+7 armor, +1 Dex, +1 natural, +4 shield)

hp 54 (7d8+19)

Fort +5, **Ref** +2, **Will** +12

Defensive Abilities channel resistance +4; **DR** 5/slashing; **Immune** undead traits

OFFENSE

Speed 20 ft. (30 ft without armor)

Melee +1 unholy dagger +8 (1d4+4/19-20) or slam +8 (1d6+4)

Special Attacks channel negative energy 3d6 (6/day, DC 15), death's kiss (2 rounds, 8/day)

Spell-Like Abilities (CL 5, concentration +10)

8/day - touch of evil 3 rounds

Cleric Spells (CL 5, concentration +10)

3 – *bestow curse* (DC 18), *dispel magic*, *magic circle against good* (DC 18)^P

2 – *desecrate*, *ghoul touch* (DC 17)^P, *hold person* (DC 17), *inflict moderate wounds* (DC 17)

1 – *divine favor* (DC 16), *doom* (DC 16), *entropic shield* (DC 16), *obscuring mist*, *protection from good* (DC 16)^P, *shield of faith* (DC 16)

0 (at will) – *detect magic*, *guidance* (DC 15), *read magic* (DC 15), *resistance* (DC 15)

Domain Evil, Undead

TACTICS

Before Combat If the characters attempt to break down the door, Sardiea will order his zombies to move to the door and repel the invaders while he casts *shield of faith*, *entropic shield* and *divine favor* (in that order) upon himself.

During Combat Sardiea will order the zombies to attack the characters and keep them from getting to him or his sacrifices. He will cast spells from behind the zombies. He will use channel negative energy to heal himself and his zombies. He will not channel negative energy to harm the living unless he is out of range of his sacrifices.

Morale Sardiea will fight to the death to protect the temple.

STATISTICS

Str 16, **Dex** 12, **Con** -, **Int** 13, **Wis** 20, **Cha** 12

Base Atk +4; **CMB** +9; **CMD** 20

Feats Combat Casting, Command Undead (DC 16), Extra Channel, Improved Channel, Toughness

Skills Intimidation +3, Knowledge (Religion) +13, Perception +10, Sense Motive +17, Spellcraft +14

Languages Abyssal, Common, Orc

SQ orc ferocity

Gear +1 light fortification chainmail, +2 heavy steel shield, +1 unholy dagger, headband of inspired wisdom +2, mask of undeath

HUMAN FAST ZOMBIE (4)

CR 1 EACH

XP 400

hp 26 (4d8+8) (page 4)

Fort +2, **Ref** +4, **Will** +3

Melee 3 slams +8 (1d6+5)

MASK OF UNDEATH (MINOR ARTIFACT)

Aura necromancy [evil]; **CL** 16th

Slot head; **Weight** 2 lbs.

DESCRIPTION

This relic is one of the holiest among the faithful followers of Orcus. It serves as a holy symbol for his clerics. It grants its wearer +4 enhancement bonus to the DC of all spells cast with the death descriptor. All undead created by the mask's wearer gain an additional 3 HD.

If a good divine spellcaster touches the *mask of undeath*, she takes 6d6 points of damage per round of contact. All other creatures are unaffected by the mask.

DESTRUCTION

A vampire must eat the still-beating heart of marilith demon while wearing the *mask of undeath*.

See the cover art for Sardiea and the *mask of undeath*.

Concluding the Adventure

If the characters are single-minded in tracking and rescuing the family, the triumphant party will have plenty of time before dawn to retrace their steps to the portal and pass through to the Material Plane.

When the characters return with the missing his family, Ari is overjoyed and invites the characters to get some rest at his house. He pays them what he promised them at the start of the adventure and he buys the characters a round of drinks at the Scarlett Troll Tavern.

In case, the characters are less speedy in their travels, they may have to spend a day on Shadowsfall before returning to the Material Plane. They may choose to spend the day at:

- **Temple.** All the zombies around the outside of the temple must be eliminated or the entrances must be blocked to keep them from wandering in to the temple and attacking.
- **Woods.** Between the temple and the cemetery, at least one zombie or shadow will be encountered (see the Pathfinder Roleplaying Game Bestiary™).
- **Makath Cemetery.** Rath'sorem is worried about potential disturbance to the dead that rest there. He will require a price for the party to stay without trouble from its residents.

If the characters wish to explore Shadowsfall further, they will find a road that stands at the edge of the Makath cemetery about a mile or two in the opposite direction from the Temple of Orcus. The road leads to the protected city of Blackbat. Blackbat welcomes creatures from all planes that agree to act under civil law.

For more information on Blackbat and the Plane of Shadows, preorder **Shadowsfall: Shadow Plane Gazetteer**.

For more Shadowsfall creatures encounters, purchase the **Book of Beasts: Monsters of the Shadow Plane**. The newest installment in this award winning series has gained five 5 star reviews, to date.

For character options and ways to customize your characters for the Plane of Shadows, preorder **Shadowsfall: Shadow Plane Player's Companion**.

INTRODUCTION TO SHADOWSFALL

What is Shadowsfall?

Shadowsfall is the name the denizens of the Plane of Shadows call their world, in the same way that Elysium is the Chaotic Good Plane. It is the dark twisted reflection of the Material Plane. Shadowsfall is filled with the ruins of lost civilizations, undead creatures and the flotsam and jetsam of other planes. Also known as the Land of Eternal Night, nightmare landscapes, grotesque folk and cruel spirits abound. Living creatures find the plane arduous to survive yet undead flourish in this bleak world.

Strongholds consist of a walled city plus the surrounding mushroom farms, moss gatherers and miners that exchange food and raw materials for protection from the dangers in the dark. Heroes are appointed special honors in these strongholds as their inhabitation depend upon them. In the ever-shifting Outlands beyond these strongholds are countless outposts, tribes and lost souls that live and die in the tortured grayness, prey to the creatures of Shadow. Among them are those brave enough to stand against the dangers that go bump in the night.

Is Shadowsfall Completely Dark?

While Shadowsfall is not devoid of light, light sources are much less potent. The cool sun of Shadowsfall is comparable to the full moon of the Material Plane, leaving the world cold and creating unease among its visitors. Shadowsfall's moon is blood red in all its lunar phases. Even at midday, stars can easily be seen in the purple sky.

In game terms, all light sources (magical or mundane) have their ranges cut in half. The daylight hours on Shadowsfall are under dim light conditions (see Chapter 8 Additional Rules of the Pathfinder Core Rulebook for more details). A normal night on Shadowsfall is even dimmer, but is still considered dim light. The blood moon's glow averts total darkness, but miss chances are increased to 40%. A cloudy night will block the dim light of the stars and moon, leaving only darkness.

How Does Darkvision Work on Shadowsfall?

A character or creature possessing darkvision can clearly see in shades of grey up to the distance listed for the race or spell. Beyond that distance, the being with darkvision is just as susceptible to miss chances as those without darkvision at any range but basic shapes can be discerned.

For example, the dhampir fighter, Valdia, shooting her crossbow at a monster within her darkvision range of 60 feet can see it clearly and has no miss chance. The monster then moves beyond 60 feet, leaving Valdia's darkvision range. If this move is during a Shadowsfall day, Valdia has a 20% miss chance. During a cloudless night, Valdia has 40% miss chance. The night miss chance increases to 50%, if there are clouds overhead. Moreover, creatures that have the shadow blending ability, like the fetchling ranger Sebesten, enjoy a 50% miss chance on Shadowsfall whenever they are beyond their attacker's darkvision range regardless of the hour. However, this ability does not allow for a miss chance when Sebesten is within his attacker's darkvision range.

How Does Shadowsfall Affect Magic?

Shadowsfall enhances Shadow subschool spells by increasing the caster level by 2 and all shadow spells are 10% more real. For example, a 7th level wizard casting shadow conjuration to emulate a summon monster spell would have it last 9 rounds, instead of 7 rounds, and those that disbelieve take 30% damage, instead of 20%. However, some magic is impeded on Shadowsfall. Spells with either the fire or light descriptor require a successful DC 20 + spell level concentration check to cast.

How Do Things From Other Planes Come to Shadowsfall?

Lost or forgotten things - small as a key or ring and large as a temple or forest - are the building blocks of Shadowsfall. Although a forest is not forgotten while it flourishes, once it is devastated by fire, it is forgotten even should new foliage grow in its place. The remnants of the burnt wood and the memory of the proud trees may be absorbed by Shadowsfall over the course of decades - piece by piece - as the surviving inhabitation move on to new life. Shadowsfall transforms these remains into strange representations of the loss and sorrow experienced in the horrific event.

In a similar way, a ring tossed away due to a false promise, an abandoned cemetery, broken wall or rotting keep may be subsumed into Shadowsfall. Forgotten by former owners and dilapidated, these places or items were known by few people who have since died and records, either deliberately eliminated or crumbled from misuse, have simply vanished. Even once great cities may fall onto Shadowsfall's shores after centuries have dimmed their glory.

Regardless of the cause of its ruin or its size, memories fade and people forget the less important details. Attracted to the bleak despair of the world, these material remnants of life from other planes are slowly transported to Shadowsfall in an altered state showing the cruel sadness of their fate.

Why Do Undead Thrive on Shadowsfall?

Shadowsfall's natural environment has optimal conditions for non-living creatures. A lack of a powerful sun allows spectres, vampires and undead affected by bright sunlight to exist in relative safety. The cool climate is not a concern for ghosts or zombies but humans must find warmth by the firelight and chance attracting danger. Water sources are tainted, frequently brackish and not always safe to drink. Strongholds are located close to clean water, but more than one has collapsed because its water supply dried up. An undead creature, by contrast, does not consume water.

Foremost however, Shadowsfall shares multiple random connections to the Plane of Negative Energy. These connections form the deathlands known to kill living creatures that enter and transform them into Shadowsfall's fantastic array of undead beings. The deathlands are also known to increase the power of existing undead and provide a harbor for intelligent undead seeking shelter from slayers. From the deathlands, more powerful undead have launched whole armies intending to wipe out the living of Shadowsfall.

VALDIA

Female dhampir fighter 5

LG Medium humanoid (dhampir)

Deity Agnostic

Homeland The Outlands (Shadowsfall)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 19 (+8 armor, +2 Dex, +1 natural)
hp 42 (5d10+10)

Fort +5, **Ref** +3, **Will** +2; +2 vs disease and mind-affecting

Defensive Abilities bravery +1, negative energy affinity, resist level drain

Weakness light sensitivity

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 keen wartrident +10 (1d10+5/19-20)

Ranged mwk light crossbow +9 (1d8+1/19-20)

Special Attacks weapon training (crossbows)

Spell-Like Abilities (CL 5, concentration +5)

3/day - *detect undead*

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Cleave, Exotic Weapon Proficiency (wartrident), Point Blank Shot, Power Attack (-2/+4), Precise Shot, Weapon Focus (wartrident)

Skills Climb +5, Intimidate +7, Perception +6; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Common

SQ armor training 1

Gear +1 banded mail, +1 keen wartrident, crossbow bolts (10), mwk light crossbow, amulet of natural armor +1, elixir of vision, silversheen

SPECIAL ABILITIES

Light Sensitivity (Ex) Valdia is dazzled as long as she remains in bright light.

Negative Energy Affinity (Ex) Valdia is a living creature but she reacts to positive and negative energy as if she were undead - positive energy harms her, negative energy heals her.

Resist Level Drain (Ex) Valdia takes no penalties from energy draining effects, though she can still be killed if she accrues more negative levels than hit dice. After 24 hours, any negative levels she has gained are removed without any additional saving throws.

Valdia is the scion of a human and a vampire affair and every human and fetchling in Shadowsfall despises this lineage. They see Valdia as a reminder of the family members that many have lost or were forced to relinquish as thralls to the vampire lords in order to survive in this land of eternal night.

Despite this, Valdia seeks to be accepted into human society by defending settlements as a self-imposed guardian, champion or adventurer. When

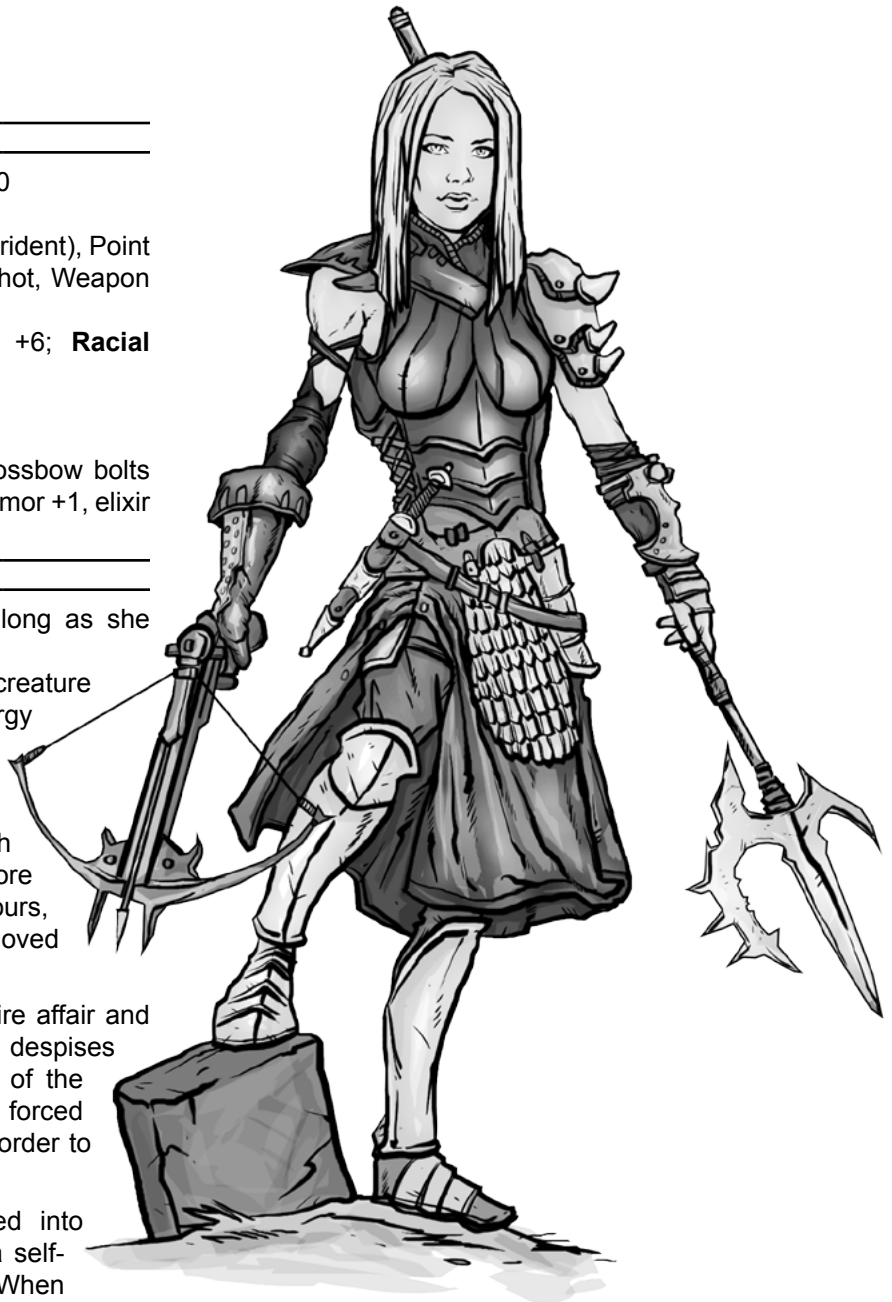
the last village Valdia defended was destroyed, she came to Blackbat to find a new home for the town's only survivor, a rescued fetchling newborn.

New Exotic Weapon: Wartrident

Wartrident: A trident has three metal prongs at end of a 6-foot-long shaft. One of the outer prongs has a number of razor sharp spikes for slicing opponents. This weapon is treated as a martial weapon when wielded with two hands. **Cost** 25 gp **Damage (Small)** 1d8 **Damage (Medium)** 1d10 **Critical** ×2 **Weight** 8 lbs. **Type** P or S **Special** brace, reach

For more equipment native to the Plane of Shadows, preorder **Shadowsfall: Shadow Plane Player's Companion**.

Purchase the ebook of **Shadowsfall Legends: Pawn, Despection and Sacrifice - Valdia's Tale** by Mur Lafferty at your favorite online bookstore.



SEBESTEN

Male fletcher ranger 5
NG Medium outsider (native)

Deity Agraddar

Hometown Blackbat (Shadowsfall)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 21, touch 15, flat-footed 16 (+5 armor, +1 shield, +5 Dex)
hp 42 (5d10+5)

Fort +5, **Ref** +9, **Will** +2

Defensive Abilities shadow blending; **Resist** cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee +1 shortsword +9/+9 (1d6+2/19-20)

Ranged mwk composite (Str +1) longbow +11 (1d8/x3)

Special Attack favored enemy (magical beasts +2, undead +4)

Spell-Like Abilities (CL 5, concentration +5)

1/day - *disguise self* (humanoid only)

Ranger Spells (CL 2, concentration +3)

1 - *entangle* (DC 12), *jump*

STATISTICS

Str 13, **Dex** 20, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 21

Feats Endurance, Point Blank Shot, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse

Skills Climb +11, Handle Animals +8, Intimidate +8, Perception +9, Stealth +15, Survival +9; **Racial Modifiers** +2 Knowledge (planes), +2 Stealth

Languages Common, Shadowpeak

SQ favored terrain (planes +2), Slither (animal companion), track +2, wild empathy +5

Gear +1 mithral chain shirt, 2 +1 shortswords, mwk composite (Str +1) longbow, belt of Incredible dexterity +2, climber's kit, hempen rope (50 ft.), tanglefoot bag

SPECIAL ABILITIES

Shadow Blending (Su) Attacks against Sebesten in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

SLITHER (SEBESTEN'S ANIMAL COMPANION)

Male shadow snake

N Medium animal (extraplanar)

Init +3; **Senses** darkvision 30 ft., scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climbing 20 ft., swimming 20 ft.

Melee bite +5 (1d3+3 plus grab)

STATISTICS

Str 15, **Dex** 17, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grappling); **CMD** 17 (can't be tripped)

Feats Toughness, Weapon Focus (bite)

Tricks Attack, Down, Fighting, Guard, Stay

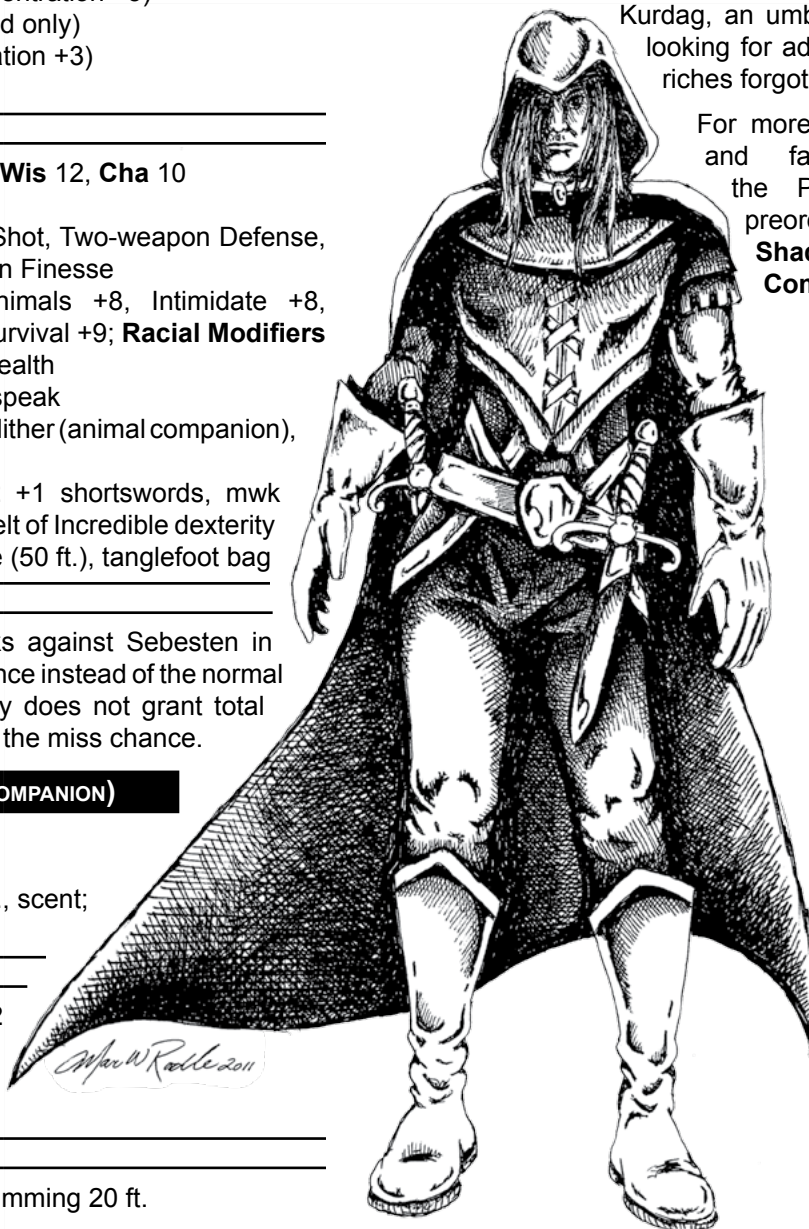
Skills Acrobatics +7, Perception +5, Stealth +9; **Racial Modifiers** +2 Stealth

The town of Sebesten's youth was destroyed by a roving horde of zombies. The few survivors including the orphaned Sebesten relocated to Blackbat. When he was old enough, the fletcher started working the zombie slave trade, capturing free range zombies and selling them to the town's vampires.

When the slaver cheated him, Sebesten decided it was a good time to take up adventuring. He was exploring a cave when he came across an umbral kobold clan under attack by shadows. For their rescue, the kobolds thanked

Sebesten by commending him to Kurdag, an umbral kobold alchemist looking for adventurers to find him riches forgotten by time.

For more animal companions and familiars native to the Plane of Shadows, preorder **Shadowsfall: Shadow Plane Player's Companion**.



KURDAG

Male umbral kobold alchemist 5

LN Small humanoid (extraplanar, reptilian)

Deity Hakamitin

Homeland Blackbat (Shadowsfall)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +3 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

Fort +5, **Ref** +7, **Will** +2; +4 vs poison

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk light pick +4 (1d3-1/x4)

Ranged bomb +8 (3d6+4 fire) or shock bomb +8 (3d6+4 electricity)

Special Attacks bomb 3d6+4 (11/day) (DC 16)

Alchemist Extracts Prepared (CL 5, concentration +9)

2 - *blur*, *cure moderate wounds*, *fire breath* (DC 16)

1 - *detect undead*, *enlarge person*, *expeditious retreat*, *shield*, *true strike*

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +1; **CMD** 14

Feats Brew Potion, Extra Bombs, Point Blank Shot, Precise Shot, Throw Anything

Skills Appraise +12, Craft (alchemy) +12, Heal +9, Knowledge (arcana) +12, Perception +11, Sleight of Hand +10, Spellcraft +12, Stealth +14, Use Magic Device +7 **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Aklo, Draconic, Dwarven, Gnome, Shadowpeak

SQ alchemy (alchemy crafting +4, identify potions), discoveries (infusion, shock bomb), mutagen (+4 Dex/-2 Wis, +2 natural, 50 minutes), fast poisoning (move action), infusion, mutagen, poison use, swift alchemy, weapon familiarity

Gear +1 chain shirt, mwk light pick, wand of cure light wounds (15 charges), alchemist kit (as spell component pouch), back-pack, formula book (contains all prepared extracts plus *cure light wounds*, *detect secret doors*, *disguise self*, *jump*, *invisibility*, and *lesser restoration*)

SPECIAL ABILITIES

Light Sensitivity (Ex) Kurdag is dazzled as long as he remains in bright light.

Weapon Familiarity (Ex) Kurdag is proficient with light picks.

Even if Kurdag did destroy all the zombies that entered their cave, clan Inkscale will not have him back. More umbral kobolds died from Kurdag's bombs than from the zombies. And there was the collapsed ceiling rubble to dig out. So Kurdag makes his living in a small shop in Blackbat, selling alchemical creations and whatever magic items discovered during adventures.

The residents of Blackbat don't like Kurdag, but they are too afraid of him to insist he leaves. The city grudgingly needs Kurdag's help to defend them against attacking monsters. With bombs and alchemical creations, Kurdag is a destructive force when he or his city are threatened.

Umbral Kobold Characters

Umbral kobolds are defined by their class levels—they do not possess racial Hit Dice. Umbral kobolds are humanoids of the extraplanar and reptilian subtypes and have the following racial traits:

-2 Strength, +2 Dexterity, +2 Intelligence: Umbral kobolds are smart and fast but weak.

Small: Umbral kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Normal Speed: Umbral kobolds have a base speed of 30 feet.

Darkvision: Umbral kobolds can see in the dark up to 60 feet.

Armor: Umbral kobolds have a +1 natural armor bonus.

Weapon Familiarity and Light Sensitivity: See above.

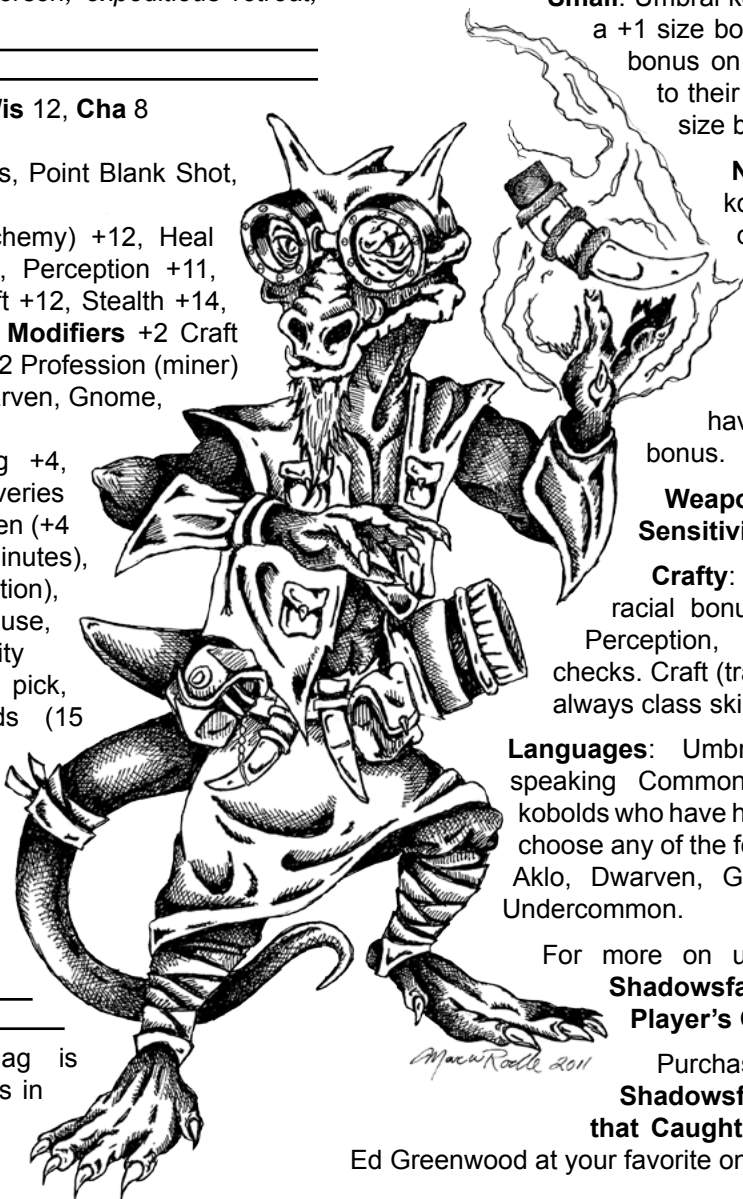
Crafty: Umbral kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for an umbral kobold.

Languages: Umbral kobolds begin play speaking Common and Draconic. Umbral kobolds who have high Intelligence scores can choose any of the following bonus languages: Aklo, Dwarven, Gnome, Shadowpeak, or Undercommon.

For more on umbral kobolds, preorder **Shadowsfall: Shadow Plane Player's Companion**.

Purchase the ebook of **Shadowsfall Legends: The Gem that Caught Fire - Kurdag's Tale** by

Ed Greenwood at your favorite online bookstore.



KERO

Male wanderer wizard 5

CG Medium outsider (native)

Deity Zyree

Homeland Plane of Chaotic Good (Elysium)

Init +2; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 30 (5d6+10)

Fort +4, **Ref** +4, **Will** +6; +2 vs emotion

Defensive Abilities surrounded by sadness; **Resist** acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 5, concentration +9)

3 - extended *summon monster ii*, *lightning bolt* (DC 17)

2 - *command undead* (DC 16), extended *shield*, *false life*

1 - *color spray* (DC 15), *enlarge person*, *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will) - *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound*

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 18, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 14

Feats Combat Casting, Extend Spell, Point Blank Shot, Precise Shot, Scribe Scroll

Skills Craft (calligraphy) +12, Knowledge (arcane, history, planes, religion) +12, Linguistics +12, Spellcraft +12

Languages Abyssal, Celestial, Common, Dark Folk, Draconic, Giant, Infernal, Protean, Sahaugin, Shadowpeak, Terran

SQ ageless, bonded object (quarterstaff), remnant of holiness

Gear mwk quarterstaff, bracers of armor +2, cloak of resistance +1, back-pack, spell book (contains all prepared spells, all 0 level spells plus *detect undead*, *dispel magic*, *haste*, *invisibility sphere*, *knock*, *mage armor*, *protection from arrows*, and *see invisibility*)

SPECIAL ABILITIES

Remnant of Holiness (Su) Kero may wield a holy weapon, regardless of his alignment as if he is a good aligned creature.

Surrounded by Sadness (Su) Kero gains a +2 racial bonus on saving throws against emotion spells and effects. Once per day for one minute, Kero can grant this bonus to all allies within 10 feet.

Centuries ago, Kero was an azata, one of the angels serving the deities that call Elysium home. However, Kero gave up his angelic status for the love of a mortal. Zyree (the archpsychopompess of love, birth and death) transformed Kero into a wanderer.

After the fatal accident that took his love, Kero waited for death to reunite them but discovered that he did not age. Now, Kero seeks out arcane secrets and researches ways

to cross planes to find his soulmate once again.

However, dying in battle in the service to his former masters is his preferred manner to cure separation from his love. Kero knows he will not be accepted back into Elysium after walking away from the gods' service. He hopes to redeem himself by pleasing Elysium's rulers with his worthy death.

Wanderer Racial Traits

Wanderers are defined by their class levels—they do not possess racial Hit Dice. Wanderers are outsiders of the native subtype and have the following racial traits:

+2 Constitution, +2 Intelligence, -2 Charisma: Wanderers are well learned and are adept at enduring hardship but possess little personal magnetism.

Darkvision: Wanderers can see in the dark up to 60 feet.

Celestial Resistance: Wanderers have acid resistance 5, cold resistance 5, and electricity resistance 5.

Ageless: Wanderers do not age. They do not possess age categories nor suffer aging effects.

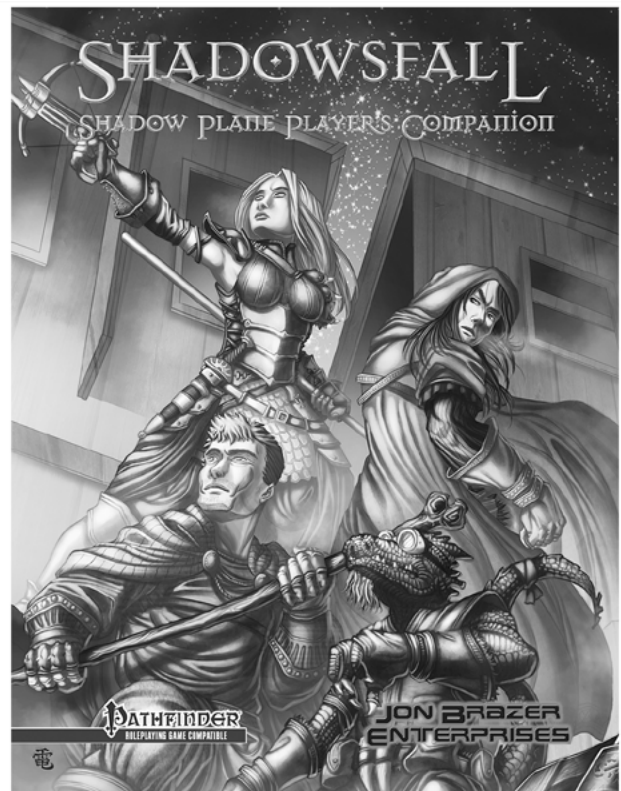
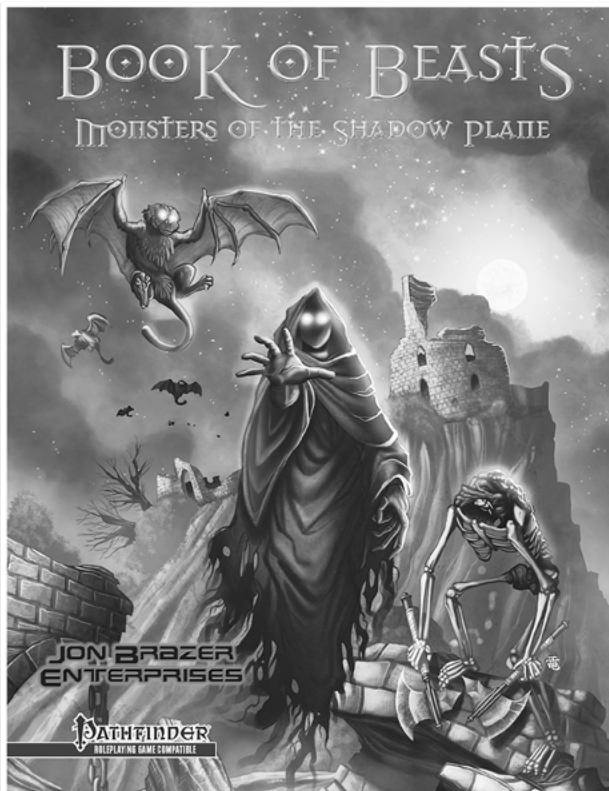
Remnant of Holiness and **Surrounded by Sadness:** See above.

Languages: Wanderers begin play speaking Celestial and Common. Wanderers who have high Intelligence scores can choose any of the following bonus languages: Abyssal, Draconic, Ignan, Infernal, Shadowpeak, or Terran.

For more on wanders as well as shadow-themed spells, preorder **Shadowfall: Shadow Plane Player's Companion**.



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FIGHT THE DARK SIDE

For the game master, a new plane of peril - Shadowsfall. This Level 5 Adventure takes your gaming party to the Plane of Shadows. The head of the local militia and her children are missing and only the characters can rescue them. In this introduction to Shadowsfall, challenge your adventurers to brave the Land of Eternal Night.

For the avid player, four sample 5th level characters showcase new player options for the Shadowsfall setting - a dhampir champion of innocents, a former angel seeking arcane secrets and a lost love, a bomb-toting kobold native to Shadow, and a fetchling profiteer from the zombie slave trade ready for play in your campaign.

Designed to enhance your world and your game, this expansion supplies a one-page overview of Shadowsfall and features the distinctive monsters of Shadow created for the Book of Beasts: Monsters of the Shadow Plane - the newest in the award-winning series available at your game store today.