Book of Ebon Tides



5E

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A special thanks to the designers and contributors to earlier printings of some material that appears in this book, including, but not limited to: Wolfgang Baur and Dan Dillon

AN EXTRA SPECIAL THANKS TO THE 2,706 BACKERS WHO MADE THIS VOLUME POSSIBLE!

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5E

Eric Lindahl (Order #31842079)



Tactical Maps for the Shadow Realm

The maps in the back of this book include a fey village, a shadow road, a stretch of the River Styx, and other areas with the twilight shades and native flora emblematic of the Shadow Realm. The maps can be used for any encounter on the plane to enhance its shadowy atmosphere and fey landscapes.

ON THE COVER

A bearfolk druid and a shadow fey rogue stand before a warding stone, safeguarding a changeling baby on their travels through the shadowy forest in this art by Marcel Mercado.

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www.koboldpress.com

PO Box 2811 | Kirkland, WA 98083

Printed in China

ISBN: 978-1-950789-33-7
Limited Edition: 978-1-950789-35-1

2 4 6 8 10 9 7 5 3 1

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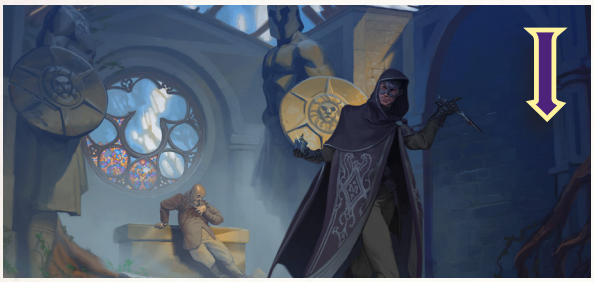








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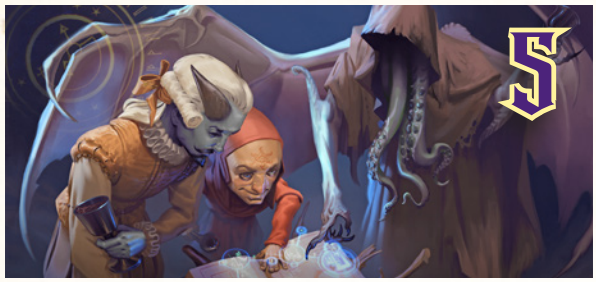
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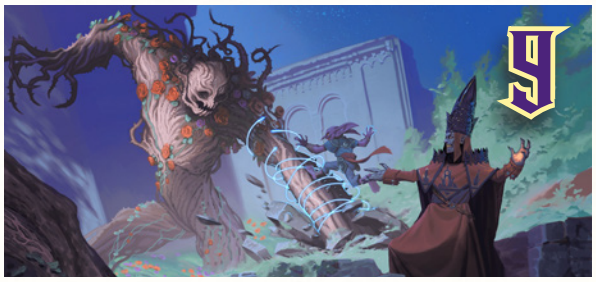
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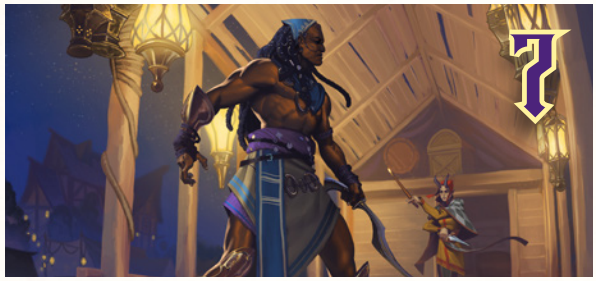
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Introduction

Pitter patter pitter patter
Run run run child
Dive beneath the shadows now
Or seek shelter in the trees.
It will avail you nothing
The shadow fey are coming
With their hounds and their arrows and bright silver spears
Though you be the canniest fox or the swiftest hawk
They will find you and bring you to their dark queen
Woven deep in her shadow court
Run child run
Find your shelter and hold still as death
The shadow fey are coming!

Shadow is everything and nothing. It is gloom and delight. If you try to seize it, it ripples away, laughing.

So yes, the Plane of Shadows is an uncertain place—which makes it a very difficult place to define and capture in maps and descriptions, in known quantities or certainties. Everyone knows that the demonic creatures of the hells are vile and secure in their malice. Likewise, the shining angels of the celestial halls are unyielding in their eternal pilgrimage for righteousness and law. These realms are well known and understood, though one is bright and the other stygian.

The creatures of shadow are far less defined and far more flexible—and no less dangerous for all that. Even their language, Umbral, is a fluid thing, full of double meanings and wordplay. They resist definitions, but their malleable, quicksilver nature defines them. You should always trust the word of an angel, rarely given but given with certainty. The word of a shadow creature, however, is given quickly and easily but broken just as readily.

Creatures of the Shadow Realm are like unto shadows themselves, flickering and shifting with the sun and moon, changing and moving. And their realm is also a place of frequent change, including the violent overthrow of courts and dynasties and the slow erosion of places by the shifting ebon tides, drifting like sandbars or vanishing like a hillside after the rains.

This book explores the Shadow Realm and attempts to define it, as understood by its inhabitants. Its people and their gods, its magic and the distinctive way it works in the world, and even the monsters, nations, and great cities of the Shadow Realm are all defined here. Perhaps defined a bit more than the inhabitants themselves would like, for they prefer to slip always from one definition to another, to a slightly more favorable one—as the mood strikes them.

Welcome to the Shadow Realm. Its high-flown powers and its lowborn scoundrels alike have a proposal for you: swear your sword and wands to their cause and shift the ebon tides in their favor. Join us in the shadows!

Wolfgang Baur
Kirkland, WA
November 2021



Eric Lindahl (Order #31842079)



I

Overview and History

For such a vast realm, surprisingly little is known about the Plane of Shadow, often also called the Shadow Realm. Herewith, a short précis and overview for those who have not previously drunk deep of its twilight power. The whole plane is often described as a distortion and a shadow of the mortal realm, and certainly there are resemblances, as any shadow resembles its source and origin—and dark reflections and mirrored echoes are frequent enough. No shadow exists without a light and a source, after all.

At the same time, parts of the Shadow Realm are distinct unto the plane itself, especially those portions worked by shadow fey, goblins, bearfolk, humans, and darakhul as their realms and kingdoms. These places have been shaped by magic, as creatures manipulated the raw material of shadow into lands and settlements that please their makers. Great mages and clerics bend the land and the structures upon it into new forms, and the Shadow Realm itself often alters its own shape and direction in unpredictable ways.

Elements of Shadow

Here are the elements of the Shadow Realm covered in this volume.

Overview of Shadow Realm's Nature and Travel. A short history of what the Shadow Realm is, how it became an inhabited plane, and various questions of its lore.

Umbral People and Heroes. The peoples of the Shadow Realm are surprisingly many for such a strange plane. Shadow fey and darakhul find it congenial, as do sable elves, wyrd gnomes, bearfolk, shadow goblins, umbral humans, and even the small erina and alseid more commonly found in deep forests. With relatively few cities and wide stretches of wilderness, the Shadow Realm is not a place of great kingdoms but rather small settlements and fiefdoms loosely bound to charismatic kings and queens. The various peoples and heroes of the Shadow Realm can be found in **Chapter 2** and **Chapter 3**.

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Shadow Magic. A discussion of the nature of umbral magic, plus new spells of illumination, trickery, and shadow. **Chapter 4** also includes all-new fey magic and bits of weather magic and an expansion of the school of dooms.

Land, Water, and Shadow Walking. The Shadow Realm itself is best known to mortals through the shadow roads, the shortcuts the fey take from one place to another through shadow. These roads have their own rituals, guardians, and mysteries, as described in **Chapter 5**. This chapter also includes a discussion of the Black River Styx and other hazards.

Shadow Realm and the Courts of the Fey. The Shadow Realm is ruled by undead, fey, and a scattered group of their allies and friends. They create regions where the shadow stuff of the plane is relatively stable, where crops grow and magic flows normally and where roads are stable. The realms of the fey are described in **Chapter 6**, and the realms of the bearfolk, darakhul, shades, and humans in **Chapter 7**.

Umbral Pantheon. Some gods of the Shadow Realm are familiar to mortals, though many have slightly different features, and they rely more on shadow goblins and shadow fey than the human pantheons do. Bengta the Bear Maiden is a power here and so is Ailuros—clearly a form of Bastet—and Hecate and Charun. Additionally, minor godlings rise and fall with some frequency, including the many Santerr, once-mortal figures raised to an immortal sainthood through the devotion of their followers and twilight magic. Of course, it must be noted that demon lords and dark gods are common here, often gathering great power for a time. Vardesain and Alquam both have large followings, as does a distinct form of Loki. All these can be found in detail in **Chapter 8**.

Shadow Creatures. The monsters of the Shadow Realm—including quicksteps and fey sorcerers as well as undead, exquisite rose golems, birch sirens, and other oddities from the shadow forests and quicksilver marshes—are provided in **Chapter 9**. Encounter tables can be found in the **Appendix**.

Umbral Magic Items and Tricks. The best-known umbral magic items often focus on shapeshifting, radiance and illusion, shadow magic, and shadow warping. You will also find related fey magic, such as memory philters, illusion seeds, and road magic. Spells related to these are described in **Chapter 4**. Magic items and the gear and equipment most commonly found in the umbral lands are found in **Chapter 10**.

A Brief History of Shadow

The Shadow Realm has existed for as long as the mortal world has. It is a place of shadows where twilight rules, and its various peoples hold close their nefarious plans and draw power from the dark while avoiding its corruption and the identity-draining waters of the afterlife.

As a place of mortals mixed with minor planar powers, it has been congenial to the quicksilver fey, the nihilistic satarre, and ambitious humans willing to leave sunlit and wholesome lands for a more malleable, more dangerous, and more powerful realm.

MAKING OF THE SHADOW PLANE

In the Shadow Realm, the world is what you make it. And the first great power to discover this was not one of the fey but Hecate, the goddess of the moon.

Most natives of the plane and most visitors think of shadow as a land of reasonably well-fixed, or at least solid, plains and forests. And yet it was not always so, for Hecate found it as an ocean of light and darkness, a morass of radiance beams, trickling shadow mires, and undulating chaotic hills and waves.

As is the way of a goddess of moon and magic, she first conjured a place for herself to stand by making a stone with radiant runes (and thus inventing the use of foundation stones). Then she brought the tides to still the waters, to make them flow and echo rather than crash and storm. The hymns praising Hecate in every one of her temples in the Shadow Realm refer to her as She Who Steadied the Tides, and she is indeed the maker and founder of inhabitation of the plane. To make room for her followers among the fey and humans, she conjured white birch groves, tall red pines on the hills, and moon stones. The waters she diverted into gentle ponds and deep lakes to reflect her glory.

When it was to her liking, she shared the place with her most dutiful followers among the goblins, shadow fey, some exiles from the elf lands, and then the bearfolk and a few night-loving humans. Over time, more and more of the land became solid. All around its shores, even now, the shadow has no end, a roiling ocean of raw chaos and deepest night, leavened with moonlight.

The Shadow Realm is still very much a place of arcane dreams and shapings, where forms and thoughts flow like water, where nothing lasts forever, where dark tides carry away towns and mountains—

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where skill and kindness win over brute strength or cruelty. Except, of course, for those days and nights when everything changes and dissolves back into mystery, and new lights shine to please new shapers.

EARLY VISITORS

The power of the Shadow Realm has always drawn the ambitious and the striving—sometimes just for a season, long enough to master a few useful secrets—but others have come and stayed. Hecate is widely acknowledged as she who invited the first visitors, though some claim a more ancient race once made their home in the realm. She brought the shadow fey here, and then the sable elves came, and both of these fey groups brought servitor races. In the case of the shadow fey, these were shadow goblins, humans, and gnomes. In the case of the sable elves, they were courtfolk halflings, erina, and occasionally alseids, quicksteps, and various sprites and pixies. The land was soon overrun with fey courts and kingdoms in a distant time that both sides refer to as the First Flowering of Shadow.

Shadow Fey and Servitors

The Scáthesidhe, or shadow fey, will always be quick to tell you that they were the first to arrive in the realm. They do not usually mention the reason why: they broke with the elves of the Summer Lands in pursuit of power and found it in the land Hecate showed them. Their understanding and mastery of the realm goes back to a time exceeding recorded history, though their numbers have never been great.

Indeed, they brought with them the elven custom of employing servitor races as their eyes, ears, and hands in remaking and ruling the Shadow Realm. Where the elves retained halflings, humans, bearfolk, alseid, and gnomes, the shadow fey servitors were somewhat different. Gnomes—more precisely, those most distinguished of arcanists, the wyrd gnomes—certainly retain influence among the shadow fey. Also goblins, which came with the shadow fey and became attuned to moonlight magic and fey trickery. And the humans who serve are relatively numerous, especially in the cities and the companies of the umbral human settlements.



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Humans

Many humans have come to the Shadow Realm as servants or dupes of the shadow fey, and some have fallen into the realm by misadventure, straying from a shadow road. Most, however, descend from those who sought the place out to acquire power, study magic, or escape troubles of their own. This is the foundation of the cities and baronies ruled and inhabited by humans. Umbral humans, as they are called, are often considered ambitious, greedy, or slightly treacherous compared to more reliable servants like goblins and gnomes.

Darakhul and Other Undead

Not surprisingly, the darakhul, with their hatred of daylight in the mortal world, found the Shadow Realm almost pleasant, and they established a new empire. Their emperor here rules a greater and far more populated region of undead with ties to Evermaw and to the mortal Empire of Ghouls. Undead dragons, their unhatched wyrmlings, and lich-kings are part of the Twilight Empire, and the darakhul are among the greatest rivals to the shadow fey and their courts. Their realms in shadow also host a much higher number of shades than those found elsewhere.

Bearfolk

The bearfolk came to shadow not because they were drawn to its power, but because others were. The shadow chewers are said to have first pursued shadow fey into darkness and found their planar bolt-hole.

Peoples of Midgard

The Shadow Realm has many useful connections to the Midgard campaign setting. The people of the Midgard Crossroads, Morgau, and Nuria have all found their way to the Shadow Realm, as did a surprising number of the people of the Magocracies after the mage wars, the bearfolk as a whole, and a splinter faction of the Ghoul Empire. Likewise, the trollkin share an ancient bond of blood with creatures who dwell in shadow, and the elves of Arbonesse walk secret paths that lead beyond the material world.

However, most of the people of Midgard know little or nothing of the Shadow Realm other than it's a "place of elves and hostile fey" or similar. They have enough worries with the everyday dangers of Midgard to avoid seeking out additional magical realms.



They soon realized the war against the undead and the shadow fey would never succeed unless they could at least understand the Shadow Realm. In time, the first druids, rangers, and other bearfolk visitors to the Shadow Realm built settlements full of light, built warding stones, and grew entire circles of moonlit oaks, gathering the strength of their intimate understanding of darkness to prevent evil from ruling the shadows without rivals. The moon wells, the groves, and the mere presence of the bearfolk have all given the Shadow Realm places of refuge.

Minor Races

Trollkin, ravenfolk, alseid, erina, quicksteps, and others arrived in the Shadow Realm by many paths and in much smaller numbers than those races listed above. Shades are relatively well known, though few in numbers, and the verminous satarre are often found seeking to unravel the plane by various acts of sabotage. Ratatosks seem to enjoy the company of elves, bearfolk, and gnomes and are sometimes visitors in their cities and settlements. Hobgoblins arrived often as mercenaries or leaders among the shadow goblins.

Least commonly, occasionally one can find gnolls in the realm, generally servants of the gods of death, such as Anu-Akma, and subek, tosculi, orcs,

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dragonborn—even catfolk, often on some pilgrimage for Hecate or Ailuros. Aasimar and tieflings visit as planar travelers but are considered strangers, never natives of the plane.

CONNECTIONS TO THE MORTAL WORLD

The Shadow Realm is connected to the mortal world primarily by the shadow roads, well known to geomancers, elves, and the shadow fey as arcane connections and fey portals. While most travelers using such roads desire nothing more than to move swiftly through shadow to their destination, they sometimes grow lost or are tempted to leave the known path in pursuit of some vision, treasure, or refuge just off the road. Once they step off the shadow road, they are in the Shadow Realm itself, and the less skilled or less magically adept find it difficult to return to the path . . . and so they remain in the Shadow Realm.

Connections to other spheres are a bit less common. They fall into three rough categories: rituals and summoning, the roots of Yggdrasil, and cities fallen into shadow.

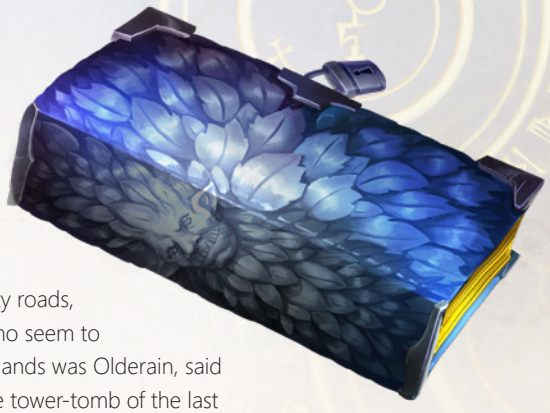
Rituals and Summoning. Rituals can summon creatures from the Shadow Realm—and powerful casters in the Shadow Realm can summon mortals there. For samples of this magic, see **Chapter 4** and the *shadow portal scroll* in **Chapter 10**. In a few cases, a caster deliberately warps a *shadow walk* spell or speaks a glamour to travelers on a shadow road to bring them deeper into shadow. Most creatures brought into shadow in this way arrive against their will, so getting back to the mortal world becomes their primary motivation.

Shadow Roots of Yggdrasil. The World Trees that climb up to the celestial realms and to distant spheres also sometimes have hollow sections of trunk that lead down to Yggdrasil's roots, passing through the Shadow Realm on the way. While this superficially seems similar to taking a shadow road into the realm, there are importance differences in the two approaches. Entering the roots of Yggdrasil takes one out of the mortal realm and into a twisting set of interplanar passageways that wind up in various hells, planes of the undead, ghostly afterlives of brooding northern pantheons, and other dark realms at the root of the World Tree.

If one is not wise in the ways of the planes, it is possible to enter planes entirely unrelated to the Shadow Realm, which tends to cling close to the mortal plane. Exactly how one steps aside into shadow is a crucial skill known to the trollkin, bearfolk, ravenfolk, and gnomes, among others, who often use the World Tree for this purpose. Other races, including humans, goblins, darakhul, and the shadow fey, avoid this method of moving between planes.

Cities in Shadow. Multiple cities have fallen into the Shadow Realm over the years, starting with Corremel in the days of the Gods War, and later the city of Oshragora and parts of the Twilight Empire. Cities linked to the human god-kings and the lich-kings of the undead princes seem especially prone to this, and

The Stones of the Ancients / from the Book of Ebon Tides



Some ancient sagas and fragments of early script found on strange foundation stones mention the Ylgaar, a race of river giants who controlled the plane before the shadow fey but whose attempts to tame the tides ultimately failed. Some driftstone islands of theirs remain, which sometimes wash up on the Saltwood strand, or less often, a goblin explorer or fisherman will find their ruins at sea.

From time to time, mad prophets and keen arcane divinations known only to the shadow fey reveal a whole city or region of empty roads, crumbled keeps, or echoing hills inhabited by a few gaunt giants who seem to know nothing of any earlier age of glory. The greatest of these lost lands was Olderain, said to be anchored around a grove of golden apples and a bright white tower-tomb of the last of the giants' wizards. Many goblins will happily sell you a map to it and a boat to get there.

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most cities fall into shadow because a mortal caster draws so much power from the Shadow Realm that it ultimately consumes them and everything around them, literally pulling the place out of the mortal world through the sheer hold that shadow corruption has on the place. In the case of Corremel, the process has left a distinct set of links between the city of Corremel-in-Light (as those of the Shadow Realm refer to its rebuilt counterpart in the mortal world) and the city of Corremel-in-Shadow (ruled by shadow fey on a dark river and described in **Chapter 6**).

A Land of Ebon Tides

When learning about the Shadow Realm, the first element that must be addressed is not the people of the realm but the mutable land itself. Most people of the mortal world think of the ground, the forests, and the mountains as permanent, and we think of shadows and light as transitory. And they are, usually, except when some bright eternal fire wells up from the deep earth or some cavern remains shrouded in darkness for aeons.

In the Shadow Realm though, shadows are eternal while land and rivers are—if not entirely transitory—notably less certain than they are in the mortal lands. In the lands of the shadow fey and bearfolk, of sable elves and wyrd gnomes, the forests walk, and the mountains wander from time to time. It happens slowly enough that few notice it before their eyes, but over days and weeks, when the tides shift, the land itself shoves rivers and even cities some distance from their usual and well-accustomed sites.

These ripples in the land itself are called the ebon tides, the stretches and compressions in reality that shadow folk know and plan for. Any survey map is useful for a season or sometimes for a lifetime—at least if that lifetime is not overlong. Hills can crumble quickly, exposed to eroding moonlight and washed out to sea. Harbors silt up, and forests quiver and rearrange themselves around riverbeds that dance slowly, ever so slowly, like liquid clocks shifting first one way and then another.

The Shadow Realm drives cartographers a bit mad, and it guarantees their work is constant. The road wardens work hard to ensure that the shadow



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roads stay open, connecting the castles, towns, and settlements in a familiar way, even as details change year after year. Change is relentless among the shadows, but certain elements of this plane remain fixed, true, and certain.

These fixed elements, the landmarks, major cities, headlands, and elder rivers, hold true to one another, bound together first by the shadow roads and later by all three tools of oak, road, and stone. Some ancient roads shift just one grain of sand in a century, for the roads themselves have binding properties. Some towers keep a forest in their orbit. Some windswept plains retain their slow rise and chosen, distant hills. The rangers and wanderers, the wise women and the unerring elves, know their way from place to place. For others, for visitors, or for those foolish enough to anger a geomancer, the plane and its movements are a constant struggle.

DRIFTING TOWERS AND CITIES

While some things are clearly anchored, other cities are unmoored by roads or forests. The most famous of these unmoored locales is Oshragora, the city of psychic vampires and dark deeds, said to have once been a kingdom of wizards or a region so overrun with magic that it became a magical wasteland. In either case, it was pulled entirely into the Shadow Realm by its corruption and by improvident magic.

The city has never had a road to elsewhere in the Shadow Realm (for the vampires who inhabit it seem unable to build one), and they have never placed foundation stones for their buildings or planted earthbound trees to hold it down. Thus, the city drifts slowly across the lands: sometimes near the forests of the shadow fey, other times near the town of Wormwood, and occasionally near the darakhul pits. Some claim this serves the vampires' will, for it brings them always to new places where fresh victims might live. (See **Chapter 7** for details on the City Fallen into Shadow.)

DRIFTING COURTS

Other famous drifting locales include the Court of Wine and Roses (built before the use of foundation stones was understood), and the Lost Court of the Triple Moon, said to have been built with a luminous tower that outshone the true moons and stars with a silver, arcane light. The Court of Wine and Roses seems entangled in the southern forests and is not difficult to find if one knows roughly where to seek. The Court of the Triple Moon has not been seen in centuries and was likely unmade by the Lord of the Hunt or one of the darker fey lords. Maps purporting to show a path to lost courts are a common grift by the more unscrupulous shadow goblins and shadow fey with visitors to the realm.

DRIFTWOOD VILLAGES

Sometimes a single black oak tree or a cherry orchard or a stand of birches drifts away from the rest of the realm, taking nearby homes with it and becoming a sort of wandering village. When this happens to famous cities like Oshragora, everyone notices, but smaller settlements sometimes fade into the plains or even part from the seashore and are not seen again for many years. For most of them, the village needs a new road to bind them to neighbors and re-establish trade; others seem to thrive without the burden of gifts to the fey or tolls to the darakhul.

Several of these freeholds are well-known and seen every few years in the plains, as a river island, or elsewhere. The most famous include the fishing village of Willow Song, the woodworkers' hamlet of Rowan's Heart, the cheesemakers' hilltop of Perreville, the druids' retreat of Owlbridge, and the shepherds' village of Cloverfield. They are never marked on maps, for they never connect to a road.

Oak, Road, and Stone

The peoples of the realm have harnessed three enchanted tools to keep lands stable and to build their realms to withstand shifts in the ebon tides. These are the trinity of oak, road, and stone—the three elements that can bind shadow landscapes into a fixed form.

The rich forests first raised by Hecate and later planted by the shadow fey and bearfolk (and more recently by the darakhul) hold land together, allowing for farming, building, and hunting in regions that surround the forested lands. Their roots and branches seem to always steady the land around them.

The roads are used to bind places to one another so that they do not drift apart and become separated lands with a sea between them. Building new roads of fine flagstone or marking roads with milestones and guideposts or simply cutting through the deep brush of a white birch forest all bind together the communities and peoples of the land. Road building and road warding are both quite honorable professions.

Further, glyph-marked foundation stones are also carved and enchanted with a particular radiance to make the basis of any permanent structure. These bind a structure, such as a wall, tower, or bridge, to a place, keeping huts, castles, and palaces from moving if the shadow landscape should be drawn in one direction or another.

Natives of the Shadow Realm use this as an invocation and exclamation—"By oak, road, and stone!"—because they know the importance of maintaining them to keep their realm whole. Destroying any of them is considered an act of chaos at the very least as it unravels the habitable regions and makes navigation even more difficult than normal. Cutting roads, chopping down more timber than the druids permit, or defacing foundation stones are crimes among all the civilized races. Though they are also considered a form of sport or entertainment by the more chaotic and feral fey of the realm.

SHADOW ROADS

The shadow roads were the first tool used by natives of the Shadow Realm to keep settlements from drifting apart. One might say that their creation made the settlement of the plane by the fey possible, for without them, the courts could never find one another easily or consistently, and each new court would have remained isolated. This also explains why the shadow fey, shadow goblins, bearfolk, humans, and even the darakhul expend considerable effort to patrol and maintain the shadow roads. They also go out each spring to "walk the roads," repairing any fallen milestones, checking on bridges, restoring weak enchantments, and so forth.

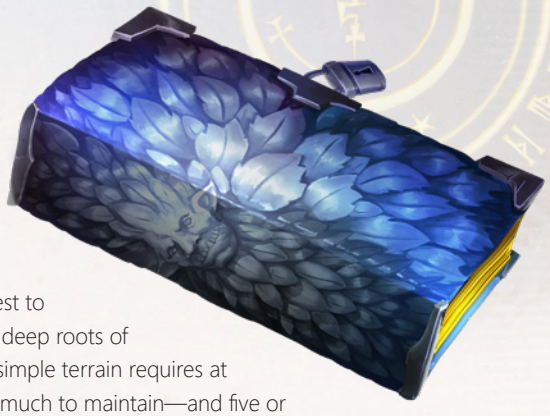
However, tricksters and evildoers often work against the roads, hoping to either carve a road of their own or to deny an enemy the use of one. If a shadow road is cut by terrain-shifting magic or by the simple, muscle-powered expedient of digging a ditch or tearing up stones, the two locations that road connects on the plane become unmoored. While the ends of the cut road may bend and curl and reconnect by happenstance (or with arcane help), if the cut road is not addressed, it fades back into the mire and muck of unformed shadow or sinks into the earth, leaving no sign of its presence. And this means the places it once connected drift apart.

CREATING A NEW ROAD

To pave a new shadow road or even to mark it out with milestones and crossroads is a work of many hands. The roles are generally divided into three parts: the survey, the laying of stones, and the binding of points.

The Survey. To begin the work, a surveyor (often a wizard or cleric) takes silver chains, a theodolite, and a notebook to the foundation stone where the road is meant to begin. This is often a crossroads to a new path or an informal forest path, a trail in the tall grass, or a muddy stretch of river or hills that has been useful for a long enough period that the inhabitants will pay for a more permanent stretch of road to be mapped out. The survey involves putting down silver markers,

The Making of the First Roads / from the Book of Ebon Tides



Like all those who seek to build a new road, I know that the construction of the first shadow roads is attributed to Hargen the Builder, a gnomish engineer and surveyor. This bearded arcanist learned to fix shadow matter with rune-marked milestones, carefully enchanted paving stones, and celestially inspired geometry. The task has since become rote: utilizing theodolite, lead weights, and measuring chains, I send a road builder to mark out a course, place milestones at key points (such as curves, hills, and bridges), and seed the whole with a well-seasoned course of moonstones and silver filings. To bind it, I command a priest to invoke the blessing of Hecate and the Road Gods, calling down the deep roots of the moon. In terms of the cost to the lords and ladies, each mile in simple terrain requires at least 100 gp and as much as a month's work to build and almost as much to maintain—and five or even ten times that in marsh, hills, or deep forest. The expense eats at our treasury!

Eric Lindahl (Order #3184207)

measuring the current position of all curves, turns, and crossroads, and often leaving a long thread or, in the case of more ambitious roads, a bit of thin silver chain to mark the path the road is meant to take.

Laying of Stones. Once the course is plotted, time becomes critical. The road's grasses, trees, and swampy patches must be addressed with traditional gravel fill, full flagstones over a roadbed, a rumbling way of wooden slats, making for a jarring route for wagons and carts, or simply the clearing of brush and the erection of markers, waypoint stones, and guide poles to show the way. This work is usually done by shadow goblin or hobgoblin gangs, when the road is a new one for the fey, or by young bearfolk, erina, and even molefolk if the road is meant to connect bearfolk lands.

Binding of Points. The last step is the arcane one that binds the foundation stones, the silver filings, and a crumble of prayers and chunks of opal or moonstone into the road, making it impervious to destruction by the slow warping of the ebon tides. The shadow road can still stretch, bend, warp, and turn to accommodate the drift of the two or more points that its binding ritual mentions. The ritual is most often performed by shadow fey clerics of Hecate together with shadow goblin mooncatchers and moon priests of various kinds, though in recent years this binding has also become an important facet of the rise of the bearfolk, whose druids understand its depths and difficulties, and even the darakhul, whose binding involves a bit more bone and blood and a bit less moon and silver. (See also the *deep roots of the moon* spell in **Chapter 4**.)

Life of a Shadow Road. Once the binding is complete, the road remains until destroyed or unbound. In some cases, these shadow roads are little more than forest trails, connecting a village or standing stones to a larger settlement. At other times, the road is entirely paved and remains so even when the relative positions of various settlements changes or when new hills, forests, or rivers cut through the land. The road itself is a living thing, and it can (and does) stretch to accommodate changes in the shadow terrain.

Note that various void cults and the satarre have often attempted to bind Oshragora into the larger realm by such a road, but so far, all such attempts have been thwarted by either the fey or the bearfolk. The prospects of binding it to the greater Shadow Realm seem ill-omened, at best.

ROAD WORSHIP

Some shadow roads are sites of worship, associated with ancient gods that predate the arrival of the fey. These roads are called "pilgrim roads" or "old paths," and they include some of the oldest, best warded, and most revered roads of the realm, including the road from Fandeval to the Court of Night and Shadow, and the small stretch from the Hawthorne Grove to the city of Solvheim, which is built on the ruins of an ancient fey court.

The shrines themselves often combine a small pantheon, with the Old Roads worshipped next to Hecate, Charun, and sometimes Bengta or Ailuros. They may be little more than a small stone- or tile-roofed cabinet at the side of the road or a small cave that provides shelter. Some resemble a shepherd's hut or an especially convenient boulder or cliffside. Offerings include worn-out boots and sandals, candles, and similar objects.

For more information on travel and use of shadow roads over long distances, see **Chapter 5**.

FOREST ANCHORS

Forest anchors are a way to secure a region filled with streams, villages, and other scattered landmarks from going drift. Most trees able to grow in the Shadow Realm also hold the land together, though not in the same way that roads do. Forests are less like a cord binding two places that float on the ebon tides and more like a matt of reeds or kelp, keeping a larger area calmer, disturbed only by great storms, and moving as a single unit. A great forest might be said to float on the ebon tides, but it drifts with all its trees, courts, castles, villages, streams, and everything else with them—an island. For this reason, even the darakhul plant their strange, crackling forests and similar structures.

Spells such *hallucinatory terrain* and *mirage arcane* can be used to generate forest lands that will hold for longer than usual in the Shadow Realm (3 days rather than 24 hours for *hallucinatory terrain* and a month rather than 10 days for *mirage arcane*). Bearfolk druids and priests of Hecate can "lock in" the results of such spells to create new shadow lands with the *deep roots of the moon* spell (see **Chapter 4**).

FOUNDATION STONES

Fortunately, courts, castles, and villages can be built to withstand the ebon tides rather than being shifted or cracked by the earth's slow movement.

This requires the use of radiant foundation stones—enchanted stone pilings marked with the elements of a *daylight* or a *darkness* spell and used either as single stones under the floor (for a hut, tavern, or small barn, for instance) or in sets of two or four stones at the corners (for a large inn, manor house, or a great chapterhouse or keep) or even more (for many-towered castles, large monasteries, great courtyard homes or cloisters, and arcane colleges).

Breaking a small foundation stone requires a *shatter* spell or 20 points of bludgeoning damage. Breaking a medium-size foundation stones requires a *dimension door* spell or 50 points of bludgeoning damage. Breaking a large one requires a *disintegrate* spell or 150 points of bludgeoning damage. In all cases, when a foundation stone crumbles, creatures within the structure feel a quivering, shaking motion for a moment, like a small earthquake.

Shadow Realm in Motion

How does a group of travelers know when the black tides are running and when the forces of shadow are warping the mountains, rivers, and roads? There are many common signs, all well known to natives of the Shadow Realm. They may indicate a small re-alignment of a nearby creek or the vast shift of an entire set of grasslands or the motion of a village or city that has come unmoored from road or forest. The following list is useful for identifying an ebon tide.

Reading the Shift. A successful DC 14 Wisdom (Survival) check by a member of the party or their guide will confirm how far and in what direction the ground of the Shadow Realm is shifting. On a failure, the party becomes lost for at least a full day of travel. A new check may be made the following day as new landmarks come into view. This ability check is made with advantage if the party is traveling on a shadow road.

Five High Holidays of Shadow

With several major and distinct cultures spread across the Shadow Realm, it's rare that holidays are celebrated in all places in the same way. However, five main holidays are widely acknowledged by most in some way—or at least accorded some level of polite observance. These are described here.

Twin Moon Festival. All peoples of the Shadow Realm rely on the twin moons for light, seasons, and harvests, and the occasion of the twin full moon of both Celene and Lindar is always cause for a celebration of



Where is the Shadow Realm?

While some sidebars in this volume refer to the mortal world as Midgard, the choice of which planes are close by is entirely up to the GM. It could be a published campaign world that you especially enjoy or a setting entirely of your own creation. The gloom and flicker of the Plane of Shadow does, after all, reach any place where light and darkness mingle. As GM, you can make room for shadow fey and shadow roads next to any existing campaign.

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TABLE 1–1: EBON TIDE MANIFESTATION

d10	Result
1	Strange chatter in the wind and voices just out of hearing.
2	Currents under stone and the sound of water far from any river.
3	Echoes of the past: ghostly figures, forests, even cities appear and disappear.
4	Black wind, a bit like a very thick fog, reducing vision to 30 feet.
5	Rolling earth, like a mild earthquake or the presence of an earth elemental, and terrain spins or tilts.
6	Shadow trembling: all light and shadow seem to quiver as if someone is shaking the moon.
7	Sound echoes through the sky, feeling like half a crashing wave, half the banging of a massive gong.
8	Shadow thickening: all shadows in the region grow more dense and make terrain difficult for an hour.
9	A new radiant well opens nearby, casting a beam of light into the sky.
10	A blaze of light passes through the party like a wave, blinding everyone for 1 round.

life, hope, and radiant feasting. The shadow fey, goblins, and bearfolk strive to outdo each other in celebrations with bonfires and dances. Humans and darakhul are less keen but observe the day's events: usually a torchlight procession through a settlement to the fields or to a shrine of Hecate, followed by a short blessing and then a celebratory feast featuring sweet cakes.

Double Dark Blessing. When both moons are new and raw and darkness covers the plane, the dark gods and their cults celebrate as do many evil spirits, haunts, and shades. The festival is celebrated with cold wines in Soriglass and with fiery offerings in the temples of Charun, Alquam, and Anu-Akma. Elsewhere, it is celebrated in much darker fashions—with blood and bone and with animal sacrifices.

River Soul Harvest. When the River Styx crests above its usual height, the priests of Charun often declare a River Soul Harvest Day, when moonlight nets and silver hooks are used to fish various items from the waters and some daring followers of the boatman ask for a sprinkling of river water, all to provide good fortune for months to come. Fish, oysters, clams, and seaweed are common feast foods and offerings. The celebration is especially well-marked by the shadow goblins of Fandeval, though others partake as well, if only for a bit of witchlight or enchanted flotsam to brighten one's home.

Marsh Mustering (Witchlight Day). Popular among children near any marsh or body of water, the Marsh Mustering is said to have begun as a rite of the King of Toads, an old fey lord otherwise largely neglected. Held in spring when the marshes are active with water birds, the druids encourage the pursuit of marsh creatures by the young. A goodly catch of active, healthy frogs, dragonflies, witchlights, and other creatures is an omen of a good harvest to come. Cakes and candies made in the shape of stars, frogs, and ducks are often part of the celebrations along with sugared eggs and sweets made with marsh roots.

Feast of All Souls. Celebrated primarily by humans, goblins, and bearfolk, the Feast of All Souls is a remembrance and memorial for the dead, when grave goods are offered at various graveyards and burial grounds and candles burn in vast numbers in memory of the departed. For some shadow fey, this is an occasion to show one's status and wealth by burning candles embellished with gold leaf or silver pearls. The darakhul offer a very different version of this holiday, seeing it more as a celebration of rebirth, of shedding one's mortal days for a second life.

Tidal Maps

The best-loved maps of the Shadow Realm are tidal maps, so called because they show the lands both at their widest-flung extent, called High Tide, as well as how the various landmarks are positioned during years or months of scrunched-together conditions where sites cluster nearer, called Low Tide. These maps are enchanted to show the current state of such things, but the fey consider them fairly mundane objects: useful surely but not the sort of magical item that confers much status. Visitors to the realm consider them a vital necessity to get around during times of high tidal flux.

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TABLE 1–2: DRIFT AND TIDES TRAVEL

d20	Shadow Road Variation	Overland Variation
1	Travel time increased by 100%	Travel time increased by 200%
2–5	Travel time increased by 50%	Travel time increased by 100%
6–9	Travel time increased by 10%	Travel time increased by 50%
10–14	Travel time as usual	Travel time increased by 10%
15–18	Travel time reduced by 10%	Travel time as usual
19	Travel time reduced by 20%	Travel time reduced by 10%
20	Travel time reduced by 30%	Travel time reduced by 20%
21+	Travel time reduced by 50%	Travel time reduced by 30%

Tides and Travel

If you learn how to walk the shadow roads, the Shadow Realm can be your playground. Anger the roads, and the wind will always be at your face, the forest always dark, the path always sorrowful. Dark magic infuses the realm, and that means that temptations corrupt the mortals who visit here (see **Shadow Corruption** in **Chapter 5**).

In the Shadow Realm, you must listen, listen hard, to hear the tides coming. When the ebon tides run, distances change, just as shadows bend and stretch as sources of light move. So travel from one point to another can be quite predictable for weeks, months, or even years and then change suddenly during a time of strong tides. In other cases, the ebb and flow of the shifting land is much less obvious. Travel times between familiar places might change by a few minutes or even an hour but not enough to change patterns of trade or familiar routes for road wardens or pilgrims.

Natives refer to "high tide" travel when conditions stretch the roads, and the distances are longer than usual. They refer to "low tide" travel when conditions make distances collapse and visitors arrive faster than expected. Neither is considered especially unusual.

When traveling along shadow roads, these effects are much less notable than when traveling overland. For wilderness travel in either mode, make a Wisdom (Survival) check on the **Drift and Tides Travel** table when the ebon tides are strong. (This table can and should be ignored for travel during times when the plane is quiet and shifts are minimal.)

Famous Shadow Roads and Portals of Midgard

The most famous shadow roads are the original Black Road to Zobeck, the Lantern Road between the two sides of Corremel, and the Cat's Road near Fandeval. But many other such roads exist as well as portals to Siwal, Morgau, Triolo, and the Scarlet Citadel.

For those shadow roads known by more than a rarified few, the best-known ones are these four:

- Mage's Road from the Court of Midnight Teeth to the mage city of Bemmea
- Ailuros Road from that goddess's temple in Merrymead to Bourgund
- Flower Road from the Court of Pale Roses to Carnessa
- Moon Road from Fandeval to Kammae

Other roads are decidedly more obscure, such as the Trickster's Road to Skaldhome (known primarily among the bardic College of Shadows and some of the elderly bearfolk), the Maze Road from the Echoing Shore to Capleon (known among minotaurs and some shadow goblins), the River Road in the Arbonesse (which continues on to brighter realms), and the road to the gnomish city of Hexen in Niemheim, best known as ending in a mirror in the Court of Midnight Teeth.

Not all roads or portals lead to the mortal lands of Midgard, of course. Connections to the planes are also well represented, including to Silendora and the Summer Lands of the elves, to Yggdrasil through the Court of the Golden Oak and various bearfolk roads, and frighteningly direct connections to Evermaw, Niflheim, and the Luminous Hell of Fire and Sulfur via roads in the Twilight Empire.

Eric Lindahl (Order #3184207)

SKY AND WATERS

Just as the land of the ebon tides is different, so are its sky and waters. Moonlight and twilight are the nearest analogies. There's never a full noon sun or even proper daylight, though muddy light is common enough. Likewise, a coal-black night is almost impossible: stars, comets, luminous streams and clouds, and even a diffuse glow from fog and land all renders some light. Colors wash out quickly, except in places lit by magic or firelight. Colorful items brought to the shadows from the mortal world sometimes fade permanently, remaining touched by the muted tones of shadow even when taken back to mortal lands.

Shadow Waters. Some of the Shadow Realm's waterways—streams, lakes, and rivers—are a bit more disquieting and certainly more dangerous than the sky. These streams, lakes, and rivers contain rushing cascades, or ribbons, of pure shadow stuff, especially in the spring when shadow itself seems to flow down the hills with each gray rainfall. Two major waterways twist like lengths of black silk across the plane: the Rivers Styx and Lethe. Their tributaries and minor outlets reach nearly every corner of the realm, providing accessways if one can survive the perils of a waterborne journey. The shores of the Shadow Realm look out on the inky expanse of the Shade Sea, an endless, roiling stretch of wavering darkness to the south, and the chill waters of the Frost Gulf to the north.

A DC 13 Wisdom (Survival) check is enough for a native of the Shadow Realm to distinguish hazardous conditions in a body of water (this check is made with disadvantage for visitors to the plane). A success reveals the danger while a failure means that the water is thought to be normal, potentially leading to shadow corruption (see **Shadow Corruption** in **Chapter 5**) and similar ill effects.

MIRRORS AND ECHOES

If one could look down from a star's-eye view, the Shadow Realm would resemble the mortal world as seen through a smoked-glass mirror. Prominent landmarks have echoes in the Shadow Realm, often playing host to similar or sometimes opposite essences. For instance, a population center in the mortal world might correspond to a city or town where natives of the umbral plane live and scheme. Or it could hold a blighted desolation of tumbled stones and salted fields where a settlement once stood.

Warped Resemblances. Despite the overall similarities, a keen understanding of mortal world geography does not provide a key to navigating the Shadow Realm. The plane stretches and twists, distorted in dimension and shape when compared to places in the material world. Distances can deceive an unwary traveler, and directions become confused. Relationships between places in the Shadow Realm even change over time, the way a shadow lengthens and shrinks as the sun travels through the day. A mountain pass might lead to a vast forest one year and to a desert of black sand the next. While the distortion of the landed regions of the Shadow Realm can be vexing enough, the vast emptiness of the Shade Sea is completely unpredictable. Few crews brave or unfortunate enough to venture out on the open Shade Sea have ever returned, and those that did were never the same.

Gods of the Old Roads

The ancient roads of the Shadow Realm are one of the secrets to understanding how the Shadow Realm's inhabitants thrive, and they have a number of quirks and customs. In particular, the roads themselves have minor gods, road saints akin to the river spirits and fey lords and ladies that rule small domains, landscapes, or regions. Each has a name, and they are often found in pairs. (See **Chapter 8** for more information on their names and powers.)

The road saints are called the "gods of the Old Roads," and most of them seem to be very old indeed. While they have no priesthood other than the Doorlord, they are still revered in small ways by travelers seeking respite. The voices of the gods of the Old Roads can be heard at their shrines, small statues with stone rooves, found most often at crossroads where a shadow road splits into a shadow path and a side path, often called a shadow door or portal path. At these places, travelers can rest in relative safety by making a small offering at the shrine and remaining close to it. Some part of the consecration of the sites still holds strong.

A few of the gods of the Old Roads have old names given them in ages past and marked in runes on some of their shrines: Clauveg, Eiber, Hune, Mantellon, Raggel, Viacorra, Vanta. When their names are invoked, it is often in the context of a *shadow portal* spell (see **Chapter 4**).

Eric Tindall (Orbs - 5/8/2019)



Rare are those visitors that willingly travel to the Shadow Realm, and most have at least some understanding of the place before they cross that threshold. From mighty wizards who weave magic to bear them beyond the light to brash explorers who discover the secrets of a forgotten passage into darkness, these adventurers should know what awaits them. Some cultures nurture a relationship with the Shadow Realm, though these are often misunderstood or rightly feared.

Etiquette and Status in the Shadow Realm

The Shadow Realm is home to many unique creatures and species, but it is arguably best known as the home of the shadow fey. The shadow fey resemble other humanoids, such as humans or elves, but their culture is quite alien to most who live in the mortal world, being full of changing and confounding rituals, edicts, and rules. While this is true, that some shadow fey preferences and mores change over time, certain facts do remain constant.

TABLE 1–3: SHADOW REALM STATUS ADJUSTMENTS

STATUS	ACTION
–8	Threaten or attack a fey noble.
–3	Perpetrate arson or vandalism against a member of a court or their holdings.
–3	Get caught brawling or otherwise causing a violent scene in the court.
–2	Be fooled by a shadow fey illusion.
–2	Flee a member of the court who seeks your arrest or imprisonment.
–2	Disobey a direct order or deny a request from a member of the court.
–2	Be seen sneaking over the palace walls.
–1	Be the victim of a shadow fey prank.
–1	Kill more than one shadow goblin or other shadow fey servant.
–1	Lose a fey consort's affections.
–1	Threaten a courtier to gain an audience with the court.
+1	Defeat a fey creature with a challenge rating equal to or greater than your level in single combat. This can be done a maximum of 5 times.
+1	Successfully use Charisma (Deception, Intimidation, or Persuasion) on a fey creature with a challenge rating equal to or greater than your level to gain information or a favor. This can be done no more than once per shadow fey and no more than 5 times total.
+1	Successfully learn a fact about a specific shadow fey or about the workings of the courts with an Intelligence or Charisma check. This can be done no more than 5 times total.
+1	Successfully play a prank on a fey creature with a challenge rating equal to or greater than your level. This can be done no more than once per shadow fey. Continually pranking the same shadow fey likely results in reprisal and the potential loss of status.
+1	Take a shadow fey consort.
+1	Receive a gift from a member of the court.
+1	Receive an invitation to dine or hunt with a member of the court. This benefit can be gained only once from any given member of the court.
+2	Join a shadow fey organization.
+2	Save a member of the court's life or dignity.
+5	Be acclaimed by the Queen of Night and Magic as her champion. This benefit can be gained only once.

Eric Lindahl (Order #3184279)

The Courts of the Fey are the Foundation of the Realm. Many lords and ladies of the shadow fey, sable elves, gnomes, and others claim to rule the Shadow Realm, but most such claims only apply to a fragment of the whole or to a particular time or season. (For instance, the Moonlit King is in power during the Winter Court's rule, and Sarastra is in power during the Summer Court's rule.) If an individual acts in a manner as prescribed by the fey rulers, its time in the courts and when dealing with members of the courts is often easier and safer.

Wheels Within Wheels. When dealing with the fey, the wiser heads realize that what they say is not necessarily what they mean. The fey are immortal creatures of whimsy and caprice. They enjoy watching mortals struggle to comprehend their true intent.

Status Matters. The courts are impenetrable labyrinths or empty shells to creatures who simply lack the status and importance required to interact with them. There are ways to increase or decrease one's esteem in the eyes of the courts (see the **Shadow Realm Status Adjustments** table below and the *Midgard Worldbook* for more on the optional Status rule).

The Fey Envy Mortals. While few of the capricious creatures would admit to it, the shadow fey and gnomes are jealous of mortals. They view mortal experiences as being both truer and more primal than the experiences of longer-lived, more sophisticated races.

Harming a Servant is Dishonorable. While the shadow fey may or may not like or trust their servants, they do rely upon the creatures to make their lives comfortable. Harming or killing a servant is therefore abhorrent to them.

The following are a dozen examples of shadow fey etiquette and mores that are mutable and might change depending on the week or month or on which court is in power at that time:

- Do not eat root vegetables, for they are disgusting and offensive to the sensibilities of all civilized creatures.
- Do not harm any shadow fey outside of an honorable duel.
- Do not run, for it causes one to sweat like a common laborer.
- You must have your presence announced in song before entering a room.
- Civilized folk wear powdered wigs.
- Clothing made of sackcloth is all the rage, and anyone not wearing a sackcloth dress or breeches is to be considered a fool.
- True gentlefolk duel with insults, not steel.
- Hunting is only to be done on the sixth day of the week.
- Only pretentious twits play cards.
- All the ladies of the court must use illusions to appear human.
- Boasting of one's own achievements is never acceptable on the second day of the week.
- One above a certain station must have exactly thirteen servants.





2 Umbral People and Heroes

The Shadow Realm is home to both strange creatures and ordinary folks, all of them shaped by the land in one way or another. Among them, five groups have risen as the primary powers, each struggling to control the ebon tides and maintain their holdings. These are the bearfolk, darakhul, shadow fey, shadow goblins, and umbral humans. Each group rules their corners of the realm, governing settlements, constructing roads, and generally existing in large enough numbers to maintain their towns and cities.

Other groups—quicksteps, erina, and wyrd gnomes—had a foothold in the realm from the beginning as servitors of the shadow fey, and while many still fill that role, they have also carved out more modest holdings of their own. The ratatosk of course have a small presence everywhere that the World Tree's branches reach, and the Stygian shades are simply the Shadow Realm's unique form of the shades that appear anywhere that mortals dwell. And of course, a few peoples have come new to the shadows, only recently attracted to its mystery and power for various reasons, including the ravenfolk and the satarre.

Bearfolk

All bearfolk share an inherent iron resolve, but none more so than those who call the Shadow Realm their home. The bearfolk who hail from the Moonlit Glades are hardened by a life of constant peril—the ever-present battle against shadow corruption. Only by banding together in tight-knit communities dedicated to fulfilling their noble purpose have the bearfolk miraculously continued to thrive.

Since Mesikämmen the Bear King issued his fateful decree, the bearfolk have fought as a source of light in the Shadow Realm. While most of the region is deadly to even the most capable of travelers, the bearfolk have carved out pockets of safety guarded by druidic magic.

Hard-won wisdom has taught the bearfolk the secrets of resisting and purifying shadow corruption. As their mission to drive back the darkness has grown over the centuries, generations of bearfolk have been born in the Shadow Realm. And the longer they stay, the more of each new generation shows an innate power to shape the darkness that surrounds them.

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Bearfolk Names

Bearfolk are given cub names by their parents, and when they come of age, they earn a new name, either bestowed upon them by an elder or one they choose themselves. This name befits a deed undertaken during their rite of passage into adulthood, describes some honorable or prominent trait of the bearfolk in question, or honors an ancestor.

Male Names: Beorst, Cauldvyr, Cirdhan, Dorngal, Erlundt, Gurralt, Hrosvir, Lhod, Nodhr, Yrn.

Female Names: Anga, Burli, Daegna, Durtta, Farla, Ingyrd, Johanna, Padhra, Sivaer, Tuli.

Deed Names: Fireheart, Ironhide, Lightblade, Moondancer, Razorclaws, Shadowbane, Stonebones, Valgerdsdottir, Yellowfang, Yrnsson.

Bearfolk Traits

Your bearfolk character has certain characteristics in common with all other bearfolk.

Ability Score Increase. Your Strength score increases by 2.

Age. Bearfolk come of age in their late teens and live around 80 years.

Alignment. Bearfolk are predominantly good, mistrusting and shunning evil. While they hold rich traditions, they value their freedom and tend toward chaotic alignments.

Size. Bearfolk can reach a height of over 7 feet, with thick, muscular builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your powerful jaws are natural weapons, which you can use to make unarmed strikes. If it hits, you deal 1d6 + your Strength modifier piercing damage.

Natural Armor. Your hide is thick and tough, granting you a natural AC of 13 + your Dexterity modifier.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Ursine Talent. You have proficiency in the Athletics and Perception skills.

Languages. You can speak, read, and write either Common (if you hail from the mortal lands) or Umbral (if native to the Shadow Realm).

Subrace. A subrace of bearfolk has arisen in the Shadow Realm: the shadowborn.

Peoples of Fantasy

Every fantasy world is filled with a wide variety of peoples and civilizations. Here you'll find new races and cultures from bearfolk to darakhul to shadow goblins. You'll also find new subraces of existing races, such as the wyrd gnomes and the sable elves.

Each race has statistics that provide a guideline for a typical member of that race. Not every individual exhibits these traits, be it in alignment, training, or disposition. If you want to create a character different from a typical member of their race, go for it! Players, be sure to work with your GM to determine which ability scores, alignment, and traits would best fit that character and the story you and your GM want to tell about the character.



Bearfolk in Midgard

The bearfolk have a rich history throughout the Northlands of the Midgard campaign setting. You can find additional bearfolk options in *Midgard Heroes Handbook*.

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SHADOWBORN BEARFOLK

As a shadowborn bearfolk, you are one of the cubs born in the Shadow Realm with a proclivity for the darkness. Shadowborn are marked by gray coats from infancy and sometimes possess strangely arcane black markings. Shadowborn not only seem to resist the darkness more easily than other bearfolk but are also often drawn to its presence.

Ability Score Increase. Your Dexterity score increases by 1.

Cloak of Night. While in dim light or darkness, you have advantage on Dexterity (Stealth) checks and can take the Hide action as a bonus action.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Darakhul

The darakhul are no strangers to darkness, and over the years, the members of the Twilight Empire deftly adapted to their new home and carved out a thriving civilization in the Shadow Realm. They have grown into a powerful force.

Living flesh is scarce in the Shadow Realm, so while the darakhul still hunt the living denizens of the plane and maintain elaborate trade networks to secure living cargo from mortal lands, they have discovered that the crackling trees—an invasive species originating in Evermaw—can assuage much of their hunger, and they have learned to subsist on the blood-like sap drawn from these trees. This practice marks them though, for the corruption inherent in the flora causes a permanent blackening of the teeth, recession of the gums, and shriveling of the flesh around the mouth. As a result, the darakhul of the Shadow Realm are much less concerned with concealing their true nature. After all, they are far from the worst things that stalk the darkness.

In addition to the heritage subrace options presented in *Tome of Heroes*, a darakhul character from the Shadow Realm can choose one of the options below.

Darakhul Names

Ghouls tend to keep their first names from their time among the living. Their surnames, however, tend to be granted or chosen by the newly arrived darakhul after the Crossing (their passage into undeath). These are sometimes the name of a patron, lord, or lady, or

Playing a Darakhul Character

Life as the ravenous undead comes with challenges for an adventurer. People revile the darakhul universally as scavengers at best and as loathsome, murdering abominations at worst. For such a being, participating as a member of an adventuring party is complicated.

One of the touchstones that provides stability in your new form is your old life. While you have urges and thoughts that are dark and terrible, memories and feelings from your life before undeath might resurface to help you cope. Sometimes these flashes are corrupted versions of your old self, manifesting in your mind in new ways. Other times the recollections and feelings bubble up unfiltered, reminding you of a time when you were alive. Both are painful, but pain can be instructive.

A major question you have to answer when you play a darakhul is, "How am I dealing with the change that transformed me into a darakhul?" Have you fully accepted your new situation, embracing your new powers and hungers as a boon? Do you fight against your urges daily, seeking to return to your old self? What were your goals before your transformation, and do you still pursue them? Are your new goals simply about survival, or are those aspirations a twisted reflection of the goals you had as a living creature?

Regardless of your current monstrous state, who you once were has a powerful effect on who you are now. The carefree spirit of a halfling, the fiendish urges of a tiefling, or the creative spark of a gnome: all of these do not leave you simply because of your new form. How do those traits manifest themselves in you now?

There is a great deal of narrative, dramatic, and roleplaying potential in that tension between the old self and the new. Darakhul may be undead, but they still must function in their own society—be it on the surface or in the empires beneath the surface. Most still have jobs to do and dreams to fulfill within their societies.

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a name used within the legions of the empire or within a particular faith. Some common lineage names are provided below. Some names are most common in the priesthoods while others are from the legions. Outside of those areas, surnames often celebrate particular affiliations in the trades or mark a tie to a founder of particular note. Because of this naming custom, different darakhul can end up with the same surname due to being chosen by the same patron, being part of the same temple, being the spawn of another darakhul, or some other similar circumstance.

Ghouls created outside the influence of the Twilight Empire might take on surnames related to their personal goals, keep their original surnames if attempting to regain some semblance of their previous life, or forgo a surname to avoid ties to the past, a church, or a patron.

Darakhul Surnames of the Priesthood: Al-Mot, Al-Qaan, Akma-aldan, Bloodtide, Vardeson.

Darakhul Surnames of the Legions: Bonecracker, Ivory, Maggot, Mortus, Reaver, Secondus.

Traditional Darakhul Surnames: Blackwater, Bloodborn, Calva, Canis, Carver, Corvan, Dawnbinder, Demonfinder, Edlest, Fuligin, Ghost, Gnollfeeder, Hunter, Jaeger, Miner, Orcandus, Osseor, Ravenfeeder, Shadowsmith, Strigator, Styxdrinker, Tanner, Umbro, Unsated, Verskull, Vespertan, Whispersen, Wormsong, Wraithcaller.

Darakhul Characters

Both ordinary ghouls and darakhul arise from the infected corpses of other races. Most traits of the previous race are gone when the creature rises as a darakhul, though each darakhul carries some traits of their previous form (see the **Heritage Darakhul Subraces**). Still, most of a darakhul's cosmetic features, such as supple skin or a long beard, fade over time into the gaunt, skull-like face, fanged maw, and taut gray skin of a ghoulish undead.

Darakhul Traits

Your darakhul character has certain characteristics in common with all other darakhul.

Ability Score Increase. Your Constitution score increases by 1.

Age. An upper limit of darakhul age has never been discovered; most darakhul die violently.

Alignment. Your alignment does not change when you become a darakhul, but most darakhul have a strong draw toward evil.

Size. Your size is determined by your Heritage Subrace.

Speed. Your base walking speed is determined by your Heritage Subrace.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hunger for Flesh. You must consume 1 pound of raw meat each day or suffer the effects of starvation. If you go 24 hours without such a meal, you gain one level of exhaustion. While you have any levels of

exhaustion from this trait, you can't regain hit points or remove levels of exhaustion until you spend at least 1 hour consuming 10 pounds of raw meat.

Imperfect Undeath. You transitioned into undeath, but your transition was imperfect. Though you are a humanoid, you are susceptible to effects that target undead. You can regain hit points from spells like *cure wounds*, but you can also be affected by game effects that specifically target undead, such as a cleric's Turn Undead feature. Game effects that raise a creature from the dead work on you as normal, but they return you to life as a darakhul. A *true resurrection* or *wish* spell can restore you to life as a fully living member of your original race.

Powerful Jaw. Your heavy jaw is powerful enough to crush bones to powder. Your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Undead Resilience. You are infused with the dark energy of undeath, which frees you from some frailties that plague most creatures. You have resistance to necrotic damage and poison damage, you are immune to disease, and you have advantage on saving throws against being charmed or poisoned. When you finish a short rest, you can reduce your exhaustion level by 1, provided you have ingested at least 1 pound of raw meat in the last 24 hours (see Hunger for Flesh feature).

Undead Vitality. You don't need to breathe, and you don't sleep the way most creatures do. Instead, you enter a dormant state that resembles death, remaining semiconscious, for 6 hours a day. While dormant, you have disadvantage on Wisdom (Perception) checks. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Darakhul, Umbral, and a language associated with your Heritage Subrace.

Heritage Subrace. You were something else before you became a darakhul. This heritage determines some of your traits. Choose one Heritage Subrace below and apply the listed traits.

HERITAGE DARAKHUL SUBRACES

Before the terrible scourge of darakhul fever transformed you into an undead creature, you belonged to another race. Although your undead self now rules you, some remnant of your past form clings to you, making you different from the darakhul created from other races. Sometimes you retain a trait, but more likely, you now have a trait that is a corruption of one you once possessed. For example, the elemental spark in a dragonborn is perverted into one of a more necrotic bent. The luck inherent in a halfling's spirit twists into a power that brings ill fortune to their enemies.

Bearfolk Heritage

Your darakhul character was a bearfolk before transforming into a darakhul. While your allegiance has changed, your mission to create order amid the darkness has not. The strength and tenacity of the darakhul are comfortingly familiar.

Ability Score Increase. Your Strength score increases by 2.

Size. Bearfolk can reach a height of over 7 feet, possessing thick, muscular builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Jaws of Death. Your powerful jaws serve you well as a darakhul. When you use your bite attack to make an unarmed strike, you deal piercing damage equal to 1d6 + your Strength modifier.

Undead Fortitude. Your tenacity in life has followed you into undeath. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Language. You can speak, read, and write Common (if you hail from mortal lands) or Umbral (if native to the Shadow Realm).

Shadow Goblin Heritage

Your darakhul character was a shadow goblin before transforming into a darakhul.

Ability Score Increase. Your Dexterity score increases by 2.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Dark Deed. Your fascination with humor has not gone away, but you've had to adopt more macabre tactics. As an action, you can perform a combination of rude gestures and sounds to attempt to scare one

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creature you can see within 30 feet. If the target can see and hear you, it must succeed on a Wisdom saving throw or become frightened of you until the end of its turn. The DC for this saving throw is equal to 10 plus your Charisma modifier.

Language. You can speak, read, and write Goblin and Umbral.

Shadow Fey

Shadow fey are the most abundant and established of the races who dwell in the Shadow Realm. They were long ago stolen away from the Bright Lands with promises of power. To outsiders, however, their origins are steeped in mystery. The shadow fey rule from their various courts fraught with intrigue and social maneuvering.

Shadow fey are immune to the shadow corruption that threatens those from the mortal world, but this protection comes at a cost. Above all else, shadow fey want to experience the tantalizing emotions and passions that do not come easily to them. Plenty of courtly resources go toward the cultivation and trade of these emotions made tangible by fey magic (see **Chapter 10** for examples of such memory philters).

Outside of the courts, shadow fey have built magnificent lantern-lit cities and fortresses that mark crossroads throughout the Shadow Realm. They have a deep knowledge of this dark land, and a long history with its powers, places, and secrets.

A shadow fey character could easily be a minor noble from the courts of the shadow fey (see **Chapter 6**), from one of the handful of cities of the Shadow Realm, or from a remote outpost, where those deemed unfit for politics are trained to be scouts and hunters.

Shadow fey resemble elves physically but with some striking differences. Their skin color tends toward alabaster white, ebon black, or subtle grays. Many have horns that range widely in size and shape.

A Life at Court. The shadow fey are heavily concerned with courtly politics and often spend their lives positioning themselves to fall in the good graces of the lords and ladies who rule the realm. These fey are skilled manipulators and negotiators, raised from youth to be quick both with words and with the blade. Involvement in the eternal drama of the courts gives purpose to their long lives. Still, their constant desire for novelty can easily see them indulge in long periods of travel or other worthwhile pursuits.



SHADOW FEY NAMES

Naming conventions among the shadow fey are similar to those favored by elves, but their imagery is darker and more guarded. They favor themes of gloom and seclusion over sunshine and tinkling brooks.

Example Male Names: Drilfind, Edgwin, Ethdrin, Lorinidral, Quentor, Shanles, Thanascil, Torvobar, Varratir, Vashrin.

Example Female Names: Anorla, Bornva, Dulira, Fanwi, Girethdra, Lanrama, Methada, Phorla, Suzenga, Thortha.

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SHADOW FEY TRAITS

Shadow fey are a subrace of elf. They enjoy the base elven racial traits, along with the following subrace traits.

Ability Score Increase. Your Charisma score increases by 1.

Alignment. Although they have a malevolent reputation, the shadow fey are not inherently evil. They tend toward chaotic neutral, though every variation exists.

Shadow Fey Weapon Training. You have proficiency with the rapier, shortsword, shortbow, and longbow.

Path of Shadows. When in darkness, dim light, or a shadow large enough to cover your body, you can cast the *misty step* spell. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1), and you regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in bright sunlight.

Traveler in Darkness. You have advantage on any Intelligence (Arcana) check to learn about a particular shadow road and how it functions.

Language. You can speak, read, and write Elvish and Umbral.

LUNAR ELF

Lunar elves are an offshoot of shadow fey and are quite rare, and their births are typically regarded as an auspicious omen. If the origin of the shadow fey is mysterious, then that of the lunar elves is even more so, though many lunar elves have been recently drawn toward the Moonlit King, seeking out this exiled sovereign. Always born under the light of the full moons, these shadow fey seem saturated with its light. Lunar elves are not automatically ostracized from the shadow fey courts, but many prefer to take up duties that remove themselves from the watchful eyes of the shadow fey nobles: serving as an emissary to the Moonlit Glades, taking up residence in the Starry Court, or training to hunt the beasts of the region is often preferable to the suspicious gaze of the Queen of Night and Magic.

Lunar elves are identical in appearance to shadow fey except their skin glows in the dark, and they have luminous silver eyes. While lunar elves can learn to suppress this glowing effect, moments of strong emotion tend to reveal their true natures. The horns of lunar elves tend to be long, spiraled, and pearlescent.

Lunar Elf Names

Lunar elves who wish to remain in shadow fey high society adopt names typical of the shadow fey. However, the lunar elves who choose to embrace their differences instead name themselves after the stars, which are so rarely seen through the dreary shadow sky. They consider this adoption of celestial names to be a true symbol of independence.

Example Names: Aldebaar, Belline, Caropa, Celene, Lestra, Mintella, Quogel, Solaris, Tollub, Virgesh.

Lunar Elf Traits

Lunar elves are a subrace of elf. They enjoy the base elven racial traits along with the following subrace traits.

Ability Score Increase. Your Wisdom score increases by 1.

Alignment. Although they have a malevolent reputation, the shadow fey are not inherently evil. They tend toward chaotic neutral, though every variation exists.

Luminous. You emit bright light in a 15-foot radius and dim light for an additional 15 feet. You can choose to suppress this effect to only dim light in a 15-foot radius, to suppress it completely, or to activate it at any time without expending an action. (This effect has a level equal to your proficiency bonus, and if any of its area overlaps with an area of darkness created by a spell of the same level or lower, the spell that created the darkness is dispelled.)

Moon Child. When in darkness, dim light, or a shadow large enough to cover your body, you can cast the *moonbeam* spell. You can use this ability a number of times per day equal to your Wisdom modifier (minimum 1), and you regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Shadow Fey Weapon Training. You have proficiency with the rapier, shortsword, shortbow, and longbow.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in sunlight.

Language. You can speak, read, and write Elvish and Umbral.

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SABLE ELF

When the elves first began to decline, some chose to stand their ground while others accepted a pact with the shadows. And then there were the sable elves who simply chose to run. Unfortunately, this splinter group of indecisive elves quickly made enemies, and they were scorned by the elves who had seized the opportunity to forge a shadow pact. So now, these sable elves are scattered about the realms in perpetual disgrace, not belonging anywhere. However, they have one redoubt of their own, the Court of Golden Oak (see **Chapter 6**).

The few sable elves that remain possess the last vestiges of powerful elven magic that helped shape the early phases of the world, and they guard their secrets in isolation. Since there are so few of these elves remaining and only one community to speak of, the sable elf lineage is rapidly dying out. Their power allows these ancient elves to survive in almost any climate, and the dark forests of the Shadow Realm house a handful of these wanderers.

Sable elves are dark-eyed, often either red-haired or raven-haired, and silver-skinned. They have tall, willowy frames, similar to other elves. Most carry an irrepressible aura of world-weariness.

Sable Elf Names

Sable elves follow naming conventions of the ancient elves for their first birth name and their second adopted common name. However, they do not adopt the third name, or lineage name, that some elves do, as a reflection of their disgraced status.

Sable Elf Traits

You are an elf with a deeper affinity for elven magic that sets you apart from most other elves.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity decreases by 1.

Alignment. Due to their exiled status, sable elves have lost attachment to many of the values traditionally held by elves. Centuries of solitude have pushed the remaining sable elves in different directions, and a variety of alignments are found within their ranks.

Blood Affinity. Choose a school of magic you have a natural affinity for. You learn a cantrip of your choice from that school. When you reach 3rd level, choose a 1st-level spell from the same school, and when you reach 5th level, choose a 3rd-level spell from the same school. You learn these spells and can cast them at their lowest level. Once you cast one of these spells, you must finish a long rest before you can cast the spell again using this feature. Your spellcasting ability for these spells is Intelligence.

Language. You can speak, read, and write Elvish and Umbral.

Shadow Goblins

Shadow goblins evolved to thrive in the Shadow Realm as servitors and allies of the shadow fey. In time, they founded their own city and have cut their own path. These goblins are closer to fey than they are to their monstrous cousins in the mortal lands, and they possess cunning dispositions that allow them to integrate into the shadow courts. They are often blue- or purple-skinned and with bright orange or

yellow eyes. And they have a knack for blending into shadows. Good rogues and even better assassins, shadow goblins have a dark reputation but also delight in low humor, drunkenness, roughhousing and wrestling, and other feats of skill (which they often lose).

Shadow goblins are masters of deception and learn from infancy to take advantage of those who would underestimate them. These creatures share the natural resistance shadow fey have to the corrupting influence of the Shadow Realm, and they demonstrate a surprising affinity for shadow weaving and lunar magic. Naturally, their knack for magic is something most shadow goblins keep as an advantageous secret.

SHADOW GOBLIN NAMES

Individual names among the shadow goblins tend to be suggestive of either darkness or whimsy—or better yet, both—as those two facets play such important roles in their day-to-day lives. Many actually feel it a personal flaw to share a given name with anyone else, so they take great pains to name their children something entirely unique. Family names tend to focus much more on utility, another important facet to shadow goblins' lives, and are much more descriptive.

Example Male Names: Bollair, Bruddaq, Desolay, Dessoto, Falko, Farsight, Fringo, Messerino, Picklo, Stinko, Thundero, Twisp.

Example Female Names: Daniy, Jojoni, Lunara, Morrameko, Nona, Olara, Omagda, Pippi, Sihaddra, Tippita, Vellissa.

Example Family Names: Bellringer, Butcherson, Candlesmith, Cloudchaser, Cooperson, Foxskinner, Glimmerfetch, Goldbiter, Ironbeater, Marshhound, Moonshine, Netmender, Potlicker, Potmaker, Seasalt, Shepherdsdottir, Skullsniffer, Tailshipper, Wargbender, Weaselwise, Weaverson.

SHADOW GOBLIN TRAITS

You are a shadow goblin, forever changed by the Shadow Realm, setting you apart from other goblins.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Shadow goblins reach adulthood at age 8 and can live up to 70 years.

Alignment. Much like the shadow fey they coexist with, shadow goblins are not inherently evil, despite their reputations. Their natures are a constant balance between whimsy and being useful and productive. Shadow goblins are more likely to tend toward neutral good or neutral alignments.

Size. Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Quick Wit. You have proficiency in the Deception and Insight skills.

Shadow Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Stink Eye. As an action, you can perform a combination of rude gestures and sounds to distract one creature you can see within 30 feet. If the target can hear and see you, it must make a Charisma saving throw (DC 8 + your Charisma ability modifier + your proficiency bonus). On a failure, it has disadvantage on the next ability check, attack roll, or saving throw it makes before the start of your next turn.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Unseelie Blessing. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Language. You can speak, read, and write Goblin and Umbral.

Umbral Humans

The Shadow Realm twists beings with its magic, and in the case of the umbral humans, this influence can have radical effects. These umbral folk are not merely humans corrupted by shadow but rather slowly transformed by their exposure to shadow over generations, gradually becoming inured to it. These are the changelings.

Beyond shadow's natural and inevitable influence, the shadow fey have long experimented with the shadows and its effects on mortals, whether to punish the foolish or to create better servants—or just for fun—and some umbral humans, those that survive, are the result of these rituals. These twisted souls are often labeled as the gifted by others, but they rarely if ever think of themselves in such terms.

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Umbral Human Traits

Your umbral human character has certain characteristics in common with all other umbral humans.

Ability Score Increase. You may choose one score to increase by 2 and a different score to increase by 1.

Age. Your natural aging process slows and becomes similar to that of an elf or shadow fey.

Alignment. Umbral humans have often walked a troubling path to become what they are. This tends to push umbral humans toward neutral or chaotic alignments, but all variations exist.

Size. Your size is Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dark Infusion. You have resistance to cold damage.

Fade Away. While standing perfectly still, you can use an action to become invisible. You become visible again if you move or take an action. You can use this feature a number of times per day equal to your proficiency bonus.

Language. You can speak, read, and write Common and Umbral.

Subtypes. The generational infusion of shadow manifests itself in different ways, but two especially noteworthy categories of umbral humans exist: changelings and the gifted. Choose one of the two subraces presented below.

CHANGELINGS

Changelings are the natural result of humans adapting to a life in the shadows over multiple generations. Originally, humans were stolen from the mortal lands to serve their shadow fey masters—or just on a whim—and many more humans simply got lost on a shadow road or abandoned and ultimately became stranded in the Shadow Realm. And that new life in shadows must ultimately change a mortal.

Changelings resemble their cousins from the mortal lands but with the hallmarks of a life in the shadows, similar to how shadow fey differ from other elves. Their skin color tends toward alabaster white, ebon black, or subtle grays. Some have even grown rudimentary horns, like shadow fey. Their appearance may change further in generations to come—perhaps constantly evolving and even drastically diverging in some ways.

Changeling Names

Changelings typically take on the naming customs of the dominant peoples in the communities they grow up in. Where umbral humans are concentrated, the newcomers will often retain naming customs from the mortal lands from whence they originated—if their memories remain—while long-settled umbral human families use an amalgam of naming customs. For those communities of long standing within shadow, the naming follows a blend of styles in a linguistic melting pot.

Male Umbral Human Names: Abradal, Dalid, Haggar, Hosano, Juns, Korim, Masoosh, Obrax, Ulaf, Woldemar.

Female Umbral Human Names: Analinda, Breck, Cloria, Helgamet, Linnet, Maswen, Nuriam, Ranna, Siffar, Soffy, Ulsa.





Changeling Umbral Human Traits

You are a changeling, a human adapted to the shadows, thriving in its embrace.

Ability Score Increase. Your Charisma score increases by 1.

Cover Story. You gain proficiency in the Deception or Persuasion skill.

Shadow Glamour. You can use an action to cast the *disguise self* spell at will.

THE GIFTED

Dealing with the fey is dangerous, and the gifted are living proof. These broken souls are those umbral humans that have drunk a bit too deeply, too quickly, of the shadows. This transformation is often initiated by the shadow fey, though not always, for there are many dark powers in the shadows. It could be an unwilling change, forced upon an unfortunate soul, or it could be in payment for some fey pact, whether as boon or bane.

The gifted can vary widely in their physical appearance, depending on the nature of the change. Sometimes they appear as "normal" umbral humans and sometimes they'll appear as shadow fey. Still other times, the change can cause minor cosmetic changes or even more dramatic and severe changes: tails, hooves, vestigial wings, and the like are not unknown—not to mention the mental and emotional alterations that can accompany them. No matter how small the physical change though, a gifted always bears some sign visible to at least themselves.

Occasionally, the change robs the individual of their memories.

Gifted Names

Gifted umbral humans typically follow the same naming customs as changelings. However, many take the opportunity to completely reinvent themselves, if their change comes later in life, in name and even in personality traits.

Gifted Umbral Folk Traits

You are of the gifted, granted potent fey abilities.

Ability Score Increase. Your Wisdom score increases by 1.

Cursed Infusion. You have resistance to necrotic damage.

Shadow Gift. You struck a bargain with a shadow fey to receive a gift, but it came at a terrible price. Choose one of the options below to determine the benefit and penalty you possess (or discuss other options with your GM):

- You become proficient in one skill of your choice and always roll ability checks made with that skill at advantage. Choose a second skill, and always roll ability checks made with that skill at disadvantage.
- You no longer need to eat or breathe to survive and require only 4 hours for a long rest. Gain one level of exhaustion. This level of exhaustion cannot be removed by any means magical or non-magical.
- Cut your current base movement speed in half. Gain a fly, swim, or climb speed equal to your newly halved base movement speed.
- Increase one of your ability scores by 6 (up to 20). Reduce two different ability scores by 2.
- Each day at dawn, you gain temporary hit points equal to your Constitution score. You are no longer able to spend hit dice to heal during short rests.

Other Peoples of the Shadow Realm

The Shadow Realm attracts a motley spectrum of the strange, the dispossessed, the curious, and the lost, and some of those races have created small communities. While not great in overall number, these groups are often influential in a particular court, city, or region. They can be brought into the spotlight or ignored by the GM in any particular Shadow Realm adventure or campaign.

QUICKSTEP

Quicksteps were among the servitors the shadow fey brought with them when they first came to the Shadow Realm. Like the shadow fey, quicksteps are innately resilient to the corruption that infuses the area, and they embrace life in the courts with aplomb. Most quicksteps have a fondness for finery and feel right at home amid the riches of court life. As their name implies, quicksteps possess a natural affinity for speed, which makes them exquisitely qualified for two favored shadow fey pastimes: sabotage and dueling.

Quicksteps are rarely found outside the fey courts but have thriving communities within many of the courts, most notably in the Court of Midnight Teeth and the Court of Winter's Love. Yet quicksteps are not immune to the wanderlust most fey experience. These

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small fey make for skilled and efficient adventurers and are typically welcome in any company hoping to traverse the dangerous Shadow Realm.

Quickstep Names

Quicksteps like to adopt names that are flashy, memorable, and sound intriguing when announced before a duel. Typically, these are evocative descriptive words or nature themes.

Example Names: Birch, Bolt, Crimson, Dandy, Double Time, Echo, Glory, Hotspur, Indigo, Starburst, Zephyr.

Quickstep Traits

Your quickstep heritage is apparent in a variety of traits you share with other quicksteps.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Quicksteps have remarkably short lifespans compared to other fey. Quicksteps mature around 10 years and live up to 50 years.

Alignment. Due to their association with the shadow fey and their legendary love of competitions, quicksteps have dark reputations, but they are rarely of evil alignment. Many quicksteps have a mischievous, even impetuous, streak that pushes them toward chaotic or neutral alignments.

Size. Your size is Small.

Speed. Your base walking speed is 50 feet.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Nimble. You have proficiency in the Acrobatics and Sleight of Hand skills.

Startling Speed. Your movements are so swift that you are almost invisible when in motion. If you move at least 10 feet on your turn, attack rolls against you have disadvantage until the start of your next turn. This feature does not function if you are incapacitated or restrained. You can use this ability a number of rounds per day equal to your level.

Languages. You can speak, read, and write Elvish and Umbral.



RATATOSK

In recent decades, the squirrel-like beings called ratatosk have grown bored with simply safeguarding the World Tree and have decided to more actively battle corruption in the Shadow Realm. Being exuberant sentinels against all things evil—and having large personalities—ratatosks are often at odds with many of the Shadow Realm natives.

Ratatosks are insatiable tricksters. Sharing gossip from across the planes, they delight in learning secrets and spreading those tidbits of information in mischievous ways. Resembling squirrels with sleek fur and small tusks, they form close matriarchal familial units called drays within larger communities called scurries. More adventurous ratatosks often act as planar guides and guardians, though it is not uncommon to find squirrel-folk offering their services as couriers, thieves, or even spies.

Ratatosk Names

The ratatosk make no differentiation between male and female names. These names often tend to be short, but highly respected families occasionally add infixes like *-ee-* or *-ekke-* to create longer names. Ratatosks who dwell in other planes will sometimes take regional names.

Example Forenames: Chiringa, Daresh, Ekirp, Ekkitta, Kerasil, Najuta, Orrin, Skirekkeret, Tiptup, Turorri.

Example Surnames: Brightsong, Bristletooth, Flitpaw, Jumptwig, Silentleaf, Wisewhisker.

Ratatosk Racial Traits

Your ratatosk heritage is apparent in a variety of traits you share with other ratatosks.

Ability Score Increase. Your Dexterity score increases by 2, but your Strength score decreases by 2.

Age. Ratatosk reach adulthood at age 10 and, due to their celestial nature, live up to 180 years.

Alignment. Ever curious and delighting in unpredictability, ekorre ratatosks gravitate toward chaotic alignments as they view laws as vague suggestions at best. The tradvakt tend to be slightly more focused and lawful in their thinking. Both groups tend toward good, placing value on doing the right thing, though some individuals lean more toward their darker impulses.

Speed. Your base walking speed is 25 feet, and you have a climb speed of 10 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grounded Celestial. You are descended from celestials, but you are strongly attuned to the mortal world. Though you are a humanoid, you are still susceptible to effects that target celestials.

Sharp Tusks. Your sharp tusks are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal 1 piercing damage plus 1d4 psychic damage.

Telepathic. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Languages. You can understand, read, and write Celestial and Common, but you speak via Telepathy.

Subraces. There are two main ratatosk subraces. The wily ekorre and the brave tradvakt. Choose one subrace below and apply the listed traits.

Ekorre (Clever Tusk)

The ekorre are the image most have in mind when discussing ratatosks. Superficially similar to squirrels, they have sleek fur, often in shades of red and brown, and tiny tusks. These celestials dwell upon Yggdrasil and all its branches. Clever, egotistical, and endlessly curious, the ekorre carry messages across the planes, sharing information from individual to individual in a never-ending gossip network.

Ability Score Increase. Either your Intelligence or Charisma score increases by 1.

Size. Ekorre ratatosks are around 1-1/2 feet tall and weigh between 20 and 50 pounds. Your size is Tiny.

Blessing of Yggdrasil. You are attuned to the World Tree and can tap into its power. You know the *message* and *vicious mockery* cantrips. When you reach 5th level, you can cast the *mirror image* spell with this trait. Once



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you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Diminutive Weapons. You can wield weapons with the light or finesse properties normally. You have disadvantage on attack rolls with other weapons, unable to use them effectively due to your Tiny size, and they are treated as two-handed weapons. You can't use heavy weapons at all. A weapon specifically designed for ratatosks (or for other Tiny creatures at the GM's discretion) are treated normally.

Tradvakt (Tree Protector)

The tradvakt, also called ratatosk warlords, believe themselves to be the guardians and protectors of Yggdrasil and the branches of the World Tree. Larger than their ekorre cousins, the tradvakt train from a young age to master weapons and battle tactics. They act to maintain order in their communities and stamp out dangers that threaten those settlements.

Tradvakt who become adventurers do so for a wide variety of reasons. Some seek a more proactive way to combat evil before it can threaten the World Tree. Others simply wish to prove their martial skills. No matter the reason, tradvakt will rise to any challenge and be victorious.

Ability Score Increase. Your Constitution score increases by 1.

Size. A typical tradvakt stands between 2 and 3 feet tall, weighing from 60 to 100 pounds. Some massive ratatosk warlords reach a towering 3-1/2 feet. Your size is Small.

War Chatter. Your constant chittering distracts your opponents. As a bonus action, a non-ratatosk creature within 30 feet that can hear you must succeed on a Charisma saving throw or have disadvantage on its attack rolls until the start of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution bonus. Once you use this trait, you can't use it again until you finish a short or long rest.

SPIRITFARER ERINA

The erina are a race of bipedal folk that resemble hedgehogs. Originally hailing from the Bright Lands, the shadow fey brought erinas along as servitors when they first came to the Shadow Realm, where they quickly adapted to the shadows and have learned to thrive in the dark forests and underground warrens. Their natural propensity for exploration and



their unrivaled burrowing skills mean that they've tunneled their way to many a strange new locale—including the mortal realms. They've primarily settled around the plateau that hosts the Queen's Wood and the Silver Hills, but regular bands of explorers, naturalists, and wilderness guides have established underground camps throughout the realm.

The shadow fey are not entirely pleased by the erinas' wanderlust (making them less than entirely useful servants) nor with their open policy of assisting travelers in and out of the Shadow Realm through their underground shadow roads. However, at least for now, it is easier for the shadow fey to ignore these aspects of the crafty survivalists.

Spiritfarer erinas are a subrace of erina. You can find out more about the base erina race in *Tome of Heroes*.

Erina Names

Erina names translate poorly into other languages. When outside erina lands, the hedgehog-folk tend to adopt names with long, open vowel sounds. These sounds are rare in their own language and bring pleasure to their ears. Erina like to extend the vowel sounds in their names when introducing themselves.

Example Names: May-nay, Wayee, Leemay, Einore, Die-Nu, Lowno, Ur-win.

Erina Traits

You are a spiritfarer erina, whose ancestors were forever changed by the Shadow Realm, setting you apart from most other erina.

You exhibit a few different traits from typical erinas. The following traits include those shared with the base erina's traits (see *Tome of Heroes*), though replacing the Ability Score Increase, Hardy, Spines, and Keen Senses traits with those listed.

Ability Score Increase. Your Wisdom score increases by 2, and you can choose to increase either your Dexterity or Charisma score by 1. (This trait replaces the base erina's Ability Score Increase trait.)

Age. Erina reach maturity around 15 years and can live up to 60 years, though some erina burrow elders have memories of events that suggest erina can live much longer.

Alignment. Spiritfarer erina are good-hearted and extremely social creatures with an oversized sense of wonder. They have a difficult time adapting to the laws of other peoples, but they cherish the bonds of their communities. They tend more toward neutral and lawful alignments.

Size. Erina average about 3 feet tall and weigh about 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Digger. You have a burrow speed of 20 feet, but you can use it to only move through earth and sand, not mud, ice, or rock.

Quills. Your spines are longer and more potent than other erinas. Whenever you make a successful melee attack against a target within 5 feet of you, that target takes an additional 3 (1d6) piercing damage. (This trait replaces the base erina's Spines trait.)

Sharp Instincts. You can't be surprised, except when incapacitated by something other than nonmagical sleep. (This replaces the base erina's Keen Senses trait.)

Spirit Tongue. You have an innate knack for speaking to the spirit world. You know the *message* cantrip. When you reach 3rd level, you can cast the *charm person* spell with this trait (targeting only undead creatures), and starting at 5th level, you can cast the *enthrall* spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Languages. You can speak Erina and Umbral and either Common, Elvish, or Sylvan.

STYGIAN SHADE

The River Styx winds through the Shadow Realm, full of mindless shades that live only to consume the memories of those they can drown. An unfortunate few of these shades bound to the plane retain their mental faculties yet suffer daily to recall who they once were. Shades from the Shadow Realm are different from those of the mortal realms because they specifically lack most of their memories, and the drive to find what was lost propels them. Newly born shades are difficult to distinguish from ghosts, but most settlements in the Shadow Realm are familiar enough with the phenomenon to recognize a new shade when they stumble into town with no recollection of where they came from.

The city of Soriglass has become a haven for various undead, and shades congregate there in large numbers. It is often called the City of Shades. And a small community of shades have set up camp near the River Styx in hopes of preemptively finding and guiding the unfortunate individuals who wander out of its waters. This growing community is dedicated to helping shades of the Shadow Realm and to gathering resources to help its members discover who they once were.

Stygian shades are a subrace of shades. You can find more about the base shade race in *Tome of Heroes*.

Stygian Shade Names

Shades of the Shadow Realm awaken with little to no memory of who they were in life and rarely know their own names. Rediscovering one's name is a huge piece of reclaiming identity, so shades that do learn their own names use them with pride. For shades who don't yet remember, they often choose and discard different names for themselves as they attempt to find something that feels familiar.

Stygian Shade Traits

You are a Stygian shade, your identity stripped by the waters of the Shadow Realm, which sets you apart from most other shades.

You exhibit a few different traits from the shades of the mortal lands. The following traits include those shared with the base shade's traits (see *Tome of Heroes*), though replacing the Ability Score Increase, Size, Life Drain, and Living Origin traits with those listed.

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Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1. (This trait replaces the base shade's Ability Score Increase trait.)

Age. Shades appear as the age they were when they died. They potentially have no limit to their lifespan, but realistically, ancient shades grow weary and lose their will to hold onto reality, fading away near 750 years old or so.

Alignment. Stygian shades come from all walks of life but tend toward neutrality. Those that can't recover their memories or grow to resent their condition often drift toward evil alignments.

Size. Choose whether you are Small or Medium sized. (This trait replaces the base shade's Size trait.)

Speed. Your speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as though it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Death Mask. As an action, you can strip away your veneer of life and expose your true spectral face. All non-undead creatures within 30 feet that can see you must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to your Death Mask for the next 24 hours. You can use this ability a number of times per day equal to your Constitution modifier. (This trait replaces the base shade's Life Drain trait.)

Ghostly Flesh. Starting at 3rd level, you can use your action to dissolve your physical body into the ephemeral stuff of spirits. You become translucent and devoid of color, and the air around you grows cold. Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet with the ability to hover, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't made with silvered weapons. In addition, you have advantage on ability checks and saving throws made to escape a grapple or against being restrained, and you can move through creatures and solid objects as if they were difficult terrain. If you end your turn inside an object, you take 1d10 force damage. Once you use this trait, you can't use it again until you finish a long rest.

Imperfect Undeath. You are a humanoid, but your partial transition into undeath makes you susceptible to effects that target undead. Though you can regain hit points from spells like *cure wounds*, you can also be affected by effects that specifically target undead, such as a cleric's Turn Undead feature. Effects that raise a creature from the dead work on you as normal, but they return you to life as a shade. A *true resurrection* or *wish* spell can restore you to life as a fully living member of your original race.

Mysterious Origin. Stygian shades are born with almost no memory of their former lives but have an innate desire to remember who they are. When you create your stygian shade, decide which one of these questions you know the answer to. The rest are questions you seek to answer:

- What is your name?
- Where are you from?
- Who were the people you loved most?
- How did you die?
- What unfinished business has caused you to rise as a shade?

(This replaces the base shade's Living Origin trait.)

Spectral Resilience. You have advantage on saving throws against poison and disease, and you have resistance to necrotic damage.

Languages. You can speak, read, and write Umbral and one other language of your choice.

Stygian Shades

Like other shades, stygian shades fade away as the remembrance of them becomes distant. But unlike those other shades, stygian shades, those shades that arise from the waters of the Shadow Realm, remember almost nothing of their previous lives, and they frequently strive to recover even the slightest detail of who they once were, collecting clues about their own past.

Stygian shades can still benefit from *memento mori* (see *Tome of Heroes*), and these can be one key in these characters regaining their memories.

SUBLIME RAVENFOLK

A growing proportion of ravenfolk have joined a mystery cult in the Shadow Realm; some claim this cult is new and others that it has ancient roots and is just now being revived. These ravenfolk call themselves Seekers of the Sublime and reportedly are



drawn by a mysterious psychic song. Their numbers are still few, but more arrive along the shadow roads from the mortal lands regularly, waiting for the unknown singer to reveal their intentions. This network is highly secretive about the details of their mission, but so far, they have not conducted open hostilities against the other peoples of shadow.

Sublime ravenfolk are a subrace of ravenfolk. You can find more about the base ravenfolk race in *Midgard Heroes Handbook*.

Sublime Ravenfolk Names

As with many other races whose native language is difficult for more humanlike vocal organs to deal with, ravenfolk tend to use different names among humans, dwarves, elves, and other humanoids than they use among their own kind. When choosing human-friendly names, ravenfolk borrow liberally from local traditions, mythology, and popular songs and poetry. They prefer evocative names (like Starshadow, Moonglow, and Rainshimmer) over more prosaic labels, but that's as much consistency as it's possible to define. Since these aren't their real names, ravenfolk have little attachment to them.

Sublime Ravenfolk Traits

You are a ravenfolk mysteriously drawn to an unknown source within the Shadow Realm, which sets you apart from most other ravenfolk.

You exhibit a few different traits from typical ravenfolk. The following traits include those shared with the base ravenfolk's traits (see *Midgard Heroes Handbook*), though replacing the Ability Score Increase, Mimicry, Sudden Attack, and Trickster traits with those listed.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1. (This trait replaces the base ravenfolk's Ability Score Increase trait.)

Age. Ravenfolk reach adulthood at 10 years of age and can live to be 110.

Alignment. Sublime ravenfolk more often tend toward lawful alignments than their cousins in the mortal world. They tend to seek stability and connectedness in their relationships, entrusting their path to the song.

Size. Ravenfolk are slighter and shorter than humans. They range from 4 feet to just shy of 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Constant Tune. You have advantage on saving throws against being charmed or frightened. (This trait replaces the base ravenfolk's Sudden Attack trait.)

Cosmic Musician. You have proficiency in the Performance skill and gain proficiency with one musical instrument of your choice. (This trait replaces the base ravenfolk's Trickster trait.)

Sublime Chord. As an action, you can mimic the mysterious sublime song to charm creatures within range. All creatures within 30 feet that can hear you must succeed on a DC 13 Charisma saving throw or become charmed by you for 10 minutes. The charmed creatures regard you as a casual friend. A creature makes this saving throw with advantage if you or your companions are fighting it. Once you use this ability, you cannot do so again until you complete a long rest. (This replaces the base ravenfolk's Mimicry trait.)

Languages. You can speak, read, and write Common, Ravenfolk, and Umbral.

UNBOUND SATARRE

Satarre are renowned planar travelers, and visits to the Shadow Realm are no exception. As the populations of races grow in the various kingdoms of shadow, so the network of gateways feeding into their shadow roads also grows. None are more aware of this than the unbound satarre, a small faction zealously dedicated to unraveling barriers between the worlds. The unbound satarre are a curiosity even among their own kind since they have an instinctual sensitivity to places of transition. An unbound satarre is compelled to find such gateways and widen their influence through mundane or magical means.

Unbound satarre are a subrace of satarre. You can find more about the base satarre race in *Tome of Heroes*.

Unbound Satarre Names

Like other satarre, unbound satarre names often resemble names of the cultures where they are raised, though satarre raised on the planes or in cults of darkness or death tend toward names common to those planes or that invoke the cult's tenets. Names in Void Speech are also common and are presented below.

All satarre are given cult names, indicating which dark god their lives were dedicated to at their naming day. Such names preface the name of the cult or god with *ai-* and sometimes shorten the cult or god's name to two or three syllables. Most continue to serve or at least pray to these gods as adults, with varying degrees of piety.

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Example Male Names: Aggorret (eater), Denahrek (servant), Medloss (binder), Mörkothr (darkness), Narkot (gnawer), Pälsore (slaver), Vessar (blooddrinker), Rabefress (slayer).

Example Female Names: Atlessa (jewel), Binulett (scout), Frizel (scribe), Ixa (blade), Miskra (maggot), Respy (builder), Unskappa (wisdom), Unterra (doom).

Unbound Satarre Traits

You are a satarre with a tendency for plane-hopping that sets you apart from most other satarre.

You exhibit a few different traits from typical satarre. The following traits include those shared with the base satarre's traits (see *Tome of Heroes*), though replacing the Ability Score Increase, A Friend to Death, and Carrier of Rot traits with those listed.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1. (This trait replaces the base satarre's Ability Score Increase trait.)

Age. Satarre grow quickly, walking soon after hatching and reaching the development of a 15-year-old human by age 6. They maintain the same appearance until about 50 and then begin a rapid decline. Satarre often die violently, but those who live longer survive to no more than 65 years of age.

Alignment. Satarre are born with a tendency toward evil akin to that of rapacious dragons, and when raised among other satarre or darakhul, they are usually evil. Those raised among other cultures tend toward the norm for those cultures.

Size. Satarre are tall and thin, from 6 to 7 feet tall with peculiar, segmented limbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dark planar parentage, you have superior vision in darkness. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keeper of Secrets. You have proficiency in the Arcana skill, and you have advantage on Intelligence (Arcana) checks related to the planes and planar travel. In addition, you have proficiency in one of the following skills of your choice: History, Insight, or Religion.

Portal Sense. While in a confined space, you instinctively know the direction and distance to the closest nonmagical entrance or exit to the area you are currently in. You also have advantage on any Intelligence (Investigation) or Wisdom (Perception) ability checks made to find secret or invisible doors and magical portals. (This trait replaces the base satarre's A Friend of Death trait.)



Unraveling Touch. You can use your action to attempt to tear at the reality that keeps a being together. Choose a creature that you can see within 30 feet. The creature must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature that fails the saving throw must use its action each turn to repeat the saving throw as it attempts to keep itself in one piece. On a successful save, the effect ends on the target. Once you use this feature, you cannot do so again until you complete a long rest. (This trait replaces the base satarre's Carrier of Rot trait.)

Languages. You can speak, read, and write Umbral and either Abyssal, Infernal, or Void Speech.

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WYRD GNOME

Wyrd gnomes are accomplished arcanists and have a preferred status as servitors to shadow fey, having come with them to the Shadow Realm. Wyrd gnomes possess physical traits typical to the type of gnomes to which they are born, but they are born with two different colored eyes: the right one always blue, the left one always green. Wyrd gnomes possess an innate prescient ability that grows stronger in proximity to other wyrd gnomes. Some gnome communities find their powers a blessing while others find it disturbing. Over generations, wyrd gnomes have gathered together in small communities of their own kind. However, wyrd gnomes don't always birth more wyrd gnomes, and their communities and families have gnomes of other varieties within them.

Given the collective prescient power of wyrd gnome communities, they can be fascinating places to visit. Travelers may enter an inn to find the food and drink they wished to order already in place on a table. Conversations may start with wyrd gnomes giving answers before the questions are asked.

Wyrd Gnome Names

Naming conventions among wyrd gnomes are standard for their parent community, except where clan names are concerned. When an individual moves to a wyrd gnome community, they take the clan's name of the household that adopts them, or they create a new one if they relocate as an adult.

Example Clan Names: Alkuper, Begynn, Gingercrick, Goldenlock, Istovash, Kunnian, Murena, Muliget, Sadrienn, Turvalis.

Wyrd Gnome Traits

You are a gnome with a natural prescience that sets you apart from most other gnomes.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Diviner. You have an innate knack for understanding the world and can catch glimpses of the mysteries of the universe. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *identify* spell with this trait, requiring no material components, and starting at 5th level, you can cast the *augury* spell with it. Once you cast a non-cantrip spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Prescience. When you finish a long rest, roll a d20 and record the number rolled. Before your next long rest, you can replace one attack roll, saving throw, or ability check made by you or a creature that you can see with this prescience roll. You must choose to do so before the roll.

If 20 wyrd gnomes are present within a half mile of you when you make the prescience roll, you can add 1 to the result. Every time the number of nearby wyrd gnomes is doubled, you gain an additional bonus of 1 to the roll (+2 for 40 gnomes, +3 for 80, and so on) to a maximum bonus of +5.



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3

Heroes from the Shadows

Heroes native to the Shadow Realm are often quite distinct. Their powers are attuned to drawing from shadow or to resisting it, and many heroes know the allure of darkness all too well. This chapter provides ten new heroic subclasses appropriate to the plane.

Circle of Shadows (Druid)

Druids who belong to the Circle of Shadows embrace the primal power of darkness as the purest distillation of the natural world. While other druids might concern themselves with balance, the Circle of Shadows understands that all things eventually return to darkness, so it must be understood.

UMBRAL FORM

Starting at 2nd level, as a bonus action, you can expend a use of your Wild Shape feature to take on a shadowy umbral form, rather than transforming into a beast.

While in your umbral form, you retain your statistics, but your body becomes transparent like smoke. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

While you are in this form, you gain the following features:

- While in dim light or darkness, you can take the Hide action as a bonus action.
- You can move through a space as narrow as 1 inch wide without squeezing.
- When a creature you can see hits you with a melee attack, you can use your reaction to deal cold damage equal to your proficiency bonus to that creature.

CIRCLE SPELLS

You have embraced the powers of shadow, a dark force that suffuses reality. Your connection to this energy grants you access to some spells when you reach 3rd, 5th, 7th, and 9th level in this class as shown on the **Circle of Shadow Spells** table.

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Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF SHADOW SPELLS

Cleric Level	Spells
2nd	*bane, false life*
3rd	*darkness, darkvision*
5th	*blink, fear*
7th	*black tentacles, greater invisibility*
9th	*cone of cold, dream*

DARK SERVANT

At 6th level, you gain the ability to awaken shadows to do your bidding. As a bonus action, you can target a creature that you can see within 30 feet. That creature's shadow comes to life as a separate creature under your command, using the **shadow** stat block.

The shadow appears in an unoccupied space within 5 feet of the target and can act immediately. The shadow acts on your initiative, it must spend its turn moving toward the target by the most direct route, and it can use its action only to attack the target (and no action is required by you to command the shadow). If the shadow hits with an attack, instead of doing any damage, the target instead has disadvantage on the first attack or saving throw it makes before the start of the shadow's next turn.

The shadow disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

SHADOW MASS

At 10th level, your Umbral Form grows in power. While in this form, you gain the following additional benefits:

- You gain a fly speed equal to your normal speed, and you can hover.
- You have resistance to all bludgeoning, piercing, and slashing damage from nonmagical attacks.

DARKNESS FALLS

At 14th level, you can use an action to emit a 15-foot-radius sphere of magical darkness centered on yourself. The sphere moves with you, and its darkness spreads around corners. When you create the sphere, you can designate any number of creatures that can see through the darkness, but otherwise, a creature with darkvision can't see through it, and nonmagical light can't illuminate it.

The sphere lasts for 1 minute, until you are incapacitated, or until it comes into contact with sunlight. If any of this effect's area overlaps with an area of light created by a spell of 7th level or lower, the spell that created the light is dispelled.

Once you use this feature, you cannot do so again until you finish a short or long rest.



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College of Shadow (Bard)

Fear of darkness is one of the most primal emotions, and bards of the College of Shadow manipulate such fears to enhance their artistry. These bards weave the gray boundaries between light and dark to terrify and inspire captive audiences.

DANCING SHADOWS

When you join the College of Shadow at 3rd level, you gain the ability to weave a pocket of protective shadows.

As a bonus action, you can expend a Bardic Inspiration to create a 20-foot-radius sphere of shifting shadows centered on you. The sphere moves with you, spreads around corners, and lasts for 1 minute or until you are incapacitated or die.

Allied creatures (including you) standing in the sphere have half cover, and creatures outside the sphere have disadvantage on Wisdom (Perception) checks made to perceive anything inside the sphere. Darkvision does not nullify this effect. Creatures that don't rely on eyesight are immune to this effect.

If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

FEAR OF THE DARK

Also at 3rd level, your intimate knowledge of darkness allows you to harness its frightful properties to the fullest and keep your allies grounded. While in dim light or darkness, you and any allies that can see you have advantage against fear effects. Additionally, any hostile creatures that can see you roll with disadvantage against fear effects.

SHADE STEP

At 6th level, shadow gathers around those you inspire. Immediately after a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw, the creature can magically teleport up to 30 feet to an unoccupied space it can see. Moving in this manner does not provoke attacks of opportunity.

NIGHT MUSIC

At 14th level, you can imbue your spellcasting with the full energy and terror of night. When you cast a spell, you can spend your reaction to also choose a number of creatures within 60 feet of you who saw and heard you cast the spell, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Charisma saving throw against your spell save DC or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.



Keeper Domain (Cleric)

The Keeper domain focuses on social bonds and well-regulated communities. These communities might be as small as an adventuring party or as large as a city, but all require safety and comfort to thrive. Keeper domain clerics excel in leadership positions and are the first to take up arms when their homes or allies need protection.

KEEPER DOMAIN SPELLS

Cleric Level	Spells
1st	*command, hunter's mark*
3rd	*calm emotions, warding bond*
5th	*beacon of hope, spirit guardians*
7th	*death ward, guardian of faith*
9th	*hallow, telepathic bond*

BLESSED CHOSEN

Starting at 1st level, you can assert your divine will to protect your allies. When an enemy within 30 feet of you that you can see attacks one of your allies, you can use your reaction to impose disadvantage on the attack roll before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

BONUS PROFICIENCIES

Also at 1st level, you gain proficiency with martial weapons. You also gain proficiency in the Persuasion skill.

CHANNEL DIVINITY: DIVINE INITIATIVE

Starting at 2nd level, you can use your Channel Divinity to enhance your allies' potential.

As an action, you present your holy symbol and choose a number of creatures that you can see and that can see you within 60 feet of you, up to a number equal to your Wisdom modifier (minimum of one). Each of them gains 5 temporary hit points. When a target gains these temporary hit points, they can immediately use their reaction to make one weapon attack.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 6th level, 11 at 8th level, and 14 at 17th level.

FIGHTING FIT

At 6th level, you gain the ability to shore up your allies' reserves. As a reaction, when you or an ally that you can see within 30 feet of you is charmed, frightened, paralyzed, or stunned, you can remove that condition.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

HOBBLING STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, the target must make a Strength saving throw against your spell save DC or be knocked prone. When you reach 14th level, the target's speed is also halved until the start of your next turn.

DUTY OVER DEATH

Starting at 17th level, you can exert your power to call companions back from the brink of death. When an ally you can see within 60 feet of you is reduced to 0 hit points but not killed outright, they instead remain conscious and regain hit points equal to half



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their maximum hit points. You can use this feature only if you aren't incapacitated. Once you use this feature, you can't do so again until you finish a short or long rest.

Light Weaver Sorcerous Origin (Sorcerer)

Your powers are drawn from the spark of light kindled within you. In places of great darkness, there are always those born with the affinity for light, and every shadow must have a shining source. The magic within you represents cosmic balance, and like the light, your magic flickers from radiance to darkness moment to moment.

TRICK OF THE LIGHT

Starting at 1st level, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

FLICKERING AURA

Starting at 1st level, you can choose whether your magic is light-shifted or dark-shifted. You can change your choice at the end of a long rest.

While light-shifted you can use an action to emit an aura of bright light in a 15-foot-radius sphere centered on yourself. While the aura persists, you can use a bonus action to expand or reduce its radius of bright light by 5 feet, to a maximum of 30 feet each or a minimum of 10 feet.

While dark-shifted you gain the same ability, but you project an aura of nonmagical darkness.

REFRACTION SHIELD

At 6th level, you can manipulate the light around you for protection. As a bonus action, you can spend 3 sorcery points to magically create a shield of light. While the shield is in place, whenever a creature within 5 feet of you hits you with a melee attack, the shield flashes with searing energy, and the attacker takes 2d8 radiant damage if you are light-shifted or 2d8 necrotic damage if you are dark-shifted. The shield disappears if you fall unconscious or after 10 minutes.

AURA MAGNIFICATION

Starting at 14th level, your manipulation of the light around you becomes masterful. While light-shifted, your Flickering Aura produces sunlight. While dark-shifted, your aura produces magical darkness.

If any of this aura's area overlaps with an area of light or darkness created by a spell equal to or lower than the level of your highest available spell slot, the spell that created the light or darkness is dispelled.

SPELL BLIND

Beginning at 18th level, your spell energy overwhelms your target's perceptions. As an action, you can spend 5 sorcery points to empower your Flickering Aura. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn within 60 feet of you must succeed on a Constitution saving throw or be blinded until the aura ends.



Illumination Magic

If you have access to *Deep Magic*, consider granting light weaver sorcerers spells from the school of Illumination. These are spells dealing with light, stars, and darkness and fit the character type perfectly from a story and theme perspective.

Mother of Sorrows (Warlock)

Universal suffering has given rise to an enigmatic being known as the Mother of Sorrows, and warlocks who bind themselves to her cause seek to spread her poisonous vengeance. The Mother of Sorrows was born from the suffering of parents who have lost children to pestilence, disease, and treachery, and her gifts grant warlocks the power to avenge the thousands of sorrows laid at her feet.

EXPANDED SPELL LIST

The Mother of Sorrows lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

EXPANDED SPELL LIST

Spell Level	Spells
1st	*detect poison and disease*, *inflict wounds*
2nd	*ray of enfeeblement*, *silence*
3rd	*stinking cloud*, *vampiric touch*
4th	*greater invisibility*, *phantasmal killer*
5th	*cloudkill*, *contagion*

POISON SOUL

Starting at 1st level, your affinity for poison becomes supernatural. Any poison damage you deal ignores any resistance or immunity.

VENOMOUS MARK

Also at 1st level, as a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you deal an extra 1d6 poison damage to the target whenever you hit it with a spell attack. (You can only apply this damage once per spell even if there are multiple spell attack instances, such as with *eldritch blast*.)

If the target drops to 0 hit points before the curse ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. Only one creature can be affected with a venomous mark at any given time.

SICKENING REVENGE

Starting at 6th level, you can take vengeance on those who harm you. When you take damage, you can use your reaction to attempt to poison the creature that damaged you. The triggering creature must make a Constitution saving throw against your warlock spell save DC or become poisoned for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

DARK INOCULATION

Starting at 10th level, your poisonous magic has infused your body. You are immune to disease, poison damage, and the poisoned condition.

TOUCH OF SORROW

Starting at 14th level, when you hit a creature with an attack, you can use this feature to infuse the target with your sorrow. The target must make a Wisdom saving throw or be paralyzed and poisoned for 24 hours. The creature remains paralyzed until it takes damage or is no longer poisoned.

You must finish a short or long rest before you can use this feature again.



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Shadow Arcane Tradition (Wizard)

The powers of shadow are an obsession for wizards who follow the Shadow Arcane tradition. Because they understand shadow's tantalizing powers—and seek to learn more—these practitioners infuse their very beings with it to discover its secrets firsthand.

SHADOW SYMBIOTE

At 2nd level, you bond a living shadow to your body, wearing it like a second skin. While you are bonded in this way, you gain the following:

- You gain darkvision out to a range of 60 feet. If you already have darkvision, its range is extended by 60 feet.
- You can see in magical darkness out to a range of 30 feet.
- You have sunlight sensitivity, and while in sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

DARK TRANSFUSION

Starting at 2nd level, you can feed energy to your symbiote to transform it. As a bonus action, you can expend two spell slots to recover one spell slot equal to or less than the total combined value of the expended spell slots. For example, you could expend a 1st-level spell slot and a 2nd-level spell slot to recover one 3rd-level spell slot.

ORB OF NIGHT

At 6th level, your shadow symbiote can expand to hide you from foes. When a creature makes an attack roll against you, you can use your reaction to encase yourself in a 10-foot-radius sphere of magical darkness (imposing disadvantage on attacks against you if a creature cannot see through magical darkness). If the triggering target hits you with the attack, you can't use this feature on the attacker again until you finish a long rest. The darkness persists until the beginning of your next turn.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that don't rely on eyesight are immune to this effect.

FROM THE SHADOWS

Starting at 10th level, your shadow symbiote camouflages you, allowing you to get the drop on your enemies. Whenever you roll initiative while in dim light or darkness, you are automatically hidden from all creatures at least 10 feet away from you. You are no longer hidden if you move, attack, or cast a spell.



SECOND SKIN

Starting at 14th level, your shadow symbiote shares your pain. While in dim light or darkness, you have a +2 to AC and resistance to all bludgeoning, piercing, and slashing damage.

Shadow Domain (Cleric)

The Shadow domain embraces the darkness that surrounds all things and manipulates the transitory gray that separates light from dark. Shadow domain clerics walk a subtle path, frequently changing allegiances and preferring to operate unseen.

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SHADOW DOMAIN SPELLS

Cleric Level	Spells
1st	*bane, false life*
3rd	*blindness/deafness, darkness*
5th	*blink, fear*
7th	*black tentacles, greater invisibility*
9th	*cone of cold, dream*

COVER OF NIGHT

When you choose this domain at 1st level, you gain proficiency in the Stealth skill and darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, when you are in dim light or darkness, you can use a bonus action to Hide.



LENGTHEN SHADOW

Starting at 1st level, you can manipulate your own shadow to extend your reach. When you cast a cleric spell with a range of touch, your shadow can deliver the spell as if you had cast the spell. Your target must be within 15 feet of you, and you must be able to see the target. You can use this feature even if you are in an area where you cast no shadow.

When you reach 10th level in this class, your shadow can affect any target you can see within 30 feet of you.

CHANNEL DIVINITY: SHADOW GRASP

Starting at 2nd level, you can use your Channel Divinity to turn a creature's shadow against them. As an action, choose one creature that you can see within 30 feet of you. That creature must make a Strength saving throw. If the creature fails the saving throw, it is restrained by its shadow until the end of your next turn. If the creature succeeds, it is grappled by its shadow until the end of your next turn. You can use this feature even if the target is in an area where it casts no shadow.

FADE TO BLACK

At 6th level, you can conceal yourself in shadow. As a bonus action when you are in dim light or darkness, you can magically become invisible for 1 minute. This effect ends early if you attack or cast a spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

ARMY OF SHADOW

At 17th level, you can manipulate multiple shadows simultaneously. When you use Shadow Grasp, you can affect a number of creatures equal to your proficiency bonus.

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Shadow Gnawer (Barbarian)

Dark energy infuses the Shadow Realm, corrupting and corroding everything it touches. Some barbarians intentionally consume this raw shadow, infusing their bodies with shadow energy to manifest potent magical abilities.

Many of the barbarians who walk this path do so to absorb harmful shadow magic into themselves in order to protect others from its influence. A smaller group consumes shadow simply because they cannot resist its ever-present temptation.

SHADOW SMOKE

Starting at 3rd level, you emanate tendrils of shadow smoke while you rage. The smoke extends 10 feet from you in every direction. Any creature (other than you) that starts its turn in the smoke has disadvantage on its next attack roll.

CREEPING FOG

Starting at 6th level, you can burst into a mist of raw shadow and then reassemble yourself somewhere else. As an action, you magically teleport, along with any equipment you are wearing or carrying, up to 60 feet to an unoccupied space you can see. Before or after teleporting, you can make one melee attack.

CONSUME DARKNESS

At 10th level, while raging, you can feed on the shadows around you to restore your vitality. While in dim light or darkness, you can use a bonus action to regain hit points equal to 1d12 + your Constitution modifier. For the duration of your rage (up to 1 minute), you regain 1 hit point at the start of each of your turns.

Once you use this feature, you must finish a short or long rest before you can use it again.

CORROSIVE HAZE

At 14th level, your Shadow Smoke is more potent. Any hostile creature that enters the smoke or starts its turn in the smoke must succeed on a Constitution saving throw or be blinded until the beginning of its next turn. The DC equals 8 + your proficiency bonus + your Constitution modifier. Creatures that don't rely on eyesight are immune to this effect.



Umbral Binder (Rogue)

Some rogues are content to steal mere treasures, but umbral binders possess the energies that shape the world. Through secret rites and rituals, these rogues have learned to bind the powers of shadow into themselves and to use its power to fuel their abilities.

EYES IN THE DARK

When you choose this archetype at 3rd level, your experience with the raw magic of shadow affects your senses. You gain darkvision out to a range of 120 feet.

SHADOW BIND

Starting at 3rd level, you can perform a special ritual to siphon the power of shadow and bind it to yourself. You can conduct this ritual during a long rest. Performing the ritual requires time spent meditating in nonmagical darkness for at least 1 hour. At the end

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of the ritual, you choose one of the following effects, which lasts for 24 hours or until you perform the ritual again:

- When you are in dim light or darkness, as part of your move, you can teleport up to half your speed to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first Dexterity (Stealth) check you make before the end of your turn.
- When you are in dim light or darkness, if you move at least half your speed, you benefit from a perpetual half cover until the start of your next turn: +2 bonus to AC and Dexterity saving throws.
- When you hit with a melee or ranged weapon attack, you can cause the attack to deal additional cold damage equal to your proficiency bonus. You can use this feature only once on each of your turns.

CLOAKED DAGGER

At 9th level, shadows hide your every strike. You gain an additional way to use your Sneak Attack. You don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 30 feet, are in dim light or darkness, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

BLACK MAGIC

At 13th level, you can draw more power from the shadows bound to you. As a bonus action, you can cast *darkness* without providing material components. Once you use this feature three times, you cannot do so again until you finish a long rest.

Additionally, when you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

SHADOW GRASP

At 17th level, you can wrap your foes in debilitating shadow. When you deal Sneak Attack damage to a creature, you can force them to make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). If the save fails, the target is restrained for 1 minute. The restrained target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a short or long rest.

Way of the Prophet (Monk)

Monks who follow the Way of the Prophet refuse to cloister the wisdom they have learned. They are driven to spread their knowledge to all the peoples of the land. Some are set on this path by divine intervention. Others take up the prophet's mantle out of a sense of personal obligation, and they all share a deep-rooted faith that empowers their actions.

WISE WORDS

When you choose this tradition at 3rd level, you gain proficiency in the Performance and Persuasion skills. Additionally, whenever you roll an ability check using a Charisma-based skill, you can use your Wisdom modifier instead of your Charisma modifier.

CHARMING AURA

Additionally, when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend a ki point to cast *charm person or command*, or you can expend 2 ki points to cast *suggestion*.

RIGHTEOUS STRIKE

At 6th level, when you hit a target with an unarmed strike, you can spend 1 ki point to cause the attack to deal either radiant (if you are good-aligned or neutral-aligned) or necrotic (if you are evil-aligned) damage equal to your proficiency bonus. You can use this feature only once on each of your turns.

BLESSED CHOSEN

Beginning at 11th level, you are protected by the forces who spur your mission. If you are reduced to 0 hit points, you immediately regain hit points equal to your monk level. Alternatively, you can use an action to touch a fallen creature that has been dead for no longer than 10 minutes, and they return to life with hit points equal to your monk level.

You must finish a long rest before you can use this feature again.

FORCE OF PERSONALITY

Whenever any creature tries to attack you for the first time on a turn, you can use your reaction to roll a Charisma (Performance or Persuasion) ability check. If your check is higher than the creature's Wisdom ability score, it can't attack you on this turn, and it must choose a new target for its attack, or the attack is wasted.

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4

Magic in the Shadow Realm

The Shadow Realm resonates with magic, and the land itself is but shadow matter, a source of arcane shaping for those who understand it. And creatures born into or corrupted by shadow may develop unique magical abilities, possessing great power over illusion, enchantments, and the manipulation of shadow.

With magic woven into its very nature, the plane is fertile ground for some schools and styles of magic. At the same time, spells and other magic used within its borders can produce unexpected effects. Most of these effects appear unsettling but are merely cosmetic. Spells that create light, for instance, glow with a sickly green, blue, or purple illumination. Energy created by spells pulsates with black veins, writhes in dark flames, or crackles with black lightning. Conjured animals are drawn from those typically found in the Shadow Realm, possessing pale or dark coats and coldly gleaming eyes.

The Magic of Shadow and Light

Apart from leaving its mark on magic brought into the domain, the Shadow Realm also spawns new and enigmatic magic. Spellcasters seeking paths to power and shadow fey living in the depths of shadow have developed two unique disciplines of magic: the studies of illumination and shadow magic. In addition, the darakhul of the Shadow Realm have a number of necromantic spells unique to the realm, and bearfolk and shadow goblins command several lunar spells involving the arcane use of moonlight and the manipulation of wind, rain, and fog. The Shadow domain is also unique to the plane (see **Chapter 3** for details).

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UMBRAL MAGIC: EMPOWERED ILLUSIONS

The raw matter of shadow has always been a source of arcane power for the schools of illusion and shadow magic. This shadowstuff's role in illusion and phantasm is much greater in the Shadow Realm, where a caster can draw on the material all around them to make their spells stronger, longer-lasting, harder to see through, or simply useful in new and unexpected ways. Here are some optional effects for existing spells, empowering illusions and shadow magic—but only when such spells are cast in the Shadow Realm.

Many spells with the **shadow** or **illumination** keywords in their description are empowered when cast in the Shadow Realm. This includes such spells from this volume as well as those of shadow and illumination magic found in *Deep Magic* (which are marked below with an asterisk):

- ***Black Ribbons****. This spell affects a 30-foot cube instead of a 20-foot cube.
- ***Black Tentacles.*** This spell affects a 30-foot cube instead of a 20-foot cube.
- ***Blur.*** This spell is effective against opponents with truesight.
- ***Color Spray.*** At higher levels, you add 2d12 rather than 2d10 to its damage.
- ***Creation.*** You can create up to a 10-foot cube of new material. The material you create lasts longer, as shown here: vegetable matter, 1 week; stone or crystal, 1 day; precious metals, 4 hours; gems, 1 hour; adamantine or mithral, 2 minutes.
- ***Dancing Lights.*** In the Shadow Realm, you can create up to six lights and combine them into two glowing humanoids. Further, a caster of 5th level or higher can split them into two groups.
- ***Dark Path****.** This spell creates a path or bridge of 100 feet rather than 50 feet.
- ***Douse****.** This spell can affect a campfire in addition to a lantern or torch.
- ***Hallucinatory Terrain.*** This spell can be used to generate terrain that will hold for longer than



Shadow & Illumination Magic

Illumination magic deals in duality, befitting its origin among the shadow fey. Utilizing the extremes of light and darkness, illumination magic draws on portents written in the stars to glimpse the future, channel starfire, and more safely control the powers of shadow.

The dark practice of shadow magic, however, owes its origin to mortal sorcerers, wizards, and warlocks who craved power and thought they understood the risks inherent in obtaining it. Unlike the light and darkness bent through illumination magic, shadow magic taps into the raw stuff of shadow and brings it to bear. This magic is never without a price.

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usual in the Shadow Realm (3 days rather than 24 hours). In addition, one built structure in the area of effect can be hidden by fog or shadows by the use of this spell.

- ***Legion**.* Your shadowy soldiers fill two 10-foot cubes rather than one.
- ***Minor Illusion.*** This effect can last up to 2 minutes rather than 1. In addition, objects created can create a simple sound, such as creaking, chirping, or moaning (but not language).
- ***Mirage Arcane.*** This spell generates terrain that holds for longer than usual in the Shadow Realm (a month rather than 10 days). Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area remains solid, made real by the power of shadow.
- ***Phantasmal Killer.*** This spell does 4d12 rather than 4d10 damage. In addition, when you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.
- ***Phantom Steed.*** The creature uses the statistics for a warhorse, except it has a speed of 120 feet and can travel 12 miles in an hour or 15 miles at a fast pace.
- ***Programmed Illusion.*** This spell can be used to create an illusory program of up to 10 minutes rather than 5, and speaking creatures within the program appear to listen when addressed.
- ***Seeming.*** This spell changes creatures' appearance for up to 1 day rather than 8 hours.
- ***Shadow Gateway**.* Casting this in the Shadow Realm opens a portal to the mortal world rather than a portal to the Shadow Realm.
- ***Shadow Step**.* You can move up to 120 feet per shadow step, and this spell does not require concentration in the Shadow Realm.
- ***Shield of Starlight**.* This spell grants protection from both radiant and necrotic damage.
- ***Silent Image.*** This spell does not require concentration when cast in the Shadow Realm.
- ***Simulacrum.*** The simulacrum has 3/4 the creature's hit point maximum and is formed with clothes and one simple tool.
- ***Sunburst.*** Casting this spell creates a radiant well (see **Chapter 5**) in the square where it is centered. This lasts for 1d6 days, and it may become permanent if further measures are taken to strengthen it (such as with the *daylight* spell or the like).

Optional Rule: Radiance Dispelling Shadow

As an optional rule to reduce the power of shadow mages in the Shadow Realm, you might decide that a *daylight* spell can act as a *dispel magic* against all spells with the **shadow** keyword in its area of effect. Producing light this way is certainly considered hostile among shadow goblins and shadow fey—but they use this trick among themselves as well.

- ***True Seeing.*** This spell requires concentration to maintain in the Shadow Realm.

GM NOTE: MANIPULATING SHADOW LANDSCAPES

Spellcasters in the Shadow Realm often describe their magic in terms of gathering shadow or radiant energy and of pulling arcane power from the land or from the skies. In particular, much of shadow magic involves gathering the flow of shadow matter into a caster's hand, pulling it into a vessel, and then bending or shaping that matter to suit one's purpose. You should feel free to describe villain, monster, and NPC magic in similar terms.

Additionally, the landscape itself sometimes holds the power of raw shadow, a thrumming sense of potential, of deception or wild transformation. Spellcasters from other lands claim that magic can be smelled or almost touched in the Shadow Realm, especially illusion, illumination, and necromantic magics. And in truth, spellcasters using *detect magic* can see raw pools of shadow, often in dark water or shadow mire, along luminous paths, or spread across a marsh like a web. Witchlights and will-o'-wisps seem drawn to these forms of raw shadow power. (For more on dark water and other hazards of the Shadow Realm, see **Chapter 5.**)

More settled power can be seen around shadow roads, foundation stones, and similar binding places, including *hallucinatory terrain*, *mirage arcane*, and the like. When such settled shadow is given form, it tends to hold and keep that form unless unbound and dissolved by radiant spells or by detect magic. (For more on the creation of shadow roads, see **Chapter 1**.)

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Spells Lists

The spells presented here were created by the shadow fey, bearfolk, darakhul, shadow goblins, and others within the Shadow Realm. Check with your GM before selecting these spells.

BARD SPELLS

CANTRIPS (0 LEVEL)

Bright Sparks
Drayfn's Bane of Excellence
Obfuscate Object

1ST LEVEL

Doom of Poor Fortune
Elf Shot
Pratfall

2ND LEVEL

Drayfn's Blunted Blade
Leiloch's Irritating Kazoo
Ominous Winds
Ugly Duckling

3RD LEVEL

Faerie Toast
Lost
Shadow Portal

4TH LEVEL

Drayfn's Curse of Incompetence
Fire Dance
Polychromatic Bubble
Spider Song

5TH LEVEL

Feast of Flesh
Hero of Fable
Leiloch's Interminable Yarn
Lost and Wandering

7TH LEVEL

Charnel Banquet
Leiloch's Arduous Shuffle

8TH LEVEL

Doom of False Friends

Cleric spells

CANTRIPS (0 LEVEL)

Bright Sparks
Drayfn's Bane of Excellence
Flowering

1ST LEVEL

Doom of Poor Fortune
Emerald Goblet
Fireflies

2ND LEVEL

Conjure Ferryman
Drayfn's Blunted Blade
Ominous Winds

3RD LEVEL

Deep Roots of the Moon
Faerie Toast
Lost
Orros Mark of Fate

4TH LEVEL

Drayfn's Curse of Incompetence
Knife of Fate
Moonlight Sending
Portho's Portal
Storm Door

5TH LEVEL

Hero of Fable
Krail's Rot
Lost and Wandering

6TH LEVEL

Grim Harvest

7TH LEVEL

Doom of Summer Years
Ebon Tide

8TH LEVEL

Child of Light and Darkness

Druid spells

CANTRIP (0 LEVEL)

Drizzle
Flowering

1ST LEVEL

Fireflies

2ND LEVEL

Hibernation
Krail's Maggot
Krail's Rupture
Ominous Winds

3RD LEVEL

Bitter Wind
Deep Roots of the Moon
Faerie Toast
Lost

4TH LEVEL

Drayfn's Curse of Incompetence
Knife of Fate
Lunar Transfer
Moonlight Sending
Storm Door

5TH LEVEL

Feast of Flesh
Krail's Rot
Lost and Wandering
Radiant Beacon

6TH LEVEL

Conjure Giant
Doom of Stacked Stones
Grim Harvest

7TH LEVEL

Ebon Tide

Paladin spells

1ST LEVEL

Blade of Blood and Bone
Doom of Poor Fortune
Emerald Goblet

2ND LEVEL

Drayfn's Blunted Blade
Krail's Rupture

3RD LEVEL

Faerie Toast

4TH LEVEL

Drayfn's Curse of Incompetence

5TH LEVEL

Hero of Fable

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Ranger spells

1st level
Blade of Blood and Bone

2nd level
Drayfn's Blunted Blade
Hibernation
Krail's Maggot
Krail's Rupture

3rd level
Faerie Toast
Lost

5th level
Lost and Wandering

Sorcerer spells

Cantrips (0 level)
Bright Sparks
Drayfn's Bane of Excellence

1st level
Doom of Poor Fortune
Elf Shot
Gloaming
Pratfall

2nd level
Drayfn's Blunted Blade
Krail's Rupture
Ominous Winds
Shadow Adaptation
Ugly Duckling

3rd level
Bitter Wind
Orros Mark of Fate
Shadow Portal

4th level
Drayfn's Curse of Incompetence
Fire Dance
Knife of Fate
Lunar Transfer
Moonlight Sending
Polychromatic Bubble
Portho's Portal
Spider Song

5th level
Feast of Flesh
Krail's Rot
Radiant Beacon

6th level
Doom of Stacked Stones

7th level
Charnel Banquet
Doom of Summer Years

8th level
Child of Light and Darkness
Doom of False Friends

Warlock spells

Cantrips (0 level)
Drayfn's Bane of Excellence
Obfuscate Object

1st level
Blade of Blood and Bone
Gloaming
Pratfall

2nd level
Drayfn's Blunted Blade
Krail's Maggot
Krail's Rupture
Leiloch's Irritating Kazoo
Shadow Adaptation

3rd level
Grim Shadows
Shadow Portal

4th level
Drayfn's Curse of Incompetence
Fire Dance
Spider Song

5th level
Feast of Flesh
Leiloch's Interminable Yarn

6th level
Grim Harvest

7th level
Leiloch's Arduous Shuffle

Wizard spells

Cantrips (0 level)
Bright Sparks
Drayfn's Bane of Excellence
Drizzle

1st level
Doom of Poor Fortune
Elf Shot
Emerald Goblet
Gloaming
Pratfall

2nd level
Conjure Ferryman
Drayfn's Blunted Blade
Krail's Rupture
Ominous Winds
Shadow Adaptation
Ugly Duckling

3rd level
Bitter Wind
Grim Shadows
Orros Mark of Fate
Shadow Portal

4th level
Drayfn's Curse of Incompetence
Fire Dance
Knife of Fate
Lunar Transfer
Moonlight Sending
Polychromatic Bubble
Portho's Portal
Spider Song
Storm Door

5th level
Feast of Flesh
Krail's Rot
Radiant Beacon

6th level
Conjure Giant
Doom of Stacked Stones
Grim Harvest

7th level
Charnel Banquet
Doom of Summer Years
Ebon Tide

8th level
Child of Light and Darkness
Doom of False Friends

Eric Tindall [Orbs - 5/8/2019]

Spell Descriptions

The spells presented below are relatively common in the Shadow Realm and rather less frequently found in the bright lands. The spells of the Schools of Illumination and of Shadow (see *Deep Magic*) are also widely known in the realm. Spells included in those traditions are marked here with either the **illumination** or **shadow** keywords.

Two new schools of magic are introduced as well: that of fey magic and of weather magic. These are, as the names suggest, spells that originated with fey spellcasters and weather mages. They are marked here with either the **fey** or **weather** keywords.

Bitter Wind

3rd-level evocation (weather)

Casting Time: 1 action
Range: Self (120-foot line)
Components: V, S, M (a birch wood fan)
Duration: Concentration, up to 1 minute

Freezing wind, forming a line 120 feet long and 20 feet wide, blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 30 feet away from you in a direction following the line. Creatures that fail the saving throw also take 1d12 cold damage and are knocked prone. If cast during cold weather or in dark or shadowy conditions, the saving throw is made with disadvantage. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

The bitter wind disperses gas or vapor, and it extinguishes candles, torches, lanterns, and similar flames in the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the saving throw is made with disadvantage, and the damage increases by 1d12 for each slot level above 3rd.

Blade of Blood and Bone

1st-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a dagger or short sword, which is not consumed in the casting)
Duration: 24 hours

When you cast this spell, you cut your body with the material component, your hit point maximum decreases by 3 and the material component disappears. For the duration, you can use a bonus action to draw a blade made of your own bone, blood, and sinew from your body. The blade is a magical weapon, uses your spell attack bonus when you attack with it, and deals 1d6 slashing damage on a hit. You are considered proficient with the blade. As a bonus action, you can slide the blade back into your body to conceal it. When the duration ends, the incision in your body disappears, your hit point maximum is restored, and the material component reappears.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage dealt



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by the blade increases by 1d6 for every two slot levels above 2nd, and your hit point maximum decreases by an additional amount equal to the level of the slot used.

Bright Sparks

Evocation cantrip (illumination)
Casting Time: 1 action
Range: Self
Components: V, M (flint and steel)
Duration: 1 round

Sparks fly from your fingers for a moment, generating bright blue light. This illuminates the region around you to a distance of 60 feet until the start of your next turn. Wisdom (Perception) checks have advantage to spot creatures hidden in shadows.

Charnel Banquet

7th-level necromancy (ritual)
Casting Time: 1 minute
Range: Self (30-foot radius)
Components: V, S, M (a silk handkerchief)
Duration: 10 minutes

You transform a field of carrion into an empowering feast. For the duration, all creatures of your choice can consume the decaying flesh of any creature. If a creature has eaten of the carrion for the duration, it recovers 10d6 hit points, recovers half its expended Hit Dice (minimum 1), removes half its levels of exhaustion (minimum 1), and gains all the benefits of finishing a short rest.

Creatures affected by this spell must succeed on a Constitution saving throw at the end of the duration or be poisoned for 1 hour.

At Higher Levels. If this spell is cast using a 9th-level slot, the affected creatures remove all levels of exhaustion gained and recover all expended Hit Dice in addition to the effects noted above.

Child of Light and Darkness

8th-level transmutation (illumination)
Casting Time: 1 action
Range: Self
Components: V, S, M (a pebble from the Shadow Realm that has been left in the sun)
Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 1–10, you take the form of a humanoid made of pure, searing light. On a roll of 11–20, you take the form of a humanoid made of bone-chilling darkness. In both forms, you have immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, and a creature that attacks you has disadvantage on the attack roll. You gain additional benefits while in either form.

In Light Form. You shed bright light in a 60-foot radius and dim light for an additional 60 feet, you are immune to fire damage, and you have resistance to radiant damage. Once per turn as a bonus action, you can teleport to a space you can see within the light you shed.

In Darkness Form. You are immune to cold damage, and you have resistance to necrotic damage. Once per turn as a bonus action, you can target up to three Large or smaller creatures within 30 feet of you. Each target must succeed on a Strength saving throw or be pulled or pushed (your choice) up to 20 feet straight toward or away from you.

Conjure Ferryman

2nd-level conjuration
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a couple of copper coins)
Duration: Concentration, up to 1 hour

When standing on a riverbank or on the shore of some other body of water, you summon a ferry spirit and its boat, which appears in an unoccupied space that you can see within range. The spirit disappears when it drops to 0 hit points or when the spell ends. The spirit is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It takes you and up to 1 companion per your level across the river or body of water (no action required by you) or to other locations along the same water. If you don't issue any such commands, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the ferry and its guide don't disappear. Instead, you lose control of the conjured spirit, it becomes hostile toward you and your companions, and it might attack. An uncontrolled ferryman can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the ferry spirit's statistics (using those for **lesser lunar devil**, see **Chapter 9**, or **bearded devil**).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the boat can take you and your companions across a planar boundary into

the Ethereal Plane and then exit on another body of water (and using a **barbed devil**). When you cast this spell using a spell slot of 5th level or higher, it can traverse the River Styx between planes, taking you and your companions to distant parts of the multiverse (and using a **lunar devil**, see *Tome of Beasts*, or **bone devil**).

Conjure Giant

6th-level conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You summon a giant of challenge rating 7 or lower, which appears in an unoccupied space that you can see within range. The giant disappears when they drop to 0 hit points or when the spell ends. The giant is friendly to you and your companions for the duration. Roll initiative for the giant, which has their own turns. They obey any verbal commands that you issue to them (no action required by you) as long as the commands don't violate their alignment. If you don't issue any commands to the giant, they defend themself from hostile creatures but otherwise take no actions. If your concentration is broken, the giant doesn't disappear, but instead, you lose control of them: the giant becomes hostile toward you and your companions and might attack. An uncontrolled giant can't be dismissed by you, and they disappear 1 hour after summoned.

The GM has the giant's statistics.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the challenge rating increases by 1 for each slot level above 6th.

Deep Roots of the Moon

3rd-level evocation (ritual)

Casting Time: 1 action
Range: 10 miles per caster
Components: V, M (a set of moonstones worth at least 50 gp per mile of enchanted road for a road entirely within the Shadow Realm or a set of opals worth at least 500 gp per mile for a road that stretches into another plane)
Duration: Permanent

You bind shadow material into an enchanted fey road, fixing its path between two points so as to hold against ordinary weather and mundane alteration and to stretch and bend in shadow tides. This is called a shadow road, and it is subject to normal wear, to destruction by those with the tools to break it, and to magical destruction by hostile forces, such as by *dispel magic*.

If you wish, the spell may include a prayer or offering that serves as a keyword. This secret of the road allows anyone who knows and uses it to add one or two effects to the road, such as faster travel on the road (up to double the overland speed usually permitted) or locking and unlocking the road's portals outside of the Shadow Realm. Those who do not know the prayer, ritual, or offering cannot enter the road from outside of the Shadow Realm.

Doom of False Friends

8th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pink rose petal)
Duration: Concentration, up to 1 minute

You sever the bonds of friendship and affection between your targets. Target two creatures of your choice within range that can hear and see you. Each target must make a Charisma saving throw. On a failed save, a target must use its movement and action to move toward and attack the other target of the spell. If an unaffected target of the spell moves out of range, the other target must make every effort to find and attack it. At the end of each turn that one of the targets cannot see the other target, it can make a new saving throw, overcoming the compulsion on a successful save.

Fey Commanding Giants

While most spellcasters prefer to conjure giants and control them using traditional formulations, the fey are able to conjure giants of 1 CR higher than the spell would normally allow, though this requires payment, discussion, or palaver beyond the norm for the spell in order to bring the giant into the fey's service. This discussion requires a full round, at the end of which the giant makes a Wisdom saving throw. If the giant succeeds, the caster has lost control of the giant as if their concentration was broken. If the giant fails, they serve the caster for the duration and must be given some token of appreciation.

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Once all the spell's targets make successful saving throws, you become stunned until the end of your next turn.

At Higher Levels. If you cast this spell using a 9th level slot, you can target two additional creatures. Each of the targets can decide on its turn which of the other targets it attacks or otherwise works against for the moment.

Doom of Poor Fortune

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a dead clover)
Duration: Concentration, up to 1 minute

You turn luck against a creature of your choice within range. When the target makes an ability check, they must first make a Charisma saving throw or the check fails. This spell persists once cast, even if the target moves out of range. If cast with a higher-level slot, each subsequent effect is added to the effect noted above.

If the target ultimately succeeds on the check (or saving throw or attack at higher levels), then you take 1 psychic damage. If you ever lose concentration on the spell, you take 1d4 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, when the target is required to make a saving throw, it must make a Charisma saving throw in place of the required one, unless the required one is more difficult to make. When you cast this spell with a 4th-level slot, when the target makes an attack roll, it must make a Charisma saving throw prior to making the attack. On a failed save, the attack fails. If you cast this spell with an 8th-level slot, this spell persists for the duration without requiring concentration.

Doom of Stacked Stones

6th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a granite pebble)
Duration: Concentration, up to 1 minute

You and three creatures of your choice within range must succeed on a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is restrained. If one of the three targeted creatures fails this saving throw, as many as two other creatures (per initial target), each within 30 feet of the initial target, must make the same save. A restrained creature must continue to make saving throws each turn, and their condition worsens on a failure, as follows:

Number of Turns Affected	Condition
1 (spell is cast)	*Restrained*
2	*Incapacitated*
3	*Stunned*
4	*Paralyzed*
5	*Petrified (turned to stone)*

Each condition afflicted adds to the previous conditions. New saving throws reduce the severity of the condition affecting a target by one step on a success. If a target other than you succeeds on the saving throw while it is restrained, the spell ends for it. (You must make a saving throw each round.)

As with all concentration spells, you can end the spell at any time (no action required). If you are turned to stone, the spell ends after all affected creatures make their saving throws. Creatures recover immediately when the spell ends, except for creatures turned to stone, which remain that way until the effect is removed.

Creatures turned to stone can see, hear, and smell normally, but they don't need to eat or breathe. If *shatter* is cast on a stone creature, it must succeed on a Constitution saving throw against the caster's spell save DC or be killed.

Creatures transformed into stone can be restored with *dispel magic*, *greater restoration*, or comparable magic.

Doom of Summer Years

7th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of sand from an hourglass)
Duration: Concentration, up to 1 minute

You rapidly reduce the age of your target. Choose a living creature within range. At the time the spell is cast and again at the start of each of your turns, your target must make a Constitution saving throw, decreasing 1d4 + 1 years in age on a successful save or 1 year on a failed one. A target ceases the de-aging

process once it is reduced to infancy. A creature that is reduced in age retains all of its memories, ability scores, and features, but it gains 1 level of exhaustion for each 5 years it is reduced in age. A Medium creature reduced to childhood cannot use weapons with the heavy property. A Medium creature reduced to infancy cannot wield weapons or use tools. If the spell ends before 1 minute has passed, the target reverts to its true age. Otherwise, the targets is permanently reduced to its new age. *Remove curse* and *greater restoration* can be used to return a creature to its true age.

If you ever unintentionally lose concentration on the spell, you gain levels in exhaustion equal to what the target gained from this spell.

Drayfn's Bane of Excellence

Necromancy cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

A creature of your choice within range must make a Charisma saving throw. On a failed save, the next ability check, attack roll, or saving throw the target makes, within the duration, that results in a roll of 20 on a d20, fails to have any effect. The number of times this cantrip can turn a natural 20 into a failure increases by one when you reach 5th level (two natural 20s), 11th level (three natural 20s), and 17th level (four natural 20s).

Drayfn's Blunted Blade

2nd-level transmutation
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a rusty shard of iron)
Duration: Concentration, up to 1 minute

Your target's weapon rapidly corrodes. A creature of your choice within range that is holding a manufactured, nonmagical weapon in one of its hands must succeed on a Strength saving throw. On a failed save, the target must roll all weapon damage dice twice and take the lower result. If the spell ends before 1 minute has passed, the target's weapon returns to its normal state. Otherwise, the weapon breaks down into a pile of rust or wood chips, as appropriate.

Drayfn's Curse of Incompetence

4th-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a teardrop)
Duration: Concentration, up to 1 minute

Your target momentarily forgets its technical abilities. Select a creature within range that has an Intelligence of 3 or higher. Your target must make an Intelligence saving throw or be unable to add its proficiency bonus to any ability checks, attack rolls, or saving throws it makes. An affected creature can make a new saving throw at the end of each of its turns, regaining its proficiency bonus on a success.

At Higher Levels. If you cast this spell using a 5th-level slot, the duration increases to concentration, up to 10 minutes. If you cast it using a 6th-level slot, the duration increases to concentration up to 1 hour. If you cast it using a 7th-level slot, the duration is 1 hour.

Drizzle

Conjuration cantrip (weather)
Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Concentration

You conjure up a very light rain, enough to dampen the ground in a 20-foot square but not enough to drink or to put out a fire of any size larger than a candle or match. If sustained for 1 minute, the ground is wet to the touch, and if sustained for 10 minutes, the affected area is slightly muddy or slippery, though not enough to impede movement. In freezing weather, this may generate a coating of thin ice.

Ebon Tide

7th-level evocation
Range: 500 feet
Casting Time: 1 action
Components: V, S, M (a bottle of shadows)
Duration: Concentration, up to 1 minute

You generate a wave of shadow matter at a point on the ground that you can see within range. For the duration, black winds and currents of shadow matter whip in a 100-foot-radius circle centered on that point, modifying terrain and sometimes drowning creatures in the area. The area becomes difficult

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terrain. Each creature touching the ground must make a Constitution saving throw. On a failed save, the creature gains a level of exhaustion. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

The ebon tide deals 30 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it sinks into the earth, consumed by the Shadow Realm. Any creature within a structure when it sinks must make a Constitution saving throw. On a failed save, the creature takes 2d12 necrotic damage, is knocked prone, and is blinded for 1 round. On a successful save, the creature takes half as much damage and doesn't fall prone or become blinded.

This spell can have additional effects depending on the terrain in the area, as determined by the GM. No more than two of the following effects can be the result of one casting of *ebon tide*.

Hills and Hollows. Ground rises or sinks throughout the spell's area at the start of your next turn after you cast the spell. These changes take the form of a hill, a slip fault (a new cliff), or a hollow. A total of 1d4 such hills, slip faults, or hollows open in locations chosen by the GM. A hollow or slip fault that opens beneath a structure causes it to automatically collapse (see above). A hollow or hill can alter the flow of local water, such as a moat, stream, or lake.

Rivers, Shores, and Waters. Water in the area can adopt an old course (such as an oxbow) or be swept into a new one, starting at the start of your next turn after you cast this spell. Only one such water element can be altered by the casting of this spell. (You cannot alter both a lake and a stream feeding it, for instance.)

Shadow Mire. All ground in the area of the spell becomes shadow mire (see **Chapter 5**) for the duration.

Elf Shot

1st-level enchantment (fey)

Casting Time: 1 action
Range: 60 feet
Components: V, M (a pixie arrow)
Duration: Concentration, up to 1 minute

You pretend to shoot an arrow with a tiny bow. Make a ranged spell attack against a creature within range. On a hit, the target creature stumbles (is pushed) 5 feet in a random direction (roll a d8 and assign a direction to each die face), and its speed is 0 until the end of its next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

Emerald Goblet

1st-level abjuration (fey)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a powdered acorn, which the spell consumes, and a drinking vessel)
Duration: 24 hours

You touch a drinking vessel and sprinkle acorn dust into it, which creates a shining green vessel filled with a green potion. Any creature that drinks from the goblet is protected against shadow corruption for 1 day.

The protection grants several additional benefits: you gain advantage to checks used to gather food within the Shadow Realm, and you gain darkvision to 30 feet (or extend your existing darkvision by 30 feet).

Faerie Toast

3rd-level transmutation (fey, ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (wine worth 100 gp, which the spell consumes, and a cup for each participant)
Duration: 8 hours

You and up to five other creatures make a toast and drink to the lords and ladies of the fey courts. When you cast the spell, choose one of the following toasts, the targets of which must be within 10 feet of you throughout the casting.

Commiseration. Spellcasting participants can form or join a hag coven. While in the coven, each of the participants can share spell slots among themselves. Spells known by one member of the coven are known by all members of the coven for the duration and can be cast using any of the shared spell slots.

Friendship. Each of the participants in the toast becomes fey for the duration, in place of their original type, and their status increases by 2d6 while they are in the Shadow Realm or the Bright Lands.

Husbandry. For the duration, each of the participants can communicate with beasts as though they shared a language (though they gain no magical ability to influence them).

Nightmares. For the duration, the first time a creature comes within 30 feet of one of the participants, they must make a Wisdom saving throw or be frightened of all the participants for 1 minute.



Playfulness. Each participant grows gossamer wings, and for 10 rounds within the duration, they gain a fly speed equal to their walking speed. A participant that is not standing on a horizontal surface at the end of their turn falls to the ground.

Restfulness. Each of the participants gains advantage on saving throws against being charmed and can't be put to sleep by a spell or other magical effect for the duration.

Feast of Flesh

5th-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, M (an animal tooth and a drop of your blood)
Duration: Concentration, up to 1 minute

A creature of your choice within range is overcome with a need to consume the flesh of its own kind. The target must make a Charisma saving throw. On a failed save, its teeth become needlelike, and it becomes able to pinpoint creatures of the same type as it within 150 feet by scent. On its turn, the creature must move toward the nearest creature of its type by the fastest means possible. If it is within 5 feet of a creature of its type it must use its bonus action to make a bite attack against it. Your target has proficiency with its bite attack and deals damage equal to 1d6 + its Strength modifier. If a creature of its type is not present within 150 feet of the target, it must attack the closest living creature to it.

At the end of each of its turns and each time it takes damage, the target can make a new saving throw. The target has advantage on its saving throw if it is triggered by damage. On a success, the spell ends, and the target is poisoned for 1 hour, unless it is a cannibal or comes from a cannibalistic culture.

Fire Dance

4th-level illusion (elemental)

Casting Time: 1 action
Range: 120 feet
Components: S, M (a burning mass of rags, a pair of torches, or similar fire in both hands)
Duration: Concentration, up to 1 hour

You dance and twirl two sources of fire in a rapid pattern that leaves glowing trails. Creatures of your choice in the area that see your fire dance must make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, a target becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. The spell ends if you are incapacitated.

Fireflies

1st-level evocation (fey)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

You summon a large volume of fireflies to illuminate a 15-foot-radius sphere for the duration. A few of the fireflies will settle on hidden or invisible creatures, making them somewhat easier to find. Attack rolls against invisible creatures in the area are no longer made with disadvantage, though attack rolls made by invisible creatures are still made with advantage, for only their general position is clearer by firefly light, not their specific movements. All Hide actions taken in the area are made with disadvantage.

Flowering

Transmutation cantrip

Casting Time: 1 action
Range: 20 feet
Components: V
Duration: Concentration

You call forth fragrant flowers from an inanimate object. If the object is held by an unwilling creature, that creature can make a Dexterity saving throw to negate the effect. If sustained for 1 minute, the flowers give forth a pleasing scent and may attract bees, hummingbirds, or other pollinators.

Gloaming

1st-level evocation (shadow)

Casting Time: 1 action
Range: 60 feet
Components: V, M (a piece of smoked glass)
Duration: Concentration, up to 1 minute

Magical gloom spreads from a point you choose within range to fill a 50-foot-radius sphere for the duration. The fading twilight spreads around

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corners. A creature with darkvision can see through this darkness, and any normal light can illuminate it. Ranged attacks made through the *gloaming* have disadvantage. If the point you choose is an object being worn or carried, the effect emanates from the object and moves with it. Completely covering the source of the *gloaming* with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or higher, the effect is dispelled.

Grim Harvest

6th-level necromancy

Casting Time: 1 bonus action

Range: Self (30-foot radius)

Components: V, S, M (a pinch of gray sand and a bone chip)

Duration: Instantaneous

You reap the life force of a dying creature and use it to empower the next spell you cast. Your target must be at 0 hit points and dying or must have died within the last round. If the target is dying, it must succeed on a Constitution saving throw or die. The next time you cast a spell, you gain 1d10 + your spellcasting ability modifier in temporary hit points and can choose one of the following effects to inflict on the target in addition to the usual effects of the spell you are casting. If you do not cast another spell within 1 minute of casting this one, the effect is lost.

Clumsiness. Your target's speed is halved for 1 minute, and it has disadvantage on Dexterity ability checks and saving throws. At the end of each of its turns, it can make a Constitution saving throw. If it succeeds, the effect ends.

Fatiguing. Your target must make a Constitution saving throw, gaining 1d4 levels of exhaustion on a failed save or 1 level of exhaustion on a successful one.

Vampiric. You recover a number of hit points equal to half the damage you dealt. If you dealt damage to multiple creatures, you recover half the amount of damage you dealt to one of the targets.

Weakness. The target deals the minimum possible damage on melee attacks, if it hits, for 1 minute. At the end of each of its turns, it can make a Constitution saving throw. If it succeeds, the effect ends.



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Withering. You deal an extra 4 dice of damage of the same type as the damage dice of the spell and all damage dealt by your spell becomes necrotic damage.

Grim Shadows

3rd-level conjuration (shadow)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Sharp, spear-like shadows fill a 15-foot square of ground that you can see within range. For the duration, these shadows obscure creatures within the area, giving them half cover.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 1d8 piercing damage and be blinded until the spell ends. A creature that starts its turn in the area and is already blinded takes 1d8 piercing damage.

A creature blinded by *grim shadows* can use its action to make a Dexterity or Wisdom saving throw (its choice) against your spell save DC. On a success, its sight returns.

Hero of Fable

5th-level enchantment (fey)
Casting Time: 1 action
Range: 60 feet
Components: V, M (a crown of laurel leaves)
Duration: Concentration, up to 1 minute

You make a creature capable of great deeds, like a storybook champion, and at the same time empower that creature's foes to become worthy of a hero's attention. A creature of your choice within range gains advantage on all ability checks, attack rolls, and saving throws for the duration. At the same time, creatures that attack your target, or that make a saving throw against a spell or effect originating from your target, have advantage on their roll. If your target is unwilling, it must succeed on a Charisma saving throw to avoid the effects.

At Higher Levels. You can target one additional creature for every slot level above 6th if you cast this spell using a 7th level or higher spell slot.

Hibernation

2nd-level necromancy
Casting Time: 1 action
Range: Touch
Components: V, M (a tuft of bear fur)
Duration: 1 hour (see description)

You hum a soothing melody and discard a bit of bear fur, which induces a soporific healing state in the next creature you touch. The target regains 1d6 hp and sleeps for 10 minutes per each hit point regained. If the creature is unwilling, it must succeed on a Constitution saving throw or fall asleep for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

Each creature affected by this spell falls unconscious until the spell ends, the hibernating creature takes damage, or someone uses an action to shake or slap the hibernating creature awake. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. If cast using 3rd-level or higher spell slot, you may touch one willing creature per level to induce *hibernation*.

Knife of Fate

4th-level necromancy
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a silver knife)
Duration: Until dispelled

You speak a word of binding fate and point your dagger. A creature you can see within 60 feet of you must make a Wisdom saving throw. On a failed save, the target's fate is bound to one random ally of the target. Any damage or condition the target suffers is instead inflicted on the individual to whom they are bound, and vice versa. A creature can be bound to only one other creature at a time. This effect lasts until either of the affected creatures gains a level or are targeted by a *heal* spell or partake of a *heroes' feast* spell, lifting the binding.

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Krail's Maggot

2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: S, M (a live maggot)
Duration: Concentration, up to 1 minute

A 6-inch-long maggot forms inside a creature of your choice within range and begins to devour the target from within. Make a melee spell attack against your target while in range. On a hit, the target takes necrotic damage from the maggot equal to 1d8 + your spellcasting ability modifier. As a bonus action on each of your subsequent turns, you can repeat the attack against your target.

As an action on its turn, your target can make a melee weapon attack against the maggot with a weapon that deals piercing or slashing damage. The maggot has AC equal to your spell save DC and 8 hit points per spell slot level used to create it. If your target hits the maggot, half of the damage is dealt to the maggot, and the other half is dealt to the target itself. If the maggot is killed, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d8 for each slot level above 2nd.

Krail's Rot

5th-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration: Concentration, up to 1 minute

You target a creature of your choice within range with a wasting of the flesh. Your target must succeed on a Constitution saving throw or take 3d8 necrotic damage at the beginning of each of its turns for the duration. A target reduced to 0 hit points while under the effects of this spell has disadvantage on its death saving throws.

If your target dies, you can raise it as a **zombie** as a bonus action on your turn and can use a bonus action on each of your subsequent turns to mentally command it as long as you are within 60 feet of it. If you command multiple undead as a result of multiple castings of this spell or similar spells like *animate dead*, you can command any or all of them at the same time using the same bonus action, issuing the same command to each one. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must expend a spell slot of 5th level or higher before the current 24-hour period ends.

At Higher Levels. If you cast this spell using a 7th-level spell slot, your target takes 6d8 necrotic damage at the beginning of each of its turns and animates as a **ghoul** if it dies. If you cast it using a 9th-level spell slot, it takes 9d8 necrotic damage and animates as a **ghast** if it dies.

Krail's Rupture

2nd-level necromancy

Casting Time: 1 reaction, which you take in response to being grappled or swallowed whole
Range: Touch
Components: S
Duration: Instantaneous

You make a slicing motion with your finger, and you immediately break the grapple of the creature grappling you by magically entering their body and exiting them on the opposite side. The creature must make a Constitution saving throw, taking 3d12 necrotic damage on a failed save or half as much damage on a successful one.

If cast in response to being swallowed, you exit the triggering creature's body, regardless of how much damage you deal to it, and fall prone in a space within 10 feet of the triggering creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Leiloch's Arduous Shuffle

7th-level enchantment (fey)

Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, M (a gray ribbon)
Duration: Concentration, up to 1 minute

All creatures in a 20-foot-radius sphere centered on you that have fewer hit points than you when you cast the spell are compelled to dance a swaying, side-to-side shuffle-step. Any creature that can't be

charmed is immune to the effects of this spell. An affected creature has its movement halved, cannot use reactions, and can make only one weapon or spell attack on its turn. At the beginning of its turn, a creature in the area can choose to take 1d4 levels of exhaustion to end the effect of this spell on itself.

A creature that has gained levels of exhaustion from this spell can remove all of them upon finishing a short rest.

Leiloch's Interminable Yarn

5th-level enchantment (fey)
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, M (a scroll, containing a prepared speech)
Duration: Concentration, up to 10 minutes

You tell a meandering story that is so full of asides and digressions that the point of it is lost on listeners. Any creature that is deafened or can't be charmed is immune to the effects of this spell. Creatures of your choice in a 20-foot-radius sphere centered on you are compelled to stop what they are doing and listen to your story. While they are enraptured by your words, they automatically fail Intelligence (Investigation) and Wisdom (Insight and Perception) checks, and their passive scores in those skills are considered to be 0 for the duration. A creature can choose to pull away from your performance but must succeed on a Wisdom saving throw or fall unconscious for 1 minute. This spell ends if you are incapacitated or can no longer speak.

Leiloch's Irritating Kazoo

2nd-level enchantment (fey)
Casting Time: 1 action
Range: Self
Components: V, M (a wooden kazoo)
Duration: Concentration, up to 1 minute

You play a long, droning note on a kazoo. All creatures within 10 feet of you and that can hear you must make a Constitution saving throw. On a failure, a creature takes 1d6 thunder damage at the beginning of each of your turns and cannot cast spells with verbal components for the duration. On a success, a creature takes 1d6 thunder damage and cannot cast spells with verbal components until the end of its next turn. A creature that fails the initial saving throw can make a new saving throw at the end of each of its turns to end the effect.

Lost

3rd-level enchantment (fey)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

You attempt to confuse and confound a creature's sense of direction. The target must make a Wisdom saving throw, and if the saving throw fails, the spell removes all memory of particular locations, landmarks, and routes for the duration of the spell, even well-known ones such as locations within a city, a home forest, and well-known hills and roads.

A *remove curse* or *greater restoration* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th-level spell slot, the spell lasts until it is dispelled.

Lost and Wandering

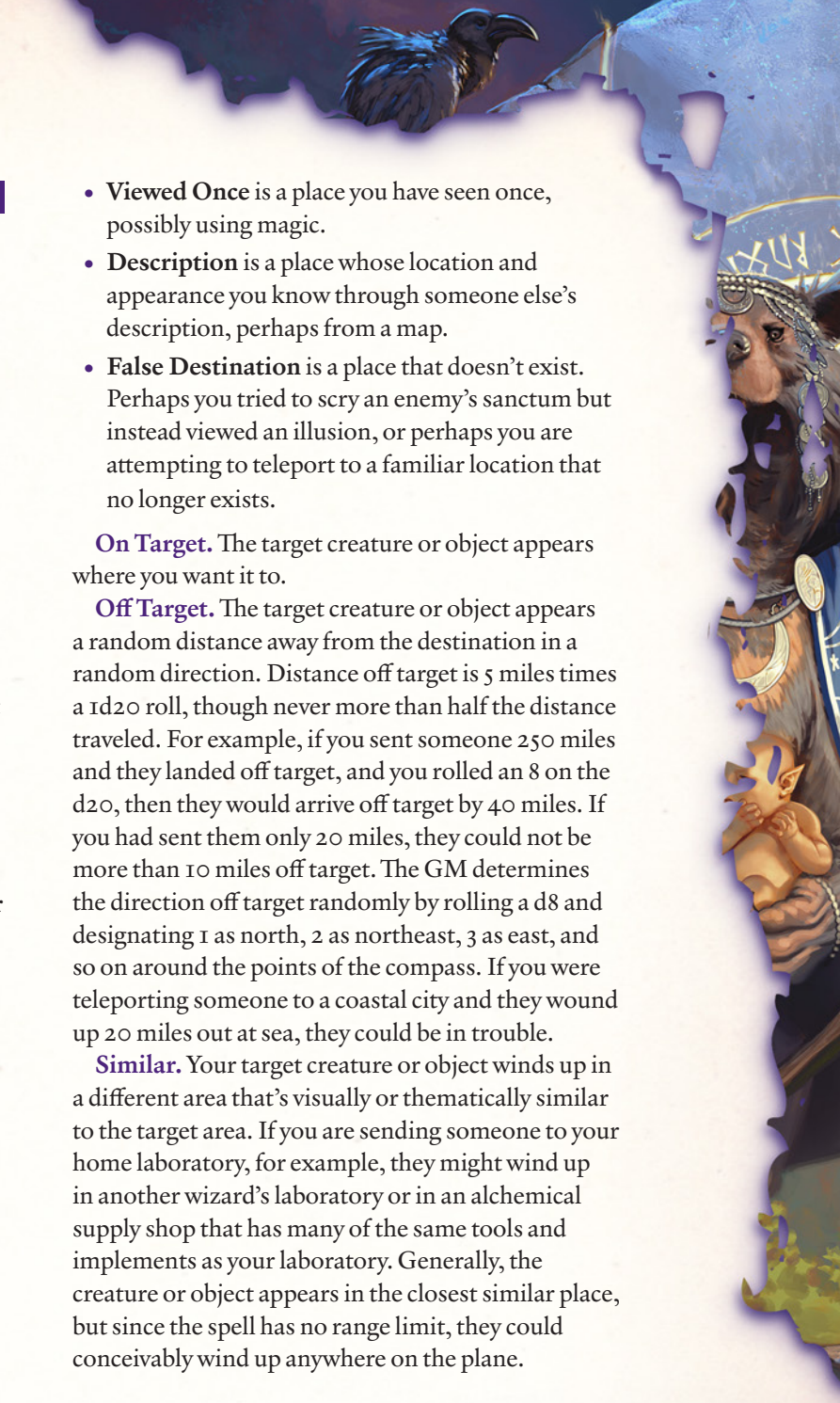
5th-level enchantment (fey)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 24 hours

As the *lost* spell (see above), and in addition to forgetting all navigation skills and landmarks, the target is compelled to wander off at a walk (attacking only in self-defense). After 16 hours, the target can make another Wisdom saving throw. On a failure, the creature falls into an exhausted long rest.

A *remove curse* or *greater restoration* spell ends this effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them. If you use a spell slot of 7th level or higher, a target experiences the spell for a second day, making a Wisdom saving throw after they wake up to continue wandering. If you use a spell slot of 9th level or higher, a target experiences this spell every day for a week.

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Lunar Transfer

4th-level Conjuration (fey)

Casting Time: 1 minute

Range: 200 feet

Components: V, S, M (an opal worth 500 gp, which the spell consumes)

Duration: Instantaneous

This spell instantly summons a glittering moonbeam that transports one sleeping creature or object of your choice that you can see within range to a destination you select. If you target an unwilling creature, it gains a Wisdom saving throw. On a successful save, the spell fails, and the caster appears in the target location instead. A transferred creature wakes up as soon as it arrives at its destination. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether the creature or object arrives there successfully.

The GM rolls d20 and consults the **Lunar Transfer** table below. The following definitions will help:

- **Grove or Magic Circle** means a hallowed druid grove or a permanent teleportation circle whose sigil sequence you know.
- **Memento** means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.
- **Very Familiar** is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell.
- **Seen Casually** is someplace you have seen more than once but with which you aren't very familiar.
- **Viewed Once** is a place you have seen once, possibly using magic.
- **Description** is a place whose location and appearance you know through someone else's description, perhaps from a map.
- **False Destination** is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or perhaps you are attempting to teleport to a familiar location that no longer exists.

On Target. The target creature or object appears where you want it to.

Off Target. The target creature or object appears a random distance away from the destination in a random direction. Distance off target is 5 miles times a 1d20 roll, though never more than half the distance traveled. For example, if you sent someone 250 miles and they landed off target, and you rolled an 8 on the d20, then they would arrive off target by 40 miles. If you had sent them only 20 miles, they could not be more than 10 miles off target. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting someone to a coastal city and they wound up 20 miles out at sea, they could be in trouble.

Similar. Your target creature or object winds up in a different area that's visually or thematically similar to the target area. If you are sending someone to your home laboratory, for example, they might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, the creature or object appears in the closest similar place, but since the spell has no range limit, they could conceivably wind up anywhere on the plane.

Designer's Note: Lunar Transfer

This is, of course, a much less powerful and much more fey-flavored version of *teleport*. It permits only a single creature to be moved by magic rather than eight plus the caster, it cannot be used on oneself, and it requires a sleeping target. Generally, it is perfect for trickery such as moving a sleeping creature out of a castle and into the woods, and failure against an unwilling creature may leave the caster in the place the target was meant to wind up. Overall, it is much less powerful with no use in combat but lots of uses in longer narrative scenes and in removing rivals from a court or place of power overnight.

Eric Tidwell (Orbs - 5/8/2019)



LUNAR TRANSFER

d20	Grove or Circle	Memento	Very Familiar	Seen Casually	Viewed Once	Description	False Destination
1	Similar	Mishap	Mishap	Mishap	Mishap	Mishap	Mishap
2–5	Off target	Similar	Similar	Similar	Mishap	Mishap	Mishap
6–9	On target	Off target	Off target	Similar	Similar	Similar	Mishap
10–13	On target	On target	Off target	Off target	Off target	Similar	Similar
14–17	On target	On target	On target	On target	On target	Off target	Similar
18–19	On target	On target	On target	On target	On target	On target	Similar
20	On target	On target	On target	On target	On target	On target	Similar

Mishap. The spell's unpredictable magic results in a difficult journey. The teleporting creature or object takes 2d12 force damage, and the GM rerolls on the table to see where you wind up. (Multiple mishaps can occur, dealing damage each time.)

Moonlight Sending

4th-level conjuration (fey)

Casting Time: 1 action

Range: Self

Components: V, S, M (an offering of gemstones, incense, and oils worth at least 400 gp, which the spell consumes, set afire in an alabaster bowl)

Duration: Instantaneous

You exhort a fiend to attack a distant foe. After the offering is made, make a spell attack roll to determine which fiend is summoned:

d20	Result	CR
1–4	Sending fails	—
5–8	**Wind demon** (see *Creature Codex*) or **quasit**	1–2
9–12	**Rattok demon** (see *Creature Codex*) or **bearded devil**	3–4
13–16	**Lesser lunar devil** (see **Chapter 9**) or **vrock**	4–6
17–20	**Lunar devil** (see *Tome of Beasts*) or **hezrou**	8
21+	**Alnaar** (see *Creature Codex*) or **horned devil**	9–11

Once summoned, you must compel the fiend to seek out a particular creature you choose that is on the same plane of existence as you by making a DC 10 Charisma (Persuasion) check. On a success, the fiend slinks off to its target, usually but not always by night. On a failure, the fiend refuses, and the offering and the bowl are consumed in the casting.

The conjured fiend may find that the target is warded or inaccessible or simply difficult to find (whether because of invisibility or some other reason). In this case, you must make a DC 15 Charisma (Persuasion) check. On a success, the fiend returns and demands no further offering, reports its failure, and vanishes. On a failure, the fiend returns and demands another offering. If this is not immediately forthcoming, it attacks you.

Obfuscate Object

Illusion cantrip (shadow)

Casting Time: 1 bonus action

Range: 10 feet

Components: S

Duration: Concentration, up to 1 minute

While you are in dim light, you cause an object in range to become unobtrusively obscured from the sight of other creatures. For the duration, you have advantage on Dexterity (Sleight of Hand) checks to hide the object. The object can't be larger than a shortsword, and it must be on your person, held in your hand, or otherwise unattended.

You can affect two objects when you reach 5th level, three objects at 11th level, and four objects at 17th level.

Ominous Winds

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cracked bone)

Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes

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an attack roll or a saving throw before the spell ends, the target must roll a d12 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Orros Mark of Fate

3rd-level necromancy

Casting Time: 1 reaction, which you take in response to failing a saving throw

Range: Self

Components: V, S, M (a small iron shield)

Duration: Instantaneous

If you fail a saving throw, you may choose to succeed instead and then target a creature you can see within 30 feet to suffer the effects of your failed saving throw. You still suffer any effects of a successful saving throw, if any. The new target is entitled to its own saving throw as if it were the original target of the attack but with disadvantage.

Polychromatic Bubble

4th-level conjuration (fey)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a chip of soap and a drop of oil)

Duration: Concentration, up to 1 minute

You create a shimmering, multicolored bubble around a Large or smaller creature or an object within range. The bubble is a 5-foot-radius sphere that has 10 hit points and an AC equal to your spell save DC. The bubble rises 10 feet into the air along with its contents, up to 30 feet, at the beginning of each of your turns. A creature trapped inside the bubble at the beginning of its turn cannot see or hear anything outside the bubble and must make a Wisdom saving throw or be charmed by you and the bubble until the start of its next turn. A creature outside the bubble that targets it with an attack must make a Wisdom saving throw or be charmed by you and the bubble until the beginning of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional bubble for each slot level above 4th.

Portho's Portal

4th-level conjuration (liminal)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a silver latch or key worth 100 gp, which the spell consumes)

Duration: 24 hours

You conjure a portal or doorway that links an unoccupied space you can see within range to a precise location in the mortal or fey realms—such as Midgard, the Shadow Realm, or the Summer Lands—that you have stood. The portal is a semi-circular opening, which you can make 5 to 20 feet in diameter—it is often cast under a bridge, archway, or even under roots or branches of a large tree. You can orient the portal in any direction you choose. It has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. The portal lasts for the duration.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.





At Higher Levels. If cast using a 5th-level or higher spell slot, you may make the portal last for 1 week after you create it. If cast using a 6th-level or higher spell slot, the shadow doorway is permanent until dispelled with a *radiant beacon* (see below) or *wish* spell.

Pratfall

1st-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause a small bit of bad luck to befall a creature, making it look humorously foolish. You create one of the following effects:

- A small, oily puddle appears under the feet of your target, causing it to lose balance. The target must succeed on a Dexterity saving throw or be unable to use bonus actions on its next turn as it regains its footing.
- Tiny particles blow in your target's face, causing it to sneeze. The target must succeed on a Constitution saving throw or have disadvantage on its first attack roll on its next turn.
- Strobing lights flash briefly before your target's eyes, causing difficulties with its vision. The target must succeed on a Constitution saving throw, or its passive Perception is halved until the end of its next turn.
- The target feels the sensation of a quick, mild clap against its ears, briefly disorienting it. The target must succeed on a Constitution saving throw to maintain its concentration.
- An invisible force sharply tugs on the target's trousers, causing their clothing to slip. The target must make a Dexterity saving throw. On a failed save, the target has disadvantage on its next attack roll with a two-handed weapon or loses its shield bonus to its AC until the end of its next turn as it uses one hand to gather itself.

Only one of these effects can be used on a single creature at a time.

Radiant Beacon

5th-level evocation (illumination)
Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S, M (a piece of amber)
Duration: Concentration, up to 1 minute

A pillar of light falls from the air, filling the square you are in and the area within 5 feet of you. Each other creature in the area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage and is blinded until the start of your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

For the duration, a pillar of brilliant radiance shines around you and moves with you. It sheds bright light in a 10-foot radius and dim light for an additional 20 feet. The light is sunlight.

This spell's light can be seen from a distance of up to 10 miles outdoors at night or 5 miles during twilight.

Shadow Adaptation

2nd-level abjuration (shadow)
Casting Time: 1 action
Range: Self
Components: V, S, M (a scrap of black cloth)
Duration: 8 hours

Your flesh and clothing pale and become faded as your body takes on a tiny fragment of the Shadow Realm. For the duration of this spell, you are immune to shadow corruption and have resistance to necrotic damage. In addition, you have advantage on saving throws against effects that reduce your Strength score or hit point maximum, such as a shadow's Strength Drain or the *harm* spell.

Shadow Portal

3rd-level conjuration (liminal, shadow)
Casting Time: 1 action
Range: 200 feet
Components: V, M (a silver door latch worth 50 gp, which the spell consumes)
Duration: 1 minute

You create a door in the nearest wall, cliff, tree, or similar structure. It is immediately bound to a similar door up to 200 feet away. The near door must be a place within 10 feet that you can see while the distant door can be one that you can visualize or that you can describe by stating distance and direction, such as

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100 feet straight down or 50 feet to the northwest and upward at a 45-degree angle.

Once the door is conjured, you can take actions normally to open and pass through the near portal, which immediately teleports you to the distant portal. Other creatures may do the same while the spell remains. The spell ends after the duration or when someone closes the distant portal's door as a bonus action.

At Higher Levels. If cast at 5th level, this spell can open the door to a shadow road. This may require additional somatic or material components specific to that road, and lacking those, the spell fails and is wasted.

Spider Song

4th-level conjuration (shadow)

Casting Time: 1 action
Range: 60 feet
Components: V, M (a leg from a song spider or a tiny lute strung with spider silk)
Duration: Concentration, up to 10 minutes

You sing a piping tune and conjure shadows into enormous, ever-growing webs. The area within a 20-foot cube within range is filled with shadows, and the area is lightly obscured and provides half cover to any creature within. You may create a new cube of shadows in range every other round so long as you retain concentration, in which case the previous cube disappears 1 round later. Cubes can overlap but there is no cumulative effect from it.

Each creature that enters the area or starts its turn in the area must make a Dexterity saving throw. On a failed save, the creature is incapacitated for as long as it remains in the shadows or until it breaks free. A creature incapacitated by the shadows can make a Strength check each round against your spell save DC. If it succeeds, it is no longer incapacitated.

The shadows can be removed from a single 20-foot cube with a *daylight* spell.

Storm Door

4th-level conjuration (liminal, weather)

Casting Time: 1 action
Range: Self
Components: V, S, M (a fulgurite)
Duration: Concentration, up to 10 minutes

Crackling with lightning, you teleport up to 120 feet to an unoccupied space that you can see. Each creature within 5 feet of both the space you left and your new space must make a Dexterity saving throw. A creature takes 1d12 lightning damage on a failed save or half as much damage on a successful one.

On each of your turns for the duration, you can use your bonus action to call up the lightning and open such a *storm door* again, targeting a different space with the door each time. If you are outdoors when you cast this spell, a storm develops within 1 minute and follows you. Under such conditions, the spell's damage increases to 2d12, and you can teleport up to 240 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, a creature of your choice within 5 feet of you can teleport through the *storm door* with you. Accompanying creatures do not suffer the lightning damage.

Ugly Duckling

2nd-level enchantment (fey)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a shard of mirror)
Duration: Concentration, up to 1 hour

One creature of your choice within range must make a Charisma saving throw. On a failed save, the target has disadvantage on all Charisma checks it makes and anyone it speaks to is indifferent to them for the duration. If the target succeeds on a Charisma check while under the effect of this spell, it can make a new saving throw to overcome the effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional target for each slot level used above 2nd.

Designer's Note: Storm Door

This spell is obviously inspired by effects more commonly seen such as *call lightning* and *misty step*, but it reduces its damage while strengthening the *misty step* element with a bit more range. Though it is not as effective at raw damage, it has a great many possibilities for battlefield movement. And it makes for a great escape mechanism for villainous spellcasters.

Eric Pollard [OGL - 5E] 2019



The Nature of Shadow

The foremost questions from many travelers to the Shadow Realm have to do with its shadow matter, its malleable nature, and how humans and other intelligent species survive in such a strange place. To natives, these questions are foolish, for the laws of nature may be different than they are on other planes or in the mortal realm, but the Shadow Realm is hospitable to those who take time to learn its ways. This chapter provides that foundation.

While it is known for its occasionally warped, echoed locations with parallels in the mortal world, the Shadow Realm also harbors twisted plants, animals, monsters, conditions of travel, and even strange laws of nature worth closer inspection. Turn your gaze to the mutable lands of shadow, and pray you have a keen eye to see what marvels they contain.

Moons, Stars, and Sky

The Shadow Realm has no full day and night cycle, and instead, a perpetual twilight cloaks the realm. This dim, ambient illumination deepens into full darkness in the valleys and canyons that crisscross the land. And it isn't sunlight, so creatures that suffer in the sun, including vampires, endure it without difficulty.

The primary sources of light are the two moons of the Shadow Realm, Celene and Lindar, which most inhabitants of the realm know as the feminine and masculine faces of Hecate, or sometimes as Hecate and Kupkoresh or Lada. The two moons provide enough light for the realm's rather pale, thin crops and trees to grow, and both have linked phases. When Celene is full, so is Lindar, and when Lindar is new, so is Celene.

The stars are a handful of jewels, often cloaked in clouds, but when visible, they are just like the stars of the mortal world: chips of pure brilliance, red, blue, and diamond white. The constellations familiar to umbral peoples are the Dragon, the North Arrow,

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the Leaping Salmon, the Swan, the Hunter, and the Greater and Lesser Fox.

The sky in the Shadow Realm is often cloudy or misty, but when open from horizon to horizon, it is a richer palette than most: black and gray of course but with overtones of mauve, violet, and deep blue, velvety deep tones, sometimes even vivid orange and rich burgundy hues by the full moon. Its clouds are commonly gray or white and uncommonly silver or blue—perhaps even luminous.

Animals and Encounters

The plants and wildlife in the Shadow Realm survive as one would expect given the surrounding terrain. Trees and undergrowth fill the dark forests. Birds fly above and nest among twisted branches. Herd animals wander the plains. Fish swim through the black rivers and murky lakes. Most are entirely normal in their size and behavior.

Some creatures native to the Shadow Realm are a dark reflection of their counterparts in the mortal world, such as dark-furred squirrels and twilight-purple deer with black antlers. Some are clearly warped and tainted. The owl-like but human-mouthed stryx ghost-glides on silent wings through dark forests. Shadow fey nobles capture and tend flocks of steel-winged eala, and the corrupted, unicorn-like shadhavar wander the woods and race across the plains. White wolves, black bears, and even crimson-feathered hawks are common, thriving on a seemingly ready supply of pale field mice, the aforementioned black squirrels, and similarly shadow-hued prey.

Far more than the odd creatures still familiar from fields and rivers though, monsters are abundant within the Shadow Realm. The **gloomflower** (see *Creature Codex*), **glass gator** (see *Tome of Beasts*), and **unhatched** (see *Creature Codex*) are all well-known threats, as are **light dragons** (see *Creature Codex*) and **black dragons**, **lantern dragonettes** (see *Tome of Beasts*), and **overshadows** (see *Tome of Beasts 2*). (For Shadow Realm encounter tables, see **Appendix**.)

Food and Water

Finding fresh water often presents a pressing challenge in the Shadow Realm since darkness flows through some waterways instead of water. This inky substance quenches the thirst of the denizens of the plane (including all those detailed in **Chapter 2**), but visitors from the bright lands find it bitter and unpleasant. That said, this inky liquid can be consumed and provides refreshment, but it also carries the taint of shadow corruption (see below). A few springs produce pure water, and sometimes a stream runs clear for a time before darkness fills it again. These precious resources are vital to those that haven't given themselves over to the plane's corruption, and they guard them viciously.

As for food, fruit-bearing plants yield their bounty (though their produce appears black and glossy), and animals can be hunted for meat. Whether fruit or meat, food gathered in the Shadow Realm tastes bland to visitors and often hints at something unpleasant, such as rot or mold. Ability checks made to forage for food and water by visitors to the realm are at disadvantage, yielding half the normal amount of edible food or potable water (though natives suffer no penalty). Brave or desperate characters can choose to forage as normal (without disadvantage and for a full yield), but any creature who consumes food gathered in this way suffers exposure to shadow corruption.

DARK WATER

The black shadows that often pass for water in the Shadow Realm run swift and cold—so cold that no matter the surrounding terrain or climate, every stream and river and lake counts as frigid water. Worse, the spirits of things that died in or near the water constitute a separate hazard. A creature that starts its turn in dark water must succeed on a DC

Ancient Animals Still Thrive

Fauna such as mammoths, enormous elks, ground sloths, sabretooth tigers, and cave bears still thrive in the Shadow Realm. It seems that the dreams of the bearfolk keep them nearby as they are most common in the Moonlit Groves with occasional visits to dark forests and open grasslands where the sable elves and shadow fey certainly know how to hunt them.

Many of these are referred to as "elders," such as elder elk or elder mammoth. They are considered especially worthy prey and are sometimes protected by will-o'-wisps, witchlights, or other unusual guardians. Goblin tribes occasionally bring one to a court or to Fandeval as a curiosity and showpiece.

12 Strength saving throw or be grappled and pulled 5 feet deeper into the water by the hungry spirits. The grappled condition lasts until the start of the creature's next turn. These ghosts long to drag every living thing they encounter into the inky depths, and even watercraft provide uncertain protection against these spirits.

A creature that drowns in dark water can't be returned to life by *revivify* or *raise dead*. More powerful magic, such as *resurrection*, is necessary to free the creature's soul.

A few creatures of the Shadow Realm are naturally immune to the effects of dark water, including shadow goblins, shadow fey, river giants, and most fiends.

Variant: Shadow-Touched Beasts

Beasts in the Shadow Realm reflect the plane's unique nature. Ordinary beasts have darkvision out to 60 feet and are resistant to cold damage. At the GM's discretion, these traits fade away a week after the beast leaves the plane.

Methods for Entering Shadow

Natives to the Shadow Realm need no help arriving, but the region is also popular with creatures from elven lands, from mortal worlds, and from the various hells and heavens, seeking souls lost in the Styx or for powerful magical weapons to recharge with the arcane forces of the realm.

The five principal methods for entering the realm are nodes, the Planar River, radiant wells, shadow roads, and spells. Each of these is further described below.

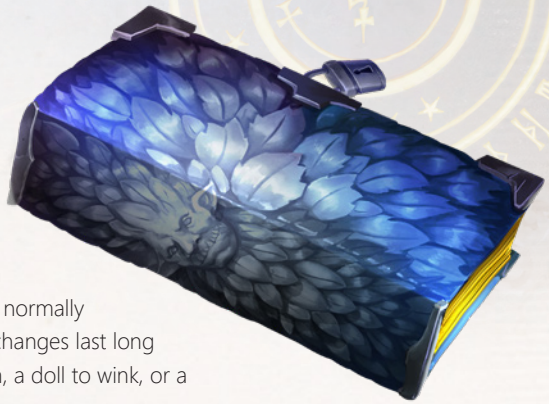
Nodes and Portals. Many visitors from outside the Shadow Realm enter via a magical gate, portal, or node of some kind. On their home plane, these locations appear as doors, gateways, arches, standing stones, or arcane circles, which must be activated by a magical item, seasonal arcane sacrifice, ritual magic, or similar charging energy. Once activated, they remain open for a short period, allowing multiple creatures to enter at the same time.

Planar River Styx. Travelers can and do float into the Shadow Realm from the hells, from the roots of Yggdrasil, or from other locations where the River Styx is known to flow. Charun's boatmen, various yugoloths, and even angelic guides have been known to point out the way to safe places to dock or beach.

Radiant Wells. Connected to the celestial planes, these glowing beacons provide a great deal of light, but the ability to use them to enter the Shadow Realm is limited primarily to angels, celestials, and good-aligned creatures generally. The fey, undead, and others consider them a hazard (see also **Hazards of the Shadow Realm** below).

Spells. Both *plane shift* and *gate* spells can bring a party of adventurers to the Shadow Realm. Some

The Nature of Shadow / from the Book of Ebon Tides



While many wise souls pretend to know exactly what shadow matter is and how it is best distilled, shifted, changed, and locked into new forms, the truth is that the primal matter of the Shadow Realm is complex, often chaotic, and different from the simple elements of other realms, such as fire, water, earth, and air. It is malleable in the extreme, making it more susceptible to shaping by the untrained.

Primal shadow can be manipulated by a conjuror, illusionist, or druid—and sometimes, by the mere belief held by a prince or a fey child. In most cases, these changes give life to an object that is normally lifeless, such as a stone or a doll, purely through belief, and these changes last long enough for a birch tree to smile and bow, a cherry tree to blossom, a doll to wink, or a boulder to stroll down the lane.

In a few cases, animation and form can be provided that last longer and have greater effects, but in almost all cases, these require a practitioner of the magical arts.

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scrolls are created, especially by powerful fey or ghoulish spellcasters, to bring new and entertaining visitors to the realm, and these are referred to as *shadow portal scrolls* (see **Chapter 10**).

Shadow Roads. The most common way to enter the Shadow Realm is on the roads that connect the worlds. These shadow roads are obscured and difficult to open—for humans and other non-fey. For the shadow fey, elves, gnomes, and others, opening the shadow roads is much easier. Using them requires making a trip of several days to get from the Shadow Realm to the mortal lands or vice versa. More detail on these roads is found later in this chapter.

Hazards of the Shadow Realm

While most of the realm is ordinary earth and forests, several elements of the Shadow Realm are unique to it—or at least far more common than elsewhere. These hazards and landmarks are described below.

Doomsand. Similar in most ways to standard quicksand, doomsand follows the same rules for sinking and escaping. This ashen-gray slurry is infused with the nature of shadow, and it drains the resolve from those in its grasp. A creature that starts its turn in doomsand must succeed on a DC 12 Wisdom saving throw or become despondent (see **Shadow Corruption** below). When the creature finishes a long rest, it can repeat the saving throw, ending the effect on a success. Doomsand usually appears in marshes and swamps, or in deserts as fine dust.

Ebon Tides. Ebon tides are enormous waves of shadow mire, of crackling shadow matter—a temporary wave of arcane power pulsing through a region and unmaking the land. When they affect a region, use the effects of the *ebon tide* spell (see **Chapter 4**).

Hungry Gloom. Some areas of the Shadow Realm—or places in the mortal world where the barrier to the Shadow Realm is thin—develop hungry gloom. An area of hungry gloom appears particularly dark and grim, swallowing light. An area of light that overlaps hungry gloom has its illumination reduced by one step (bright light becomes dim, dim light becomes darkness). Darkvision can't improve the ambient light conditions in the area. Shadow-touched creatures (see **Shadow Corruption** below) can see in hungry gloom as if it were bright light.

Leaden Clouds. These dark, heavy clouds oppress the spirit of those beneath them, serving as a sort of psychic weight. Creatures under a leaden cloud of sorrow must succeed on a DC 12 Wisdom or Charisma saving throw to make an attack, cast a spell, or move at more than a standard walking pace (though they can still defend themselves normally). Certain items, such as *emerald goblets* (see **Chapter 10**), and spells, such as *aid*, *calm emotions*, *enthrall*, and *lesser restoration*, and even a barbarian's Rage ability negate the effects of leaden clouds.

Radiant Wells. This form of well resembles a beacon of light at the surface, though it swallows up anything thrown into it. A radiant well is a planar link to one of the celestial planes, and it sheds searing, bright daylight in a 60-foot radius around itself and up into the clouds. This makes them excellent landmarks for navigation, though their position can be shifted by ebon tides and terrain manipulation. Any creature entering a radiant well falls for 1 round and then is ejected upward at relatively high speed from another well within 2d20 miles (for evil creatures, this increases to 1d100 miles). The force of being ejected from the well propels a Small or smaller creature up about 30 feet before falling to the ground beside the well (potentially taking normal falling damage). Medium and Large creatures are pushed up about 15 feet, and Huge or larger creatures simply land at the edge of the well.

Particularly large or active radiant wells sometimes inflict radiant damage on evil-aligned creatures. These more active wells are sometimes used as nodes or portals to celestial planes by fey wizards and clerics.

Shadow Mire. Usually found along the shores of ponds, lakes, and streams, shadow mire is a concentration of pure shadow matter that has eaten away the soil, roots, and plants of a place and replaced them with a thin layer of viscous purple-black gloop. This resembles dark water and is indistinguishable from water at night—leaves and reeds may float on it, and it reflects moonlight normally. However, stepping into shadow mire generates an immediate, oversized wave that radiates from the creature entering the mire, knocking down all in its path. Any creatures within 30 feet, which are smaller than the creature stepping into the mire, must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) saving throw or be knocked prone by the wave.

The creature in the center of the mire will be covered by the shadow mire as it rolls back to its point

of origin, like the splash of an enormous raindrop. The creature must make a DC 13 Constitution saving throw or be knocked prone and unconscious.

Some wizards can distill or conjure pits of shadow mire (see spells in **Chapter 4** and magic items in **Chapter 10**) and thus reshape a riverbed or undermine a bridge, for instance.

Witchlights and Will-o'-Wisps. The Shadow Realm is filled with lesser lights than that of the moons and stars, wandering along with typically inscrutable aims. A white glow shines in the distance, offering a path or a sign of habitation—or simply zipping through the deep woods. These are the tiny witchlights (see *Tome of Beasts*) and the larger will-o'-wisps, both of which create their own light. The witchlights are tiny shards of crystal, constructed creatures believed to have been made as friends, servants, and companions to the Ancients of shadow. Only relatively powerful wizards know how to make them, but many roam the Shadow Realm on their own.

Witchlights pursue their own purposes: guarding dangerous sites, helping travelers, seeking out old runestones, or gathering at certain seasons to dance and blink in unison. Others tag along with strangers for hours, perhaps driven by curiosity. Their appearance is well known, but their goals are often quite obscure. Some are friendly while others guide travelers astray, and a few of them serve as familiars to wizards and sorcerers among the shadow fey and shadow goblins.

Will-o'-wisps, their larger cousins, are generally malign and capable of more damage in combat. They lead travelers into doomsand or shadow mire and even use their attacks to sever boat lines or rope bridges.

Shadow Corruption

The Shadow Realm threads its tendrils into those places and creatures it can reach, tainting those that strike bargains with dark powers, linger too long in places infused with shadow, or even simply eat the wrong food in the Shadow Realm. This applies primarily to visitors, as the realm's inhabitants are wary and used to its dangers, though sometimes they also fall prey to them.

Creatures corrupted by shadow grow distracted and withdrawn, shunning light in all its forms. At the most severe levels, the corrupted creature gives itself wholly to the Shadow Realm. Constructs, fiends, shadow fey, shadow goblins, and undead aren't susceptible to shadow corruption. Constructs (other than gearforged or similar construct-like creatures) lack souls, and darkness of another sort already claims the essential nature of fiends and undead. Shadow fey and shadow goblins have lived in the realm for so long, their nature has already been changed by it.

Shadow corruption is measured in six levels. An effect can give a creature one or more levels of shadow corruption, as specified in the effect's description detailed in the following table.

TABLE 5–1: SHADOW CORRUPTION

Level	Effect
1	You have disadvantage on Wisdom and Charisma checks made against non-shadow creatures.
2	You gain darkvision out to 30 feet or increases existing darkvision by 30 feet.
3	You have disadvantage on Wisdom (Perception) checks and attack rolls made while in bright light.
4	You have disadvantage on saving throws made while in bright light.
5	You take 2d6 radiant damage when starting your turn in sunlight.
6	You become a shadow thrall (see condition below).

If a corrupted creature suffers another effect that causes shadow corruption, its current level of shadow corruption increases by the amount specified in the effect's description. A creature suffers the effect of its current level of shadow corruption as well as all lower levels.

An effect that removes shadow corruption reduces its level, as specified in the effect's description, with all shadow corruption effects ending if all levels of a creature's shadow corruption level are removed.

For each week spent in the Shadow Realm, a susceptible creature must make a DC 10 Charisma saving throw. On a failure, the creature gains one level of shadow corruption. On a success, the creature resists corruption for the time being, but the DC of future saves made for this reason increase by 1. The DC returns to 10 when the creature gains one or more levels of shadow corruption or when it spends at least 1 week outside the Shadow Realm.

Shadow magic is dangerous for mortal creatures to wield since it carries the risk of shadow corruption.

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Whenever any humanoid that isn't an umbral human, bearfolk, darakhul, shadow fey, or shadow goblin casts any shadow magic spell, then the next time it finishes a long rest, it must make a Charisma saving throw with a DC of 10 + the highest level of shadow magic spell cast. On a failure, the creature gains one level of shadow corruption. Gnomes, elfmarked, and elves make the saving throw with advantage.

Shadow corruption can be removed in three ways:

- A corrupted creature that spends 1 week per current level of shadow corruption outside the Shadow Realm reduces its level of shadow corruption by one. If the creature casts or is affected by a shadow magic spell during this time, the recovery time starts over.
- A *dispel evil and good* spell cast on a creature reduces its shadow corruption level by one.
- An *emerald goblet* can remove one level of shadow corruption each time it is used.

SHADOW-TOUCHED

A creature that is native to the Shadow Realm or that possesses at least one level of shadow corruption is considered shadow-touched.

New Condition: Despondent

A despondent creature gains the following flaw: "I find it difficult to see how anything could turn out well no matter how hard I try. Why even bother?" In addition, they are directly affected as follows:

- The creature has disadvantage on ability checks.
- The creature has advantage on saving throws against being charmed and disadvantage on all other saving throws.
- The *calm emotions* spell suppresses the despondent condition for its duration. *Lesser restoration* or more powerful magic ends the condition.

New Condition: Shadow Thrall

A shadow thrall is considered a denizen of the Shadow Realm and won't willingly leave:

- If forced to leave the Shadow Realm, the creature becomes despondent (see condition above) until it returns.
- The thrall's form becomes mottled with shifting patches of inky blackness. It automatically fails all Wisdom (Insight) and Charisma checks (except for Intimidation checks) against a non-shadow creature.
- The thrall is considered charmed by any fey or shadow fey native to the Shadow Realm who has an Intelligence or Charisma score higher than 14. This charmed effect can't be removed as long as the creature is a shadow thrall. However, a *remove curse* or *lesser restoration* spell suppresses the effect for 24 hours.

Traveling on Shadow Roads

The network of shadow roads grows, withers, and changes over the years. However, the experience of traveling on them is usually similar, no matter who their maker might be. (For more on making shadow roads, see **Chapter 1**.) These roads are built by magic, protected by the fey, bearfolk, and other road wardens, and provide swifter, more reliable travel than venturing over open land. In the Shadow Realm, open grasslands, forests, and any other natural terrain is subject to change and warpage, so the use of roads provides one of the few certain ways of getting from point *A* to point *B*. Though while more certain, they are still perilous, and travel comes with a number of possible dangers.

SHADOW ROAD WARDENS

The various roads through the Shadow Realm are often quick and easy, especially when the owners of the lands nearby do not cast any charms or hexes to slow a visitor's progress or to hinder enemies. But at other times, bandits, enchantments, and natural or supernatural obstacles prevent swift passage, and when these interfere with the regular travel of wagons, pilgrims, merchants, or noble processions through the realm, the road wardens are dispatched from the nearest court or city to clear things up.

The major chapterhouses of the road wardens stand in the Courts of Mice and Ravens and the Court of Roses as well as in Corremel, Dalliance, Fandeval, and Merrymead. The shades and gnomes do not provide road wardens near Soriglass or along the more distant reaches of the western woods, but the darakhul legions perform a similar function within the rifts in the name of the emperor.

Shadow road wardens are often veterans of courtly life who have been given the task after they tire of the daily rituals, gatherings, and petty slights of fey status-seeking. These are often quite deadly warriors, enchanters, or rogues, known and feared by bandits, satarre, vampires, and void cultists for their skill at

sniffing out bandits, road-cutters, and various other plotters against the Old Roads.

Road wardens are notorious tale-spinners but also delightful in the depth of their understanding of shadow roads, tides, and matters arcane.

Highway Robbery in the Shadow Realm

The frequent visitors to the Shadow Realm make it almost irresistible to attempt highway robbery. A group of enormous bearfolk, a horrifying company of darakhul soldiers, or a heavily armed shadow fey stepping out of the shadows around a single traveler or even a small group will often demand a toll or to "deliver up a parcel to the road gods." While most travelers from the bright lands are willing and able to pay a small fee, sometimes the highway robbers get much more than they bargained for. In these cases, they often scatter among the difficult terrain on either side of the road (forest, tall plains grasses, scrublands, or hills). Most non-native travelers are reluctant to leave the road, and bandits take advantage of this.

TRAVEL TIMES ON THE SHADOW ROADS

Traveling the hundreds of miles along a shadow road is fairly swift but not instantaneous, and the better-kept and better-warded roads of the shadow fey, bearfolk, and elves (though in some mild disrepair) are far swifter than roads elsewhere.

For instance, it takes 1d3 days to pass from any major city with fey or gnomish influence in the mortal world to the major elven or fey courts in the Shadow Realm. Travel from regions without elves, fey, or gnomes often takes a bit longer, on the order of 1d6 days, and the known and functional roads are fewer and less well kept. Travel along a shadow road in a region of little or no magic, such as wastelands, mage-blasted deserts, or the like, can take 1d12 days. For enormous distances, such as across seas and oceans or across continents, travel time can be up to 2d12 days along a shadow road—still much shorter than the months or years such trips normally take.

For creatures from the Shadow Realm, the roads are common enough. For creatures from elsewhere, make an Intelligence (Arcana) check at a –5 penalty for non-elves and consult the following table to determine what (if anything) they know about them.

TABLE 5–2: SIX FAMOUS ROAD WARDENS

d6	Result
1	**Ambrosus Fairhand**, a sable elf general who tired of life in the Court of Golden Oaks, leads a detachment of sable elves and erina along the northern banks of the Styx. He is known for chopping off the hands of bandits, road-cutters, and other miscreants found on the roads—always pronouncing it, "Sentence performed in the name of Queen Valda."
2	**Hillar Vandegast**, a shadow fey archmage who travels on a nightmare as a steed and who keeps a small company of young shadow fey squires and apprentices. He guards the eastern Queen's Wood and transforms criminals into toads, sparrows, and sometimes weasels.
3	**Gillyan the Sailor**, a shadow goblin once of Fandeval, saw something in the Sable Sea and vowed never to sail again. Known for using radiant magic against his foes, it's said he once won and lost a *crown of infinite midnight* (see **Chapter 10**) in a card game.
4	**Kei Greenleaf**, a gnomish druid, serves the bearfolk and protects the trails and paths of the north. Said to work with erina and alseid, though these are rarely visible when Kei questions a traveler.
5	**Toress Bonespitter**, a darakhul captain assigned to service outside the great ghoul rift, enjoys human and fey company but despises the bearfolk. Her crew of darakhul and human rangers protect the rather new ghoulish roads around the rim of the rift.
6	**Garwen the Pure**, a bearfolk paladin who travels as a humble but relentless defender of light and justice, is a road warden who lets nothing slide. Smugglers, necromancers, thieves, and simple gamblers may all be required to pay a toll—or may be carried off bodily to the court of justice at Merrymead.

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TABLE 5–3: SHADOW ROAD LORE

DC	Result
1–5	It is not known how the shadow roads work.
6–10	Shadow roads connect two points through magical travel. A spell or passphrase is often required to open one. Elves, shadow fey, and similar peoples seem to have an easier time on them than anyone else.
11–15	The start and end of a shadow road are set in advance, and the doors to them are never open long.
16–20	The destination of a shadow road can be changed but only by fey. Otherwise, new destinations require obscure incantations or arcane tinkering.
21+	Some shadow roads are guarded, and others lead in only one direction.

SIGHTS AND ENCOUNTERS ON SHADOW ROADS

Those from outside the Shadow Realm who travel along the shadow roads for adventure find the plane's roads can be an overgrown chaos of hedge mazes, twisting passages, hollows, and delves—each road may vary, but all are notorious for lacking wide vistas or straight paths. Travelers may leave the path and wander at will, but once they attempt to go home, it takes them 1d3 days to find their way. Many have never returned since those who step off the paths sacrifice any protection offered by the fey that built the road or by warding stones and waymarks placed by other hands. Shadow creatures, fiends, and celestials all use these roads for purposes of their own and dislike competition.

In game terms, the shadow roads are filled with dangerous encounters. More powerful adventurers will attract more powerful creatures. Fey and undead are common as well as beasts of the night, marauding giants, and various other shadow creatures. Additionally, the shadow fey guard some roads with their black stone keeps, from which they send their minions forth to prey on the unwary—or at least, to collect tolls in the form of memory philters (see **Chapter 10**), scrolls, or silver.

Travelers using these arcane highways do so at their own risk. (See **Appendix** for suitable encounters.)

Navigating the Black River

The Lord of the Rivers is Charun the Boatman, and his followers are those who most often travel it, safely and swiftly, just as the followers of the shadow fey pass most swiftly through their forests and the darakhul most quickly through their dark canyons. While the rivers seem in many respects similar to

TABLE 5–4: NAVIGATING THE STYX

d12	Result
1	Boat lands exactly where it embarked in the morning.
2	Ghosts plague the boat all day, annoying passengers with shouts and noxious mists and obscuring sight.
3	Some coins or minor possessions (such as rope, amulet, or favorite socks) go missing.
4	A member of the party gains a level of shadow corruption (see **Shadow Corruption** above).
5	A familiar or companion animal takes ill and must be carried off the boat.
6	A member of the party becomes partly transparent, their bones now visible.
7	The ferry slides into another plane of the GM's choosing, such as one of the hells, the celestial planes, or a mortal land.
8	Everyone aboard the boat is drained by travel and gains a level of exhaustion.
9	The life-draining power of the river inflicts 2d12 necrotic damage to each passenger each hour.
10	The boat enters dark water (see **Dark Water** above), and a water elemental attacks.
11	The boat travels without effort, guided by unseen forces, and all its passengers gain the benefits of a long rest.
12	One passenger has a vision of the afterlife and may have a premonition of danger, learn a secret from a ghost, or gain 2d12 temporary hit points from understanding the power of the river.

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rivers in mortal lands, they also loop and wander across the planes in ways that are difficult to predict. And on the twisting paths of the Shadow Realm, sometimes traveling downriver leads one to places that are surely upriver if one goes by the roads. At other times, one river melds into another. This is especially true when one travels by shadow goblin barge or with the help of a conjured ferryman (see *conjure ferryman* spell in **Chapter 4**).

For normal heroes and travelers without access to a magical ferry, travel by boat is easy enough downstream, providing a steady rate of about 5 miles per hour with the current—but travel is often confoundingly less direct than expected with strange tributaries flowing into the river, other boats seen in the perpetual mists, and various rapids, whirlpools, and backwater oxbows that lead nowhere.

Encounters on the river are common, usually with shadow goblins, river giants, or water fey, and more rarely with fiends or incorporeal undead. Characters must make a DC 15 Intelligence (Arcana) check for each day of navigation. On a success, the party has traveled as expected, and on a roll of 20 they have arrived after a single day on the water. On a failure, they have looped or dawdled or otherwise made far less progress, limited to 10 miles for the day. On a roll of 1 or 2, roll 1d12 and consult the following table.

The Waters of the Styx

The River Styx is a planar waterway found flowing through many planes, and it varies in its color, inhabitants, and even name from realm to realm. Always though, it carries the souls of the dead to the afterlife and binds the many planes of the multiverse together.

In the Shadow Realm, its course is rarely constant as the land itself shifts every few years. However, the creatures that make their living from it know how it runs and how to avoid its dangers. River giants, shadow goblins, and shadow river lords are all relatively common along its banks as are other creatures. (See **Appendix** for suitable encounters.)



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Lost Lands and Shifting Destinations

A place as malleable and prone to revision as the Shadow Realm inevitably finds that some places are cut off from the shadow roads, unmoored in the currents, and seen intermittently at best. The driftwood villages are one example, and the city of Oshragora another, though its movements are fairly steady. Others were once well known but are now quite difficult to find: the Radiant Isle, the Land of Apple Blossoms, the Keep of the Shadow Drakes, and the Paletree Rise out on the Whispering Plain. All are well-known legends to umbral humans, shadow fey, and others, though none are especially well fixed on a map. A few are briefly noted here as legendary locales for adventure.

KEEP OF THE SHADOW DRAKES

This set of black towers resembles a tangled grove of trees more than any fey architecture. It was raised by Nonderil, an elder shadow drake, as a gift to his mate, Violanda, and it became a place of draconic power as well as a school for mages of the traditions of shadow and illumination. At various times, it has been seen on the Whispering Plains, as an island in the Shade Sea, and even as a dark cloud castle floating over the hills. In all cases, dozens of drakes, dragonettes, and dragons nest there because they are the only ones capable of opening its gates and doorways. Rumors run rampant that the keep of the shadow drakes is filled with the bones of a thousand fey or with the grimoires of a hundred mages or with the wealth of generations of gnome and human traders. Some even believe that it commands a radiant well that is somehow harnessed to provide arcane power (just as one might tap a barrel of wine). A few claim that the whole building is inscribed in Draconic with the history of the Ancients, who (in this telling) were shape-shifting dragons.

While bones and books are found there, more often, the Keep of the Shadow Drakes is a nesting ground for drakes, protected by their elders, and the dragons and drakes of the Shadow Realm gather there until their wyrmlings hatch and then depart as soon as their progeny can fly, leaving the place to some other type of draconic flock looking for a perfect nesting site. Eggshells litter the courtyards, lending concrete evidence of this use by dragons in breeding season.



LAND OF APPLE BLOSSOMS

Swarming with bees and fragrant with apple blossoms in spring, the Land of Apple Blossoms is sometimes described as an island in the sea and at other times as a set of five hills and seven villages, each inhabited by fair, kind-hearted humans and bearfolk who settled it long ago and wisely decided never to connect their realm to that of the fey.

The Land of Apple Blossoms is the subject of songs and sagas, and many of them feature its treasures: golden bees and honey of immortality, apples whose taste reverses aging and cures the sick, even berry bushes hung with jewels the size of a human thumb, and springs that run with sweet water, pure as snow, that teem with bright-red salmon each autumn. Some of this is surely poets at work, but the existence of a circle of apple druids or the guidance of Halla Berlesfand, a great druid of wisdom and kindness, are themes that often recur in tales of the Land of Apple Blossoms. The humans there are said to grow tall and fair, untroubled by hunger or plague.

The great druid of the Land of Apple Blossoms can open a magical moon portal to the city of Fandeval, which appears once every few years. On those occasions, a few of its young people take its apples, pears, and other fruits to market, exchanging them for Fandeval's salt, spices, and other rare items.

PALETREE RISE

This drifting village was built around a circular grove of oaks and a single stone, sometimes thought to be one of the failed stones that Hecate placed in the waters before the Founding. (Indeed, the legends say it floated well and gathered earth and plants to it, though it failed to root in one place.) The village itself is seen in a dozen places each year, drifting faster than most villages, and some of the faithful of Hecate consider it an especially propitious site, worth seeking out for the devout. Others believe that the "pale tree" that gives the village its name is a sign that the place is quite dangerous, unstable, and best avoided. Chaos cultists and the satarre claim the village might be a good place to unbind and unravel magic for this reason.

THE RADIANT ISLE

A secluded island located somewhere in the middle of a black lake in the south of the realm regularly draws dozens or even hundreds of witchlights to its shores. The island can be seen from the far side of the lake thanks to the pale glow that emanates from the place. Brave souls who use magic or take a boat across the lake find a building composed of solid light nestled in an otherwise desolate rocky outcropping. Low and sprawling, the structure has a blue central dome and several white marble wings, radiating from that hub. Witchlights flit across the lake and into the building, gliding through the opaque, glowing walls.

For creatures that can't pass through the light walls, a normal entrance opens into a library, but instead of books and scrolls, sheets of multicolored light are stacked atop one another in orderly fashion. Each sheet of light contains recorded knowledge. The witchlights move about the archive, a few at a time, to add some of their own light to what's already there.

In addition, brass-and-silver library automatons move among the stacks, scanning the library and its visitors. Visitors that convince the automatons to help can find strange lore gathered from across the realm, even the multiverse, stored in the archive. The library is said to connect to other storehouses of wisdom on other planes through doors limned in strange alphabets.

The liosalfar—elementals composed of pure, colored light—are frequent visitors to the Radiant Isle. They have a great love of patterns and a hatred of any creature that seeks to disrupt the patterns of "color" they identify as the world around them. They can offer invaluable insight on locating a specific piece of lore, but any who threaten the archive or the knowledge stored within inspire their wrath.

Shadow Landmarks and Natural Anchors

While shadow fey, bearfolk, and others raise buildings, castles, and entire cities on the strength of foundation stones that preserve structures during times of flux and tide, other elements of the Shadow Realm also resist the currents and motions of ebon tides. Shadow landmarks and natural anchors perform the same function, and as elements of the plane, they do not require arcane power to create. Instead, these features of the land are notable as geographic features: white cliffs, enormous house-sized boulders out on the plains, a beach of pure white sand, a set of purple dunes, or a particularly stunning mountain peak or outcropping.

These sites are preserved over years without any help from arcanists or fey. Instead, the memory of the Shadow Realm and its inhabitants themselves maintains them. Most are associated with names, legends, or associated figures from history. The older and more visited the site, the more resistant it becomes to damage by black water, harsh radiance, or similar natural effects. Natives of the plane call them "natural anchors," places too distinctive to be washed away or to sink silently beneath other terrain.

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6

Fey Courts and Servitors

The Shadow Realm has always been most closely associated with the fey, who used it as a source of magic and magical transportation long before they learned to make warded foundation stones and to settle it. Their courts resemble those of the elves of Silendora, the Summer Lands, in their overall size and organization but with a darker cast and often with far more gnomes, goblins, and humans. The shadow fey themselves have always been relatively few in number, though their promises of power and their ability to enchant and control mortal rulers have given them the ability to pull entire cities into shadow.

What is a Fey Court?

A fey court is roughly similar to a human fiefdom: a land ruled by a noble or monarch, that ruler embodying its people and attracting like-minded fey to their court. A small court, for instance, might style itself the Baron's Court of Millrun and rule over a handful of villages along a stream. A large court, such as the Court of Night and Magic, might have lesser courts that pay it fealty, be ruled by a queen, and command entire cities, forests, and small armies.

A dozen major courts and several minor ones are described here. More certainly exist, and new ones could be founded by any fey-blooded inhabitants of the Shadow Realm who lay claim to existing lands and castles or who can master the ebon tides to make their own lands and castles from nothing.

Any fey can found a court, though only the most powerful or charismatic seem to have success in growing them from a backwater named Frog Manor to a wildly popular Court of Emeralds. Shadow fey, shadow goblins, lunar elves, sable elves, wyrd gnomes, quicksteps, living stars, and even trollkin (and sometimes half-elves) have all ruled fey courts. Bearfolk, darakhul, halflings, alseid, ravenfolk, satarre, shades, and humans are sometimes members of a court, but they are not eligible to found or rule one.

Rules for styling oneself a title and naming the court itself are arcane even by fey standards. A new court, for instance, might take a "properly modest" name such as Lilypad Manor, the Court of Cherries, or the Court of Three Bridges, ruled by a lord, lady, or keeper. In time, the court might grow and become the Court of Ruby Blossoms or the Court of the Silent River, ruled by a princess, marquess, or count. Such

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Changelings at Court

Many fey courts have a tradition of hosting changelings, which they see as an honorable tradition of fostering the children of various non-fey races among themselves. (To the parents of the kidnapped children who become changelings, the matter is somewhat different.) These human children are stolen away as infants, taught Elvish, Umbral, and other refined languages, and their demeanor and personalities change to match that of their shadow fey, gnomish, or sable elvish parents. (Note that the fey do not choose to adopt dragonborn, dwarves, kobolds, tieflings, or trollkin as changelings, and they consider the various animal folk such as alseids, catfolk, ravenfolk, or subek as half-fey already. Kidnapped halflings generally become courtly servants.)

Changeling player characters can use the changeling variant race for umbral humans (see **Chapter 2**), which provides rules governing their abilities.

names can be proposed yet fail to become accepted by the members of the court if a ruler judges their own advancement too generously. When other fey refuse to acknowledge the new placename, it may easily become a mark against an "upstart court," and the court's popularity may wither.

Corremel, the City of Lanterns

A bright light on a dark river, the city of Corremel shines like a beacon from a thousand black-iron lanterns. Ruled by the Black Prince of the shadow fey, Hander Svenk, this well-lit city is their sparkling stronghold and the source of their wealth and power. Its foundations are enormous, both in its palaces and in its charcoal-cobbled streets, and its watch is vigilant and suspicious of troublemakers.

A busy metropolis, it is sometimes referred to as Corremel-in-Shadow (but usually only by those of the mortal realm). Corremel is situated on the banks of the River Lethe near two shadow roads to the



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mortal lands, making the City of Lanterns a distinct trade hub that sees people of shadow mingling with all varieties of mortals. This mash of cultures has left Corremel with a distinct amalgam in architectural style and in its dialect of Umbral, using more human loan-words.

The city's bridge is an important passage for crossing from the forests and courts of the Queen's Wood down to the plains, to the Saltwood, to the Shade Sea, and to the trading opportunities of Fandeval. Visitors from throughout the Shadow Realm come for trade goods, for particular services from arcanists, spies, loremasters, and assassins, and for the various joys and pleasures that the fey offer to visitors, for the right price.

PROMINENT LOCATIONS

1. Horn Gate Inn. Many mortal visitors to the city find this lively tavern, blaring with music and conversation, to be their best first stop. Located on the northern edge of town, this large, horn-colored mansion with a slate-gray roof is bedecked with numerous gables and turrets. The stone exterior sports numerous balconies with detailed balustrades while the inside features hand-carved trim, hardwood floors, a carved wooden staircase, and massive stained-glass windows. Each bedroom has a stone fireplace and small-but-comfortable bunks or a bed large enough for two. The entertaining hall is an expansive room with a worn wooden floor and numerous wooden tables and chairs.

The music inside the Horn Gate Inn varies from night to night, but it is always merry. Playing for the inn's patrons is an honor granted only to the most talented of musicians. Locals often visit the inn to dance a jig with friends and visitors; those from elsewhere may find fey forwardness a bit off-putting. The Horn Gate Inn deals exclusively in the currency of the mortal realm, rather than any minted in the Shadow Realm, though its owners will accept other goods in exchange for lodging. Food, also available for purchase with coin, is fairly typical of the mortal realm and free of the Shadow Realm's corruption.

Harried Harald, a disheveled, hardworking human (**commoner**) in his late fifties, tends the bar, pouring drinks and sharing information with patrons. Tamikula, a fair-haired half-elf with sharp green eyes and soft cheeks, waits the tables. Her patience with demanding customers is thin, but she goes out of her way to assist polite travelers. The inn is run by



Corremel's Connections to Mortal Lands

Much of the wealth and power of Corremel comes from its twin shadow roads, which connect the city to two other cities of your choice. In the Midgard setting, these cities are Zobeck, the Crossroads City, and Corremel-in-Nuria, a desert city along a crocodile-infested river.

The first of these is a small city of clockwork magic, kobold miners, and trade near the ancient Margreve Forest and Ironcrag Mountains and described in ***Zobeck: Clockwork City***. Any temperate trade or river town could stand in for Zobeck in your campaign as needed.

With the latter, the city enjoys a shadow road to the human City of Ale, called Corremel-in-Nuria and described in the ***Southlands Worldbook***. If you are not using the Southlands in your campaign, any other sun-filled, human city will do as the "mirror of Corremel."

The idea is to give the shadow fey a connection to places unlike the Shadow Realm and to a road for human foodstuffs, textiles, and other trade goods to arrive in the hands of the shadow fey.

Whispering Room

A creature that takes a long rest in this room is wracked by vivid dreams, which rapidly alternate from a warm embrace and the sound of whispered endearments to skeletal hands wrapped around the dreamer's throat and the sound of hissed curses. At the end of the long rest, the creature gains no benefit from the rest, takes 10 (3d6) psychic damage, and gains one level of exhaustion. A successful DC 20 Wisdom saving throw avoids the psychic damage but not the other effects.

To end the haunting and bring rest to the ghost, Loris's murderer, Hiernanda Kitza (LE human **archmage**), now a powerful magic user, must spend a full night in the room—this may result in her death or a transfer of the whisper-curse, the constant sound of accusing whispers surrounding Kitza. Ending the curse of the Whispering Room earns Rodrig Goldseam's eternal gratitude, and he offers free lodging to the heroes for the rest of his life.

Rodrig Goldseam, a portly, middle-aged dwarf who reports interesting findings to the city's Second Blade, Tristelia Caernefille.

The inn's most opulent room, called the Whispering Room by the staff, is haunted by the spirit of Loris Treik, a maiden who was seduced by Gunrik Stoll and murdered in the room by Stoll's jealous human mistress, Hiernanda Kitza. Loris's ghost rarely appears in the room, preferring to haunt the dreams of those who sleep in it (see **Whispering Room** sidebar).

2. *The Pluming Lantern Pleasure Salon.* This establishment, called the Stick and Dome by locals, is a large, square building of turquoise marble. A few small windows sit on each side, and two small doors stand at its front and back. A crystal dome atop the building casts broken rainbows and provides much of the light inside the otherwise solid structure.

A single narrow tower juts up from one corner. Capped with a pointed roof, the almost featureless structure has a single balcony that rings its girth.

Layers of perfume and incense hang in the air and stick to any cloth inside the pleasure salon. Plush carpets line its floors, and tapestries depicting lewd images of fey consorting with bestial humanoids

Torremel, the City of Lanterns

Ruler: **Hander Svenk, the Black Prince** (see *Courts of the Shadow Fey*)

Important Personages:

Ander Wyth, Master of the Market Stalls (LE **shadow fey knight of the road**, see *Creature Codex*); Aten Aerlich, First Blade of the City Watch (LN **shadow fey duelist**, see *Tome of Beasts*); Bort, seneschal to the Black Prince (LE **shadow goblin scribe**, see **Chapter 9**); Gunrik Stoll (LE dwarf **necromancer**, see *Creature Codex*); Henrik Stoll (LE **dream eater**, see *Tome of Beasts*); Marti Dwerik, Head Lamp of the Lamplighter's Guild (LN elf **mage**); Masika Gamall, Mistress of the Pluming Lantern (CG werelion **war priest**, see *Creature Codex*); Oyrepple Flinders (LE **devilbound gnomish prince**, see *Tome of Beasts*); Rodrig Goldseam (N dwarf **bandit lord**, see *Tome of Beasts*); Shiallee of the Carriage House (N human **mage**); Smiling Aymag, First Tormentor of Scourge Circle (NE **shadow fey enchantress**, see *Tome of Beasts*); Tamrana Lanzt, clerk to the prince (N **shadow fey ambassador**, see *Creature Codex*); Tristelia Caernefille, Second Blade of the City Watch (LE **shadow fey forest hunter**, see *Tome of Beasts*); Twylla Yoop, Mistress of the Sheltered Market (LE **shadow fey knight of the road**, see *Creature Codex*)



Population: 50,000 (23,000 shadow fey, 15,000 shadow goblins, and 12,000 umbral humans)

Great Gods: Sarastra (patron), Laughing Loki, Mammon, Ninkash, and Rava

Trade Goods: Lanterns, papyrus, ale, figs, pork, fish, melons, oranges, lemons, and goats (in order of importance)

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adorn the walls. The colors, once vibrant, have been bleached by time and the Shadow Realm.

A public bath costs 1 sp. A private bath, which can accommodate up to eight Medium creatures, costs 1 gp per attendee. A secret bath, named for its enchantments that prevent magical or mundane eavesdropping, costs 100 gp per attendee. A secret bath can accommodate up to ten Medium creatures and is a popular place to make deals despite the high cost.

Those seeking to exercise more carnal desires can find nearly any consensual pleasure at the Pluming Lantern, barring congress with children or the dead. The rates for such activities range from 10 gp for 30 minutes with one of the skilled courtesans to several thousand gold for such complex joys as being immersed completely in the daydreams of young lovers while being whipped by gossamer-strand-wielding sprites. Payment at the Pluming Lantern must be made in mortal coin, and the establishment does not trade services for goods or other services.

The Pluming Lantern is run by Masika Gamall, a priestess of Bastet in exile from her home in Per-Bastet. Fleeing that city's ruler, Meskhenit, for her hand in directing the slaughter of a group of slavers, Masika made her way to Corremel-in-Shadow. She was unaware that the slavers were spies returning with urgent news regarding an impending dragonborn incursion against the City of Cats. Meskhenit is furious with Masika's actions and will pay handsomely for information that leads to her capture.

3. The Sheltered Market. This massive, ancient obsidian building is surrounded by fluted columns that support a gently sloped roof. Inside the Sheltered Market, friezes decorate the walls and ceiling, depicting diplomatic scenes of the shadow fey interacting with others. Most of the goods that make their way into Corremel are bought and sold here.

Unlike the market stalls in other parts of the city, the Sheltered Market is almost staid. Spaces are uniformly sized lots with the more prosperous merchants taking several adjacent lots to display their wares. Mistress Twylla Yoop, the owner of the Sheltered Market, runs it with greedy efficiency, levying fines against any creature who disobeys the edicts clearly posted around the market. When disputes arise, she rules in favor of whomever pays her the largest bribe, and she often levies a steep tariff on the loser for wasting her valuable time. Twylla is a confidante and sometimes lover of Gunrik Stoll, co-leader of the Stoll Cartel, and she turns a blind eye to most cartel activity in her demesne.

Those who cannot pay their fines at the Sheltered Market are held for humiliation at Scourge Circle. Detainment usually lasts 1 day for every 50 gp in unpaid fines, though punishments vary at Twylla's discretion. She is more lenient toward musicians and much harsher toward kobolds and goblins.

4. Prince Hander Svenk's Palace. The Black Prince's palace is a series of six amethyst towers, each topped by a statue of a former city ruler. Each tower is attached to a larger, central tower, which is topped with a conical-pyramid roof and flying buttresses.

The lower floors of the central tower are open to the public, and visitors often tour the tower's ancient and exquisite collections of art, trophies, murals, friezes, and wall hangings. The tower's upper floors are closed to the public and house the Black Prince and his numerous concubines and shadow fey servants. Excepting his seneschal, Bort, the Black Prince's hundreds of shadow goblin servants live in two basement levels below the central tower.

Going to the Sheltered Market

In theory, one can find nearly any non-artifact item at the Sheltered Market, though availability and price vary:

- A buyer can find any mundane, non-consumable item in 1d3 hours. A successful DC 10 Charisma (Deception, Intimidation, or Persuasion) check reduces this to 1 hour.
- A buyer can find an exotic item or a common or uncommon magic item with 1d6 hours of talking and searching and with a successful DC 20 Intelligence (Investigation) or Charisma (Deception, Intimidation, or Persuasion) check.
- A customer can find a rare magical item with 4d6 hours of talking and searching and with a successful DC 25 Intelligence (Investigation) or Charisma (Deception, Intimidation, or Persuasion) check. Vendors selling these items rarely accept coin for them, preferring barter.
- Very rare or unique magical items might not be available, at the GM's discretion, and a customer looking for such an item usually must endure a dangerous task in exchange.



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On occasion, the Black Prince's younger sister, a pale shadow fey named Rosali Svenk, wanders the floors of the central tower, unnerving staff and visitors alike. No matter her location in the tower, its occupants always hear the subtle clinking of the tiny animal skulls tied to her gnarled staff as if she is walking just behind them. For more information on Rosali Svenk, the Pale Witch, see *Courts of the Shadow Fey*.

The six adjoining towers are cleverly designed prisons, housing the few creatures who have truly pricked the Black Prince's ire. Three of the towers are occupied and hold the following prisoners:

- ***Nuallia Hillier.*** The Black Prince's first lover was imprisoned when she spurned him. Nuallia can move through her beautifully appointed tower freely, but she is treated with indifference by any guards or servants who attend to her needs.
- ***Ceres.*** This lunar elf assassin came close to publicly ending the Black Prince's life. The tower is full of greased platforms and illusory warriors who often beat the prisoner.
- ***Tig.*** This shadow fey critic made the mistake of publishing a satire, depicting the Black Prince as a kind-hearted fairy. His tower prison resounds with mocking laughter at all hours. Every time he moves to another room, an audible parody of his sentencing hearing plays throughout the tower.

5. Firefade Park. Occupying the northern banks of the River Lethe, this park is filled with maple and oak trees separated by narrow paths of gray cobblestone. The entire park is suffused with a dim orange-yellow illumination, and the park's central clearing is never empty as visitors and residents alike come to enjoy the view of the park's large fountain.

A majestic fountain, made of the same white marble as the River Bridge, depicts a bear's head in profile with a human head caught in its jaws. The human head in turn has a frog in its mouth, and the frog has a carp by the tail. The carp's body is carved as if the frog caught it mid-leap, and its mouth emits a constant stream of pure, clear water. The fountain is guarded by six well-armed **shadow fey guardians** (see *Tome of Beasts*). Those wishing to drink at the fountain must pay the clerk, Tamrana Lanzt, before they can drink the water. The clerk works on behalf of Prince Hander Svenk and accepts silver coin as well as more esoteric payments for use of the fountain.

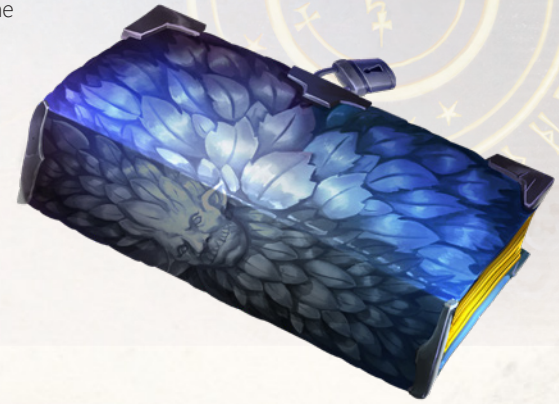
Fire damage is halved while in the park, and creatures caught attempting to burn the trees are detained for trial at the Black Prince's leisure. Those caught drinking the water without sufficient payment are also detained for trial.

6. Shady Lane. While the bright lanterns of the city illuminate most of the streets and buildings, less savory individuals have a knack for discovering darkened nooks and crannies. Shady Lane, located off Guild Avenue, is a dark, narrow alley. Lanterns are dimmer here, and even magical light is muted, much to the consternation of the city's lamplighters. The light in Shady Lane is never brighter than dim light. On rare occasions, creatures who have stumbled into Shady Lane exit confused onto another road in the city—one which is not actually connected to the lane.

7. Lamplighter's Guildhall. In the Shadow Realm's most well-lit city, the Lamplighter's Guildhall, unsurprisingly, sees reasonable traffic. This ostentatious mansion has multiple gables and turrets, with a fine exterior of wood painted bright blue with gold trim. While the building has no balconies, a

Saving the City of Lanterns / from the Book of Ebon Tides

Alas, Corremel, where magic rose to such heights along its arcane river that all its beauty was swept into shadow! Many shelter there, stepping between the bright world and the shadow world to bring all the bounty of the mortals to the fey. It often seems a place waiting to return to the sunlit world. A small gathering of mages there, calling themselves the Bright Sparks, dares to entertain the notion that Corremel could fall back out of shadow and become a mortal land again if only the attention of the right old gods were brought to bear.



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large, covered porch runs along one side and over the main entrance. The guildhall has many windows, and its tallest turrets are four stories high.

The current head of the Lamplighter's Guildhall is Head Lamp Marti Dwerik, a ruthless careerist who detects and exterminates potential rivals before they can formalize any sort of opposition. Marti is a controlling guildmaster who demands her dozens of underlings report directly to her throughout the day before returning to their task of ensuring the lanterns about the city remain lit.

Most of the lights in the city are magical, and the Lamplighter's Guild includes numerous magically talented individuals. Dozens of guild members with little to no magical ability, referred to as "skips" behind their backs, light, douse, and maintain the non-magical lights in Corremel. These guildmembers also report any broken or counterspelled magical lights to the Illuminator's Committee.

In recent years, the Lamplighter's Guild has been infiltrated by **doppelgangers** working for the Stoll Cartel. As new doppelganger agents become available, Henrik Stoll sends them to murder a member of the guild and assume that member's life and personality. It is the Stoll brothers' hope that soon their agents can rise up and butcher the guild's leadership. Once this occurs, the brothers plan to assume control of the guild and exploit homes and businesses for preferential illumination. Unknown to the Stoll brothers, most of the doppelgangers actually enjoy their new lives and aren't too keen on replacing the guild's current leadership.

8. The River Bridge. Easily the most notable feature of the city, the white marble bridge spans the black River Lethe and is featured on the city's coat of arms. It provides one of the few ways to safely cross the specter-haunted river, making it one of the busiest and most traveled locations in the entire city. The bridge is truly ancient, and its creation predates the founding of Corremel. Lunar elves and devotees of Hecate claim that the goddess herself set the bridge's foundation stones, and small candle-lit shrines sometimes spring up to the goddess on either bank.

Each of the bridge's supports features a carving of an unfortunate soul recently lost to the waters of the River Lethe. The expressions of the graven figures are always both horrified and haunting. The images are ever-changing as the Lethe quickly claims the unwary who fall into its dark waters. The Lanternkeepers regularly patrol the bridge.

9. River Lethe. One of the major waterways in the Shadow Realm, the River Lethe is a dangerous torrent of inky shadow, running through Corremel. Like all the waters in this realm, the River Lethe is frigidly cold and haunted by the creatures who perished in or near it. Many a soul has attempted to wade or swim across this river only to be consumed by it or its hungry spirits, making safe passage via ferry or the River Bridge so attractive.

A shadow road stretches along the riverbank inside the city, connecting Corremel to the Crossroad region near the Free City of Zobeck. Shadow goblin guides sometimes offer visitors assistance in opening the shadow road's portal to begin the journey to the mortal world, though in most such cases they merely open a portal and do not participate in any further travel.

10. Stoll's House. Like a dead flower in a flawless garden, this small dwelling stands out from the beautiful buildings in the southwest quarter. Peeling paint, crumbling roof tiles, and other evidence of neglect make this run-down peasant's abode appear to belong more in the Tumbles than anywhere else.

However, Stoll's House is a facade. The extensive network of catacombs below it houses the network of spies, assassins, and other criminals Gunrik and Henrik Stoll employ. Officially, the group is called the Queensman's Guild, though most locals simply call it the Stoll Cartel. The guild is responsible for most organized crime in Corremel, excepting slavery, which is run by Oyrepple Flinders (see **Joyful Park** below). The guild's inability to break into the slavery racket is a sore subject with the Stoll brothers, and they would richly reward any group or individual who could help them dismantle Flinders's organization.

The Queensman's Guild is largely comprised of human, shadow fey, and doppelganger agents with a few halflings, tieflings, shadow goblins, and half-elves. They do not employ darakhul, lunar or sable elves,

Firefade Park Fountain

The crystal-clear water flowing from this fountain comes directly from the Elemental Plane of Water. It is pure, cold, and delicious. A creature that drinks this water removes one level of exhaustion and gains temporary hit points equal to its CR or level. Once a creature has drunk from the fountain, it must finish a long rest before it can benefit from the fountain's water again.

The Law in Corremel

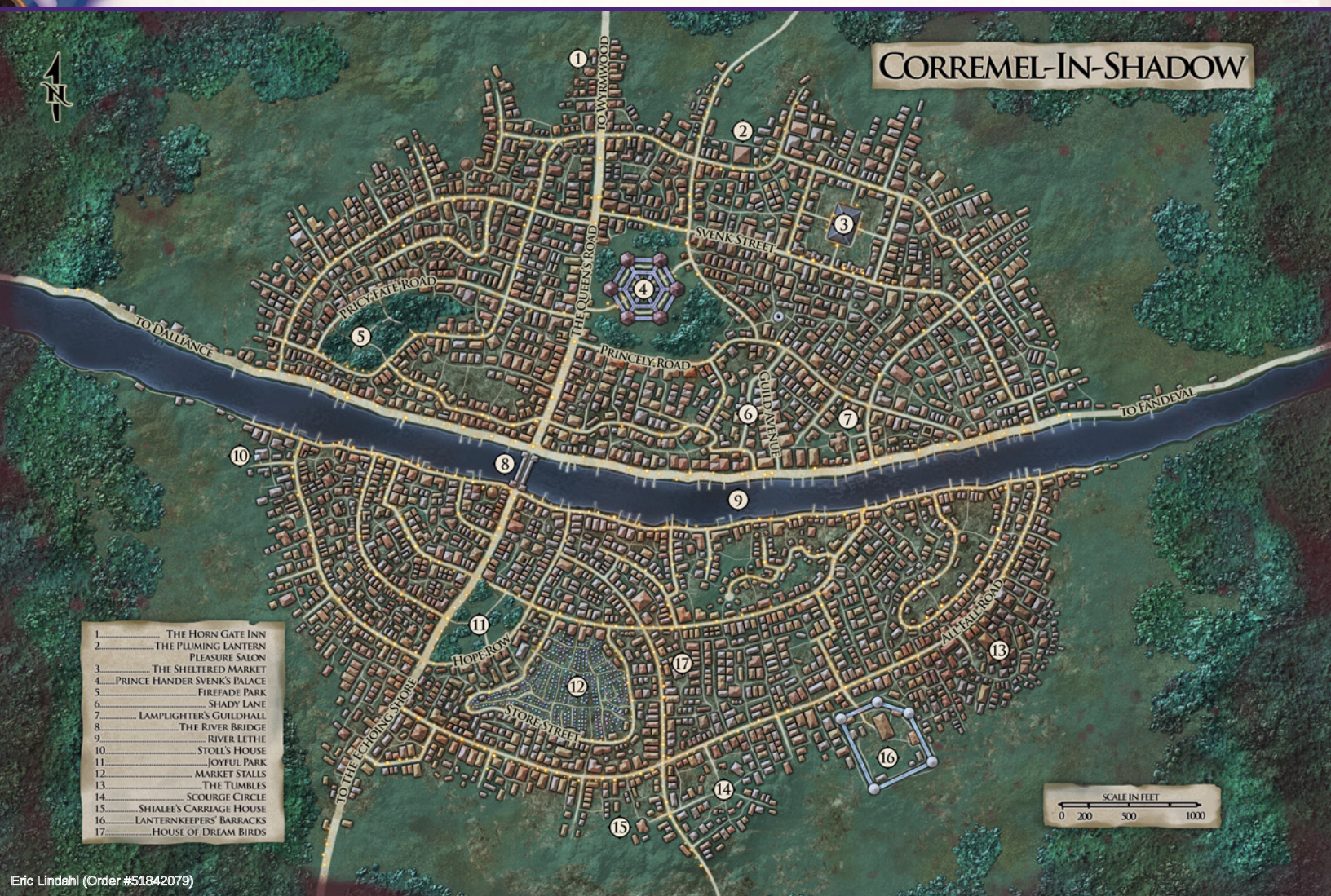
All visitors to the city should be aware of some of its stranger laws.

- To speak ill of the Queen of Night and Magic or the Black Prince is treason.
- Vandalizing an image of any member of the court is grounds for permanent expulsion from the city.
- Damaging another's reputation will be punished as severely as if the offender had harmed the victim's body—possibly more so. (And yet, gossip is a local pastime.)
- An offender has no right to representation at trial. Guilt or innocence can be determined in the offender's absence.
- Ignorance is no excuse for acting ignorant.
- The Black Prince has the final word and is exempt from all laws.

bearfolk, or wyrd gnomes. The organization has 117 members with other specialists contracted as needed.

The Stoll brothers appear to be cantonal dwarves, and indeed Gunrik is what he appears to be. Henrik, however, was dispatched and replaced by a **dream eater** (see *Tome of Beasts*) about a decade ago. Since Henrik's ideals were largely the same as his replacement's, the change has gone unnoticed.

11. Joyful Park. Joyful Park sits on the southern banks of the River Lethe. Countless visitors to Corremel stop for a rest here, enjoying the park's proximity to the bridge and its many street entertainers, performing at the small amphitheater. Very few guests are aware of the park's secret: a subterranean slave market sits beneath Joyful Park, where slavers auction off unfortunates to the highest bidder. The varied assortment of bidders makes it difficult to determine a slave's fate. Some purchasers work their new property to death while others prefer to house their recent acquisition in comfort, merely withdrawing a memory at a time until there is nothing left.



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TABLE 6–1: PORTALS IN THE TUMBLES

d20	Destination Plane	Arcana DC	Characteristics
1–2	Heavens or hells	13	The portal is slightly warmer than its surroundings and smells of ozone (heavens) or sulfur (hells).
3	Astral or the Void	13	A chill hangs in the air around the portal.
4–7	Pocket dimension (a hub of trade)	15	The sharp scent of spices and the sound of thousands of whispering voices waft through the air near the portal.
8	Lawful, clockwork plane	14	The air around the portal smells and tastes of iron.
9	Elvish realm or plane	14	Faint motes of floating light dance around the portal.
10	Plane of war	13	The scent of blood hangs in the air around the portal, and the sounds of clashing blades and screams echo from it.
11–16	Random Shadow Realm location	16	Shadows thicken around the portal, and the air feels oily.
17–20	Random mortal world location	17	Colors near the portal are brighter, and the air smells fresh.

The slave market is overseen by Oyrepple Flinders, a gnome who secretly serves Nislev the Tidy, a **young blue dragon**. Oyrepple stole the dragon's egg from a smuggler who escaped into the Shadow Realm from a desert kingdom over 70 years ago. He cultivated the dragon's greed and vanity over the decades and now serves the powerful creature in the shadows of Joyful Park. Nislev's ultimate goal is to assemble a hoard that contains a living member of every sentient race, and he encouraged the gnome to open the slave market a few decades ago to further this goal. Oyrepple's minions, a seemingly endless number of **dark folk** (see *Creature Codex*), murder anyone who causes trouble for him, Nislev, or the slave market.

12. Market Stalls. This collection of carts, makeshift structures, mats piled high with goods, hawkers, and wandering peddlers is a riot of colors, scents, and sounds as suits the ground where the majority of the foodstuff in Corremel is bought and sold. Vendors from the mortal world, the Shadow Realm, and many other planes fill the stalls, trying to earn a living in the City of Lanterns. They learn quickly there is no point getting too comfortable in a location as they are unlikely to have the same spot on their next visit to the city.

The Market Stalls are overseen by Ander Wyth, a charmingly wry shadow fey who treats all vendors equally. When disputes between customers and vendors are brought to him, Ander generally rules in the most ironic fashion possible, ensuring neither party is truly satisfied.

13. The Tumbles. Most buildings in the Tumbles are crumbling or rotten, and some homes are missing walls, stairs, or large sections of roof. While they remain standing, pieces of houses have been known to shift and fall on unsuspecting passersby. Inhabitants of the Tumbles are often desperate for food, water, or medicine, and most residents of Corremel avoid the area.

The fabric of the Shadow Realm is fragile here, and invisible portals to other planes form frequently. These portals are short-lived, eventually collapsing and tearing small portions of the nearby area away with them. Those adventurous or desperate enough to brave the area wander aimlessly among its buildings, looking for an escape to somewhere else. A few enterprising locals sometimes hire their services out as guides. A small shrine to Laughing Loki stands

Planar Travel Via the Tumbles

For every hour a character spends wandering through the Tumbles, there is a 1 in 20 chance they encounter a portal. A character must succeed on a Wisdom (Perception) check to detect and avoid the portal. A character must succeed on an Intelligence (Arcana) check to discern the portal's destination. The character has advantage on this check if they know the *gate* or *teleportation circle* spells (or similar magic from **Chapter 4**).

Use the following table to determine the destination of the portal, its DC, and its noticeable characteristics. Choose a plane from the cosmology you prefer that matches the themes listed.

here, though residents say it can be found only by those who aren't looking for it.

14. Scourge Circle. This small square is tiled in marble and contains dozens of cages, platforms, stocks, pillories, and other devices used to punish criminals. At any given time, upward of 20 creatures are suffering punishment of some sort.

While painful punishments and executions are not unknown in Corremel, the most common form of punishment is humiliation. The First Tormentor, Smiling Aymag, is particularly inventive in devising humiliations to inflict upon the prisoners in her care. She is currently fond of having prisoners stripped, shaven, coated in honey, rolled in breadcrumbs, and posed improbably for the viewing public. All creatures known to have been punished here have –1 to their Status. (For more on Status, see **Chapter 1**.)

Prisoners are housed in sparse cellhouses located directly north of Scourge Circle.

15. Shiallee's Carriage House. This expansive lot has ample space to park carriages, and the staff makes minor and major carriage repairs. Travelers find this a worthwhile stop as the workers of the carriage house are knowledgeable and meticulous.

An immense white-brick mansion dominates the beautifully maintained lot, and it welcomes all visitors to Corremel—for 5 gp of course. This fee often limits the carriage house's clientele to denizens of the Shadow Realm and the more successful merchants of the mortal world. The carriage house, owned by the elusive and rarely seen Shiallee, is run by the numerous people under her employ. It has 20 guestrooms, a small bathhouse, two dining rooms, a small ballroom, a large study, and a games room. All of the guest rooms are on the upper floor while the shared rooms are located on the main level. (A separate wing belonging to Shiallee herself is closed to the public.)

The bathhouse can house no more than six people at a time, but admission, and a bar of scented soap, is included with a stay at Shiallee's. The large study houses an extensive collection of books from various planes on a broad range of topics, from angelic plumage to horn structures in demons to the customs of the shoth. The games room features a billiards table, darts, chess, assorted cards and dice, and other games. Guests dance each evening within the ballroom, a beautifully detailed space with carved wooden panels and exquisite glass lanterns, floating near the high ceiling. A quintet of shadow fey serves as the house musicians, nicknamed the Handsome Five.

Coin and other goods are rarely accepted as payment in the mansion, though they may be accepted for work on a carriage. Shiallee prefers payment in favors, services, or information and often sells such things to others. If it happened in the Shadow Realm, chances are Shiallee has heard of it or knows someone who has.

16. Lanternkeepers' Barracks. This large communal home for the city watch is built of gray stone with a peaked black roof. Members of the watch are known as Lanternkeepers for the distinctive lanterns they carry as their badges of office, though locals just call them Keepers.

Martial equipment litters many of the rooms, cleverly scattered to allow the Lanternkeepers easy access to weaponry while hindering those unfamiliar with the layout. First Blade Aten Aerlich and Second Blade Tristelia Caernefille run the barracks with strict adherence to time and duties. A small building near the gates of the barracks houses an on-duty Lanternkeeper who is meant to assist the general public. In truth, most Keepers at the gatehouse post despise it and pointedly ignore visitors. The gates to the barracks themselves are kept closed, except during changes of the watch.

Several hundred Lanternkeepers serve in

Going to the Market Stalls

Given enough time, a market visitor can find almost any type of food or drink, prepared or raw, in the Market Stalls:

- A visitor can find common foodstuff, including dishes from all nations of the mortal realm, in less than an hour.
- A visitor seeking more exotic food and drink must spend 1d4 hours searching the chaotic jumble of stalls and succeed on a DC 15 Intelligence (Investigation) or Charisma (Deception, Intimidation, or Persuasion) check.
- A visitor wanting a rare or illicit substance must spend 2d4 hours searching and succeed on a DC 20 Intelligence (Investigation) or Charisma (Deception, Intimidation, or Persuasion) check. At the GM's discretion, some substances may not be found at the Market Stalls.

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Corremel, with a minimum of twelve five-person patrols active in the city at any given time. An average patrol consists of a **city watch captain** (see *Tome of Beasts*) and four **guards**, though a **mage** or **priest** of Sarastra may join any given patrol. Each Lanternkeeper carries a distinctive oval lantern made of silver that glows with magical light. These lanterns serve as the badges of office for each Lanternkeeper, and it is a crime punishable by death for a non-Lanternkeeper to possess one. If a lantern is ever lost or stolen, the entire barracks comes to life, striving en masse to retrieve the lantern.

17. House of Dream Birds. This square home surrounds a closed courtyard filled with lemon trees, flowering vines, and many small birds with white plumage. They are all tended by Ainoress Gabboneth, a sable elf matron who is the priestess of this strange temple to Gytellisor. Devotees come to feed the birds, to write gloomy poetry or joyous love notes, and to drink wine or smoke requiem in the evenings. The place seems more a fashionable public house than a temple, though each day the high priestess of the dreaming god and her acolytes perform the rites and sacrifice a bird on the god's small basalt altar in the courtyard. A scriptorium in the temple copies out the god's sacred verse and (for a fee) anything else that either the faithful or merchants, lovers, or spies ask them to write.

Court of Golden Oaks

This court is the strongest holding of the sable elves in the Shadow Realm, ruled by the bright spark that is Her Resplendent Glory Undimmed, Queen Valda, whose joy and sternness are fused into a perfect golden-haired combination of careful planning, shrewd insight, and arcane power. As a mistress of the arcane, Valda has outwitted and ensorcelled suitors, foes, and assassins, and as a queen, she has won the hearts of her own people since she ascended the throne and truly began to rule as a young sable elf.

In her days as a bride and young royal, most elves of her court considered Queen Valda a charming, well-educated ornament rather than a serious ruler or head of state. However, when her husband, the Crow Prince, abandoned the court to seek wisdom from Yggdrasil, she was perforce required to suddenly leave her books, calligraphy, and arcane musings, and she



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took command to keep the fortress of the sable elves from falling to its enemies. She has taken little time to think of where the Crow Prince is and what he might be up to on his quest, for the queen has enemies aplenty among the shadow fey, the satarre, and the gnomes. The court's position at a planar nexus means that outside forces both strengthen it (when they seek to trade and pay handsomely for goods from far afield) and undermine it (when they seek to seize its position for themselves).

The court's patron god is Valeros, patron of the elves, and both the queen and her people value martial strength, arcane power, and personal courage. Archery is a popular pastime, and the court bowyer, Vilhopelli, produces astonishing, sometimes-enchanted bows, arrows, and fletching, using materials from the Golden Oak. However, Vilhopelli always demands great favors or other magical items in exchange—his sobriquet, "the Generous," a bit of an insult as he is notoriously tight-fisted.

The Golden Branch of Yggdrasil. The strength of the Court of Golden Oaks is closely linked to its position within and around a World Tree, the Golden Oak, and its various paths and mystical acorns. The Golden Oak itself towers as most World Trees do, and the portal to its branches is treated as any other gate or road out of the court: watched and respected as the Golden Oak connects easily to Grenstad, the city of the ratatosk on Yggdrasil, as well as to the Uppermarket of a pocket plane devoted to trade, and Wotan's Tree in the snowy northlands of the mortal world. Ratatosks make up a small but loudly chittering minority in the court itself, and many of the boldest serve as guides and heralds to other realms.

Merchants and travelers who come through the Golden Oak vary widely and include celestials, humans, ratatosks, tieflings, satarre, and even fiends and fey lords. For some reason, almost all are granted passage so long as they swear to remain peaceful within the court and its various fiefdoms, villages, and holdings. Those who refuse are turned back with wand and sword if necessary.

Sweet Field of Victory. The Court of Golden Oaks is loved by humans, shadow fey, and others who are primarily visitors for the competitions, tourneys, and feats of strength that Queen Valda sponsors. As is tradition in many elven courts, Queen Valda declares the contests, called the Tournaments of Oak and Ash, when the season seems right. She invites all comers to the court to prove their ability as archers, as knights, or as wizards. Sometimes these include particular tests such as jousts, melees, target shooting, shooting on the wing, battle magic, counterspell duels, feats of horsemanship, drawing shadow power, or tilting

Court of the Golden Oak

Ruler: Her Kind Majesty and Queen of the Sable Elves, Valda Limineska, Keeper of the Golden Grove, Mistress of Laughter, Mother to Dawn, Her Resplendent Glory Undimmed (CG sable elf **archmage**)

Important Personages: Ainu-Olla the Swift-Handed, Captain of the City Watch (NG sable elf **city watch captain**, see *Tome of Beasts*); Bowyer to the Court Vilhopelli the Generous (LE **shadow fey knight of the road**, see *Creature Codex*); Chamberlain and Court Sorcerer Lumi-Livia the Kind (NG **sable elf hierophant**, see **Chapter 9**); Chief Librarian and Royal Gardener Drossilda of the Golden Eye (LG bearfolk **apostle** of Bengta, see *Tome of Beasts 3*); Chief Magistrate and Arcane Proctor Justee Arnosh the Seventh (NE shadow goblin **archmage**); Ekkitta-rup-Wisewhisker, Keeper of the Golden Acorn (CG **ratatosk warlord**, see *Creature Codex*); Grumbor Bluebelly of the Second Circle (N bearfolk **druid**); Keeper of the Tree, Maariko-Tirhi (NE human **veteran**)



Population: 9,000 (6,000 sable elves, 1,000 shadow goblins, 900 wyrd gnomes, 600 bearfolk, 300 umbral humans, 150 half-elves, and 50 ratatosk)

Great Gods: Valeros (patron), Baccho, Bengta, Charun, and Sarastra

Trade Goods: Furs, silver, amber, salt fish, oak, wool, and tin (in order of importance)

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at a golden ring. At other times, she may include a test of poetry or dancing, merely to show that not all a knight's prowess comes from strength of arms. The contests are the ones the queen declares, and the winners are given prizes and win renown both at the court itself and among other elves, shadow fey, gnomes, and the like.

College of the Acorn. While outsiders prize the tourneys and the spectacle, the queen and her advisors spend more time concentrating on studious matters and raising new battle mages for the Company of Golden Wands, the court's arcane soldiers. These troops are trained by Arcane Proctor Justee Arnosh, a shadow goblin wizard of great power but (unusually for a shadow goblin) a very humble attitude. He delights in serving Queen Valda and bringing glory to the court and in teaching young humans, sable elves, and shadow goblins the rudiments of battlefield magic. Ratatosk rune wizards and bearfolk druids sometimes also contribute to the curriculum.

Both Court Sorcerer Lumi-Livia the Kind and the golden-furred bearfolk Chief Librarian Drossilda serve as instructors, though much of the work of repetition and testing is done by various sable elf apprentices and underlings. The College of the Acorn also maintains a tradition of asking all visiting druids, wizards, and sorcerers to address the students on a topic of interest.

Court of Mice and Ravens

Ruled—or at least sponsored—by the fey lord Reynard, the Court of Mice and Ravens is an amalgam of trickery, clever plots, and alchemy, mixed with impulsive magic and with a bent toward the mystical or humorous. While it may seem like chaos on the surface, the erinas at the bridge gates manage to keep away most threats to the island-city itself, and the Haberdasher Royal seems to always be preternaturally aware of things, either through divination or his powerful network of ratfolk and other furred and feathered spies. The city is also known to have a shadow road connection to the court of the Mouse King.

Scoundrels Galore. Rogues and bards adore their patron lord, and this is why the place is often called the Rogue's Court among the fey. The variety of inhabitants, courtiers, officious minions, and seal-toting officials is high—as is the number of fraudsters, charlatans, jongleurs, fire-eaters, runaway apprentices, and disinherited noble children. Every inhabitant has a story, and most seek just a little help to be restored to their rightful title, shape, inheritance, or lands. Alongside a small but lively ghetto of ratfolk, jokingly called the Pantry, a mixture of sable elf rogues, human bards, courtfolk halflings, fey owls, bearfolk, alseid, and erina are all relatively common.

Lost Goods and Trickery. The Court of Mice and Ravens has a thriving trade in lost goods and somewhat shady potions. Outrageous *philters of lust*

Adventures at the Court of the Golden Oak

While the court is generally peaceful and civilized, it occasionally attracts dangerous visitors:

- A fiend enters the court via the gate in the Golden Oak and demands an audience in the name of one of the dukes of hell. Surprisingly, the queen agrees to meet with it but asks the PCs to provide additional sword arms.
- A druid of the gardens is found as little more than a dry husk among the peonies. A **vampire** or **wraith** has drawn all life from the body and now haunts the gardens each night.
- A courtier asks a PC spellcaster to provide a lecture on an arcane or druidic topic. During the lesson at the college, the speaker is booed, insulted, and heckled by an old enemy who is now a student here.
- A messenger sent out to the Golden Oak has not returned from Grenstad, city of the ratatosk. The queen and the captain of the guard alike fear a gang of **void cultists** (see *Creature Codex*) or simply **bandits** may have established themselves near the portal. The sable elves have not been able to find their stronghold, and Watch Captain Ainu-Olla is now offering a reward.

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Court of the Mice and Ravens



Ruler: His Infinite Wisdom and Sly Omnipotence, His Jocund Majesty King **Reynard**, the Fox Lord (see *Creature Codex*), the First Keeper of Ravens, Master of the Roads, Lord of the Blue Pine Forest and High Prelate of Laughing Loki

Important Personages: Chief Scout and Master of War Grumfell Skarsgaar (LN bearfolk **field commander**, see *Tome of Beasts 3*); Court Jester Illahellan Silverbells (CG sable elf **thief lord**, see *Creature Codex*); Darresh-kip-Bristletooth, Swift Flying Lord of Branches (CG **ratatosk warlord**, see *Creature Codex*); Haberdasher Royal to the Court Tii-kaw Tokkaw (CE ravenfolk **archmage**); Master of Protocol Winsy Cooperson (LN courtfolk halfling **assassin**); Most Watchful Guardian of the Gate Unwina the Cook (NG erina **city watch captain**); Noble Trickster and High Prelate of Santerr Marossa Carashtella Fimbulfinger (CN shadow goblin **first servant** of Santerr Marossa, see *Tome of Beasts 3*)

Population: 8,000 (3,000 shadow goblins, 2,000 sable elves, 800 wyrd gnomes, 600 erina, 500 courtfolk halflings, 400 ravenfolk, 400 ratfolk, 150 bearfolk, 100 alseid, and 50 ratatosk)

Great Gods: Laughing Loki (patron), Baccho, Charun, Santerr Marossa, and Sarastra

Trade Goods: Furs, dried meat, maple wood, dyed leathers, hats, ironwork, and musical instruments (in order of importance)

or *philters of enchanted fortune* (see memory philters in **Chapter 10**) are readily available here—as is the highly addictive requiem (see **Requiem, Drug of the Afterlife** sidebar in **Chapter 7**). The wyrd gnomes grow a few rose golems (though not as many as at the Court of Pale Roses), and gnomish pranks involving exploding frogs, luminously painted bats, and magical balloons and fireworks are relatively frequent. Items purloined anywhere in the Shadow Realm can sometimes be found here—or at the very least the well-informed master of protocol or the extremely keen-eyed master of the gate may have noted it passing in or out of the court by boat or via one of its many bridges.

Stepping-Stone River. The court itself is built on a series of islands on a river, deep woods to one side. Its gardens are lush, and small boats and barges connect the various noble houses on the islands: some have bright towers, others feature large docks and a constant hum of activity, and a few are silent and a bit ominous with treelined shores, few lights, and a bad reputation.

Court of Midnight Teeth

Gnomes are peculiar creatures, all pointed teeth, narcissistic tendencies, blue hair or—in the case of the Countess of the Court of Midnight Teeth—all three. Countess Phylomara Gladrienne, an influential and loyal vassal to the queen and king of the Court of Night and Magic (and sometimes the Court of the Moonlit King), is a refined and fashionable gnome bedecked in fine silks and gleaming jewels that compliment her azure hair. She styles her locks elaborately and never quite the same way twice, setting trends among her courtiers. Beneath this veneer of civility and style however, blood and secrets await. Manicured lawns, incredibly lifelike statues, and bubbling fountains filled with inky midnight waters surround her home. String music drifts on the perpetual gloom, beckoning travelers to this oasis of lantern-dappled beauty.

Lady of the Blue Barbers. The gnome courtiers of Midnight Teeth who attend the mistress in her home also serve as her agents abroad. They call themselves the Blue Barbers after their universally blue hair and their desire to bring style to all they meet. They serve

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as valets, barbers, art dealers, decorators, and stylists of all kinds. The Blue Barbers are polite, gregarious, and knowledgeable on a variety of topics, which they eagerly share while plying their trade.

Their leader and guildmaster is Garrolo Goldenlock, and he and his associates are various stripes of bards, bandit captains, peddlers, and spy masters. Their work keeps the gnomes well-informed and their foes nervous. Sabotage, blackmail, and assassination are all part of their extremely broad and extremely ruthless portfolio.

Infiltration of Mirrors. While Countess Phylomara is a great user of mirror portals, scrying, and divination, one of her foes, the Duchess Shelesorra, the Demon of Lies and Cruelty of a minor hell, considers the mirror realms her own domain and sees the gnome countess's use of mirrors as an affront to her claim. Phylomara pays close attention to warding her mirrors and even employs a stubborn, keen-eyed erina named Ingo to observe, polish, and report on any unusual sightings in her mirrors. All the same, demonic visitations and even attacks are not unknown, all of them originating from Sooleleed, the Mirror Hell of Lies (see *Warlock 16: Eleven Hells* for more details).

HALLS OF THE BLUE BARBERS

The halls of the Blue Barbers comprise a tower of white marble and a maze of manor-like wings, tunnels, and two-story banquet halls thrown together and remixed in a style that can charitably be called ad hoc. There's so little logic to it that guides are often required to reach even the most common destinations: the guildmaster's audience chamber, the purser's office, the scriptorium, and the mess hall. Adding to the confusion are the dozens of Blue Barbers who flit about with seeming unerring sense of where they are and where they are headed.



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Court of Midnight Teeth

Ruler: Countess Phylomara Gladrienne, Countess of Flesh and Secrets, **Mistress of Midnight Teeth**, Mistress of the Blue Barbers, Patron of Gnomes, The Divine Gossip, Baroness of Gloom, Conjuror Supreme, Lady of Hungers, and Keeper of the True Mirror (see *Tome of Beasts 2*)

Important Personages: Court Mage Trissmena Istovash, the Invisible Illusionist (LE gnome **archmage**); General Inspector Kubberolus Gingercrick (LE wyrd gnome **field commander**, see *Tome of Beasts 3*); Guildmaster of the Blue Barbers Garrolo Goldenlock (NE wyrd gnome **bandit captain**); Ingo Ingomarrick, Royal Mirror Polisher (LN erina **gladiator**); Keeper of Ravens Visilius Barbatus (N human **keeper of ravens**, see **Chapter 9**); Librarian-in-Chief Melora Sadrienn (LN gnome **assassin**)



Population: 5,600 (2,300 wyrd gnomes, 1,500 umbral humans, 800 shadow fey, 500 quicksteps, 300 erina, 100 sable elves, and 100 ravenfolk)

Great Gods: Hecate (patron), Ailuros, Alquam, Charun, and Santerr Illosi

Trade Goods: Mirrors, scroll paper, silk cloth, fine wines, spiced sausages, illusion seeds, leatherwork, and woolens (in order of importance)

In truth, the whole place is meant to befuddle and confound visitors, leaving them somewhat exhausted before they arrive to speak to any guild member of importance. Dead-end staircases, doors leading nowhere (but which a Blue Barber may have just exited from), secret passages, rotating fireplaces, or chimneys containing hidden stairs are all elements of the halls.

The most likely destinations for visitors are often locked and marked with a sign reading "Closed for Cleaning" or simply "Closed." Breaking into a closed chamber is grounds for expulsion or even imprisonment, though in many cases only the primary entrance is closed. A secondary, hidden, or servant's entrance may still be perfectly serviceable.

One of the stranger elements of the halls is the shrine to the Demon Lord of Night, Alquam, which can be seen primarily as an azure dome from outside the building. Choral praise to the darkness is rendered there by devotees who call themselves the Alabar Chorus and who include a half-dozen rather famous gnomish bards and jesters. It's unclear just how sincere this group is, for they claim it is little more than a friendly gathering of wine, song, and macabre storytelling.



TOWER OF THE KEENING WINDS

A prison for rebels, nobles, traitors, and unfaithful royal spouses, the Tower of the Keening Winds is made of gray-black stone and heavily warded to reveal invisible or ethereal infiltrators (who appear as glittering outlines in gold or silver while on the premises). The guards include a dozen mages and knights, led by the Commander of the Keening Tower, Kubberolus Gingercrick, and supported by two dozen trusted and carefully trained gnomish servants.

The tower's prisoners include both the serious and the ridiculous, including the ghost of Keening Kangovar (LE **ghost**), a swindler of the treasury; His Majestic Radiance Chancellor Umberwick (LN **shadow fey ambassador**, see *Creature Codex*), a royal pretender to the throne of the Golden Oaks; the heretical Seer of the Twin Light, called Starfire (NE shadow fey **priest** of Sarastra); the warlord Neeka Nook (NE shadow goblin **bandit lord**, see *Tome of Beasts*); and various arcane frauds, charlatans, and dispensers of bright, shining lies, including Yssandros the Clever (CE human **mage**), Arbecca Tollshi (LE shadow goblin **moonshadow catcher**, see **Chapter 9**), and the arboreal, blood magic wielder Redfur (NE **bearfolk druid**, see **Chapter 9**).

The tower's most famous royal prisoner is surely Mistress of Pearls, Baroness of the Purple Pavilion, Marina Nikla (LE gnome **thief lord**, see *Creature Codex*) a longtime companion and courtesan of Countess Phylomara, who abandoned the queen for a lover among the gnomes of the Court of Pale Roses for a time. So enraged and heartbroken was the countess that, when Nikla returned for a diplomatic visit, she seized her and locked her up. Relations with the Court of Pale Roses have been icy ever since.



Court of Night and Magic

Ruled by Sarastra, the Queen of Night and Magic, this is among the largest and best organized of the shadow fey courts with a central position astride several shadow roads and with towers and wardings to control those roads. The Court of Night and Magic also has a long association with mortals as well as with a number of powerful demons and devils, including connections with Akyishigal, Lord of Cockroaches, and his roachlings and with Alquam, Lord of Night.

Highborn Rulers. The true rulers of the shadow fey reside in the upper portions of the courts, in the Winter Palace and the Royal Halls. The Winter Palace functions as the traditional seat of the Moonlit King, though he only walks its halls when the strange seasons of fey rule turn and his Winter Court ascends—a turn of events that has not been seen in centuries. It has been many years since the seasons last turned, and in all that time, the Moonlit King was banished to the faraway Tower of the Moon. Rumors run rampant now that the Moonlit King has left the Tower, and whispers circulate through the halls that he's taken a demon lover or learned secrets of radiant magic from Hecate herself. His new cloud court drives his wife, the Queen of Night and Magic, to distraction.

Whatever the truth of these whispers, the courts agree that the queen now seeks to replace her wayward king. The court functions in his absence with consorts and courtesans, servants, and the usual

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Court of Night and Magic



Ruler: Sarastra Aestruum, the **Queen of Night and Magic** (see *Tome of Beasts*)

Important Personages: **Akyishigal, Demon Lord of Cockroaches** (see *Tome of Beasts*); Analissa, Verousha, and Lyssalyn, the Ladies of Nightbrook (NE **night hag priests** of Hecate); **Hander Svenk, the Black Prince** (see *Courts of the Shadow Fey*); Kaedrin Blackwing, **Commander of Horn and Gold** (see *Tome of Beasts 2*); the **Lord of the Hunt** (see *Tome of Beasts*); **Revich, the Blind Seer** (see *Courts of the Shadow Fey*); Yleira the Swift, Baroness of the Sable Court (LE **shadow fey forest hunter**, see *Tome of Beasts*)

Population: 660,000 (100,000 shadow fey, 300,000 shadow goblins, and 260,000 various fey, supplicants, and traders)

Major Enclaves: Corremel, the City of Lanterns, population 50,000 (see **Corremel, the City of Lanterns** above); Hunt's Retreat, population 7,700 (4,000 shadow fey, 3,000 shadow goblins, 500 wyrd gnomes, and 200 umbral humans); Dalliance, population 5,300 (see **Dalliance** below); Wormwood, population 3,500 (1,800 shadow fey, 900 shadow goblins, and 800 wyrd gnomes); Tower of Horn and Gold, population 600 (see **Tower of Horn and Gold** below); Court of Night and Magic, population 300 (150 shadow fey, 100 shadow goblins, and 50 supplicants to the court); Nightbrook Court, population 100 (see **Nightbrook** below); Sable Court, population 100 (shadow fey)

Great Gods: Sarastra (patron), Anu-Akma, Charun, the Hunter, and Laughing Loki

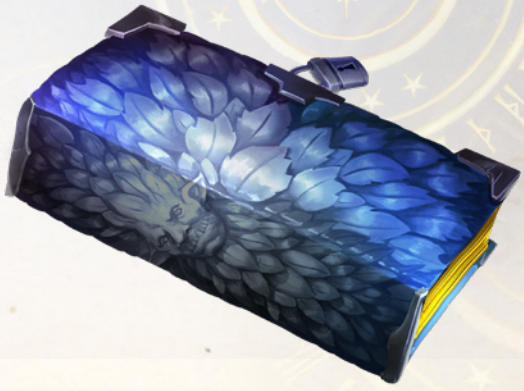
Trade Goods: Secrets, fey wine, metalwork, jewelry, memories, illumination magic, and shadow magic (in order of importance)

petitioners hanging about the entrance to the Royal Halls. The Gray Ladies dwell here, three ancient shadow fey crones with an affinity for spiders and weaving. They spend their days spinning silk and whispering to one another, searching for individuals they can use to bend fate to their whims.

Ultimate power over shadow fey society rests with Her Transcendent Majesty Sarastra Aestruum, the

The Nature of Shadow / from the Book of Ebon Tides

My various arcanists, priests, and jesters have long debated what makes the Shadow Realm malleable and unique. My own thought is that it is both an echo of the worlds of mortals and a place whose people understand that echoes have substance—and light and radiance are every bit as powerful as elemental earth, air, fire, and water. My realm is one made of elemental light and elemental darkness, and this makes it entirely different than realms of crass clay or raging fire. Our truths and our lands can be bent to serve my vision for the elves.



Eric Pollard (Orbs - 5183079)

Queen of Night and Magic. She dwells in the Royal Halls along with the upper crust of shadow fey society. Only the most respected supplicants receive invitations to enter the Royal Halls for audience, and of these, most receive only a sliver of the queen's attention. They make their obeisance, ask a favor, and quickly get handed off to court functionaries.

A lucky few, however, manage to catch the queen's interest. No matter the apparent circumstance, this always furthers the queen's designs or appeases a momentary whim. Her Majesty's direct attention is never taken lightly, and sudden alliances or rivalries spontaneously spring up around visitors so "blessed." The Royal Halls also host honored guests, usually envoys from other fey courts.

The courts also contain a strange pit called the Black Well of Night. A cavern at the bottom of this well houses Akyishigal, the Demon Lord of Roaches, and his roachling servants, creatures of filth and evil. The demon lord chafes under his current servitude to the queen and seeks potential allies to turn the tide against his "hostess" and win his freedom.

HUNT'S RETREAT

Nestled at the midpoint of a hunting path between the road bisecting the forest and the cliffs of the courts of the shadow fey stands a stone lodge. This is Hunt's Retreat, a haven for the hunters and trappers who work the Blackwood and the Forest of the Firebirds. It serves as shelter to the weary traveler or lost soul wandering the woods, but it carries dangers of its own. The Black Prince lodges here during his hunting excursions, and the powerful fey lord of the Wild Hunt, the Lord of the Hunt, camps with his retinue just outside the retreat before sounding the horn and charging into the forest.

SABLE COURT

The Sable Court is a small forest court, nestled in tree branches high above the dark Sable Forest floor, built into and around the trunks of great shadow oaks. While it resembles a high elven forest dwelling, the Sable Court reminds the local inhabitants (particularly the Ladies of Nightbrook Court) of their place as vassals of the queen. Appointed by the Queen of Night and Magic, Baroness Yleira the Swift oversees the shadow fey and the hounds of this court. The Sable Court can be reached only by flight, aerial magic, a dangerous climb in the sight-line—and bowshot—of the forest sentries, or the series of lifts manned at all times by shadow fey guardians.

The Sable Court serves as the base of operations and training ground for the shadow fey forest hunters. Those shadow fey unfit for life in the courts or in the more civilized settlements often seek to join the hunters. Deadly assassins, forest guides, and iron-tough trailblazers all rise from the ranks of the forest hunters.

Court of One Million Stars

Ruler: Prince Valendan (N male **selang**, see *Tome of Beasts*, **archmage)**

Important Personages: Cylentha the Silver Mistress (LG **deva**); First Consort Shemani (CE **living star**, see *Creature Codex*); Phaerliggath, the dragon of Void Reach (NE **adult void dragon**, see *Tome of Beasts*); Radiant Chancellor Ectius, Ambassador to the Stars (N lunar elf **radiant lord**, see **Chapter 9**); Second Consort Tremanca (CG **shadow fey enchantress**, see *Tome of Beasts*); Verskas Bright Eye (NG **sprite**)

Population: 1,850 (900 shadow fey, 300 courtfolk halflings, 250 witchlights, 200 celestials, 100 shadow goblins, 70 umbral humans, and 30 starry courtiers, or living stars)



Great Gods: Gytellisor (patron), Black Goat of the Woods, Lada, Sarastra, and Umbeserno

Trade Goods: Star metals, liquid fire, stardust, void essences, memory philters, celestial silks and satins, and stellar radiances (in order of importance)

Eric Lindahl (Order #3184207)

WORMWOOD

In the northernmost quarter of the shadow fey domains stands the gate town of Wormwood. It guards the road south into the dark woods that leads to the courts of the shadow fey and eventually to Corremel, keeping away the haunts and ghouls of the plains. A formidable wall with stout shadow oak gates at the north and south encircles the small settlement. The inhabitants of Wormwood are all battle-tested soldiers with a few spies and assassins thrown into the mix.

Wormwood also serves as a bulwark against the umbral vampires and their minions from Oshragora, the City Fallen into Shadow (see **Chapter 7**). They regard travelers with scrutiny and heavy suspicion and take a pitch-black view of anyone carrying relics from the umbral vampire city without express leave of the Queen of Night and Magic or another high-ranking shadow fey noble.

Court of One Million Stars

Stars and moon rarely shine directly over the Shadow Realm. Though often hidden by its dreary sky, stars still occasionally gleam in all their glory, and one in particular shines bright. Above the cloud cover rests the most enigmatic of dark fey gatherings: the Court of One Million Stars. Delicate spires of silver and pearl spiral up from great discs spun of dreamstuff and starlight. Clusters of these floating platforms and towers gather, bound by gracefully arching bridges forged from moonbeams woven with silver.

Prince Valendan, a noble selang wizard, rules over the Starry Court with an aloof manner and quiet wisdom. The prince makes it a point to meet every visitor to the court at least once, though few receive a second audience. His strange appearance repels some, but he is far less bound to chaos or evil than most selang.

THE STARRY COURT

The Starry Court serves as the heart of the Court of One Million Stars, a magnificent spire of pearl and silver, spiraling like an unicorn's horn from the court's center and audience chamber. This seven-sided structure of white stone features seven gates, one on each of the building's sides, that lead into a great hall. Courtiers cluster around the wings of the chamber with those of increasing station closer to the center. When present, Prince Valendan sits in the precise center, resting upon a tripod seat of silver and silk.

The spire rising toward the stars houses the prince's personal chambers as well as those of his consorts and the other royal figures of the Starry Court. Balconies dot the outer surface of the spire, allowing a breathtaking view of both the stars above and of the surface of the Shadow Realm below.

A series of magnificent gardens surround the court, home to a wide array of plant life from the Shadow Realm as well from the mortal world. Walkways of crushed pearl trace paths through the central gardens and the seven outer gardens. Floating lanterns shining with pastel light illuminate the walkways, and each outer garden anchors a moonlight bridge, leading to another section of the courts. Notably, one of the bridges is blackened and shattered, ending a few yards from where it begins, destroyed long ago by devastating magic.

Fey from all walks of life visit the Starry Court to study illumination magic, the stars, and celestial movements. Dark pixie scholars can spend decades tracking the movement of a single star, meticulously recording every hint of prophecy in anticipation of a momentous event—the starfall.

WHEN THE STARS WALK THE WORLD

The stars are not just points of light burning in an uncaring sky. They are living things of power and unfathomable knowledge. When momentous events shake the world, a star might deign to leave its bower of black velvet and fall to the mortal world or to the Shadow Realm. When it lands, it becomes a creature of luminous beauty and impenetrable mystery.

Once in physical form, these starry emissaries appear cloaked and hooded, shrouded in a luminous aura of starlight. They tend to be aloof, and on the rare occasions when they exchange words with a supplicant, understanding isn't guaranteed. The emissaries speak in a strange manner, often reusing terms, but with vastly different contexts and meanings from one part of a statement to the next. Magic such as *tongues* and *comprehend languages* can help but never provides a perfectly clear meaning.

Even more unsettling, the courtiers believe that when such a sojourn ends, the star never leaves unaccompanied. Who or what vanishes with the star varies with each visit and isn't always apparent. Such starfalls are rare, but at least one emissary from the stars remains as a permanent fixture within the Court of One Million Stars: First Consort Shemani.

Eric Tindall (Orbs - 5/8/2019)



THE HEAVENS SEEK ANSWERS

The heavens have taken a special interest in the Court of One Million Stars. Cylentha the Silver Mistress descended to the Shadow Realm nearly 200 years ago and has yet to return home. Many believe that she is searching for something. She advises Prince Valendan who keeps her counsel quite private. Certain courtiers would offer a treasure trove of stardust diamonds and prophecies of future glory to understand why the celestial spends so much time at a court filled with fey decadence and void followers.

When Cylentha isn't offering advice to the prince, she spends most of her time in her observatory. This unadorned platform holds no gardens nor decorations of any kind. Seven blue-white balls of light, like miniature stars, surround the observatory, which appears as a round building surmounted by a dome of iridescent pearl. Inside, the dome allows a perfect view of any star, every far-flung celestial cloud or nebula, and the farthest reaches of the utterdark, perhaps even offering a glimpse into the Void.

WHISPERS FROM THE VOID

The Starry Court reaches toward the stars, but that necessitates drawing close to the cold, vast emptiness between the heavenly lights. In that endless nothing, ancient things stir and whisper their secrets. A careless or foolish investigator can tap into those whispers and glean their secrets, but such knowledge of course has its price. The Void seeks to spread its influence just as the Shadow Realm has, but it has a more difficult time finding purchase in the world. Despite the Void's destructive influence, Prince Valendan hasn't forbidden study of its magic yet, though he takes an interest in anyone who seeks it.

One of the more recent and momentous visitors to the Court of One Million Stars, the void dragon Phaerliggath, is from the cold dark beyond the stars. This hoary old wyrm has long drifted within the utterdark, and like all of his ilk, he has seen far too much of it. The dragon's mind has very much frayed. Phaerliggath claimed an entire spire of the Starry Court when he arrived and rarely emerges from his commandeered lair. The spire, once magnificent, now crumbles and falls into decay and is called Voidreach. Phaerliggath entertains visitors from time to time, but only those guests truly captivated by the Void ever visit a second time. Phaerliggath seems disturbingly willing to share the forbidden secrets of the Void with those brave or unhinged enough to seek him out.

Lady Cylentha makes occasional visits to the dragon's tower, and investigates anyone who speaks with the dragon. She is polite during such inquiries, but won't take no as an answer to her questioning.

THE SPIRAL-DOWNS

While enclaves of the Court of One Million Stars dot the skies above the Shadow Realm, the largest concentration of starry courtiers live in a group of spires known as the Spiral-Downs. Connected to the Starry Court by a moon bridge, the Spiral-Downs are connected platforms that hang in the sky, joined by moonlight bridge staircases, forming a spiral of ascending status and power. The lowest and largest platform houses the largest residential spires where courtiers of the lowest station reside. Each ascending platform is slightly smaller, more ornate, and houses fewer residents than the platform below it. The loftiest platform boasts verdant gardens, ethereal music, delicate spires spun of starlight and dreams, and the elite of the Starry Court.

RISING ABOVE

Visiting the Court of One Million Stars is no easy task. Unseen paths lead to it from the surface, paths nearly impossible to decipher without an invitation or a guide. Occasionally a witchlight chooses to lead a pilgrim from the Shadow Realm up to the stars, leaving a trail of glittering light that somehow remains solid during the climb.

Shadow fey wizards speak in hushed tones of star bridges that appear only in certain locations of the Shadow Realm and only during certain sidereal alignments. Rare glimpses of the stars through the realm's gloomy sky can offer such an illuminated mind enough insight to calculate where and when such a bridge will open next.

Each path to the Court of One Million Stars ends at a gatehouse where warriors of the court guard against hostile incursions from the surface. The most formidable of these gatehouses, Vigil, stands unblinking over the only path leading from the surface to the Starry Court. Vigil appears as a hovering disc of tightly fitted tiles. A gate of spun silver, seemingly delicate but nearly indestructible, bars both the entrance from the surface and the bridge to the Starry Court. Twisted spires like horns defend the disc's edge, and a bronze dome in the center provides shelter for the wardens. The gate wardens, the fiercest warriors among the court, closely question any newcomers.

Eric Lindahl (Order #3184279)

Court of Pale Roses

Home to an enormous community of wyrd gnomes, the Court of Pale Roses is young by fey standards, steeped in magic and open to a degree of civil relations between shadow fey, wyrd gnomes, and umbral humans. With a tolerant ruler and open doors, the place is home to many, with occasional visits by tiefling arcanists, quickstep duelists, and even bearfolk druids who share the secrets of their groves with this fey court but no other. Its ruler is King Frulio Cornutus, a young and vigorous shadow fey whose obsession with arcane workings and enchantments brings him many followers—and those who pretend to some arcane knowledge but whose true purpose is spying for weakness at the court.

Gardens of Illusion. Illusion seeds (see **Chapter 10**) grow in great profusion in the court's namesake gardens, watered by chill, dark buckets of half-frozen water draw up from the Somering Well, a planar spring with great powers of fertility and growth. This connection runs through a root of Yggdrasil somewhere underneath the court itself, and only the shadow fey and a few trusted gnomes know where to find it. The gardens themselves are warded by magic and watched by a group of shadow fey guards sworn to the king, called the Rose Guard.

The Young King's Fancies. The young King Frulio is wooing the puckish Lady Vindesol of the Linden Tree, an elf maid from the Summer Lands with a love of birds and fine embroidery. He is also a frequent visitor to the halls of the cat-goddess Ailuros, and some say he is Ailuros's favored king among the fey. He has commissioned prayers, scents, and holidays for the cat goddess.

King Frulio enjoys putting on great festivals combined with shows of strength, arranged by General Murena, a wyrd gnome with an eye for a keen warrior. The king lavishes praise on his alchemists and gardeners alike, who both add to the court's growing reputation, and he has founded the Royal College Alchemical, a place for the study of natural philosophy with an emphasis on botany, enchantments, and philters and potions.

Cultish Fervor. From time to time, the Court of Pale Roses seems overtaken with some new fashion: clothes, a particular cantrip, a fashionable memory philter (see **Chapter 10**). At the moment, the cult of the Void, as proclaimed by the satarre priestess Ellec Ish-Vardes, is in vogue, and it is considered elegant to at least pretend to know what these doom-ridden creatures rattle on about. Most sable elves seem to find it amusing more than revelatory, but the satarre has brought some tiefling underpriests to aid in ministering to the shadow fey and wyrd gnomes. Her

Court of Pale Roses

Ruler: King Frulio Cornutus, Duke of Roses, Count of Spiders, Lord of Illusions, Lord Mayor of Lurgestown, Baron of the Void Immaculate (LN shadow fey **first servant** of Hecate, see *Tome of Beasts 3*)

Important Personages: Alchemist-in-chief Olmed Carroso (N human **mage**); Chancellor of the Royal College Alchemical Igo Natterbutt (NG **gnomish distiller**, see **Chapter 9**); General Flavestor Murena (LE wyrd gnome **field commander**, see *Tome of Beasts 3*); High Priest Vares the Silent (CN shadow fey **apostle** of Laughing Loki, see *Tome of Beasts 3*); Keeper of Roses, Aiyesh bin Teleros (N human **druid**); Lady Vindesol (CG high elf **mage**); Mistress of the Cloisters Ellec Ish-Vardes (NE satarre **first servant** of Vardesain, see *Tome of Beasts 3*)



Population: 2,450 (1,300 wyrd gnomes, 600 umbral humans, 300 shadow fey, 100 quicksteps, 50 tieflings, 50 bearfolk, and 50 satarre)

Great Gods: Hecate (patron), Ailuros, Baccho, Charun, and Laughing Loki

Trade Goods: Flowers, weavings, ale, glasswork, and ceramics (in order of importance)

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goal is to establish a direct link to the cold waters of the lower branches of Yggdrasil or the River Lethe and in time bring the king under her sway (and the court with him). She believes that corrupting enough of the fey courts will lead to an enormous Great Tide, which will sweep away all settlements and indeed all land in the realm, leaving formless chaos and pure Void.

Court of Sparrows

A minor court owing fealty to the much more extensive Court of Mice and Ravens, the Court of Sparrows is a tan stone stronghold that has taken a recent turn. It began as a whimsical or at least polite court, founded by courtfolk halflings breeding sparrows, ducks, geese, and chickens for royal banquets—a place of jesters, farts, and jugglers—and visitors came for the cuisine and entertainment. The castellan was Traverty Peaseblossom, a courtfolk halfling bard widely loved by both his people and his poultry.

Change of Rulers. A few years ago though, the court was stormed and overtaken by King Marrow, a trollkin warlord with a company of intimidating and ruthless followers, including trollkin, bearfolk, and a few umbral humans. They've made it their home base and retained the halflings, and their arrows are now fletched with extremely fine goose feathers. Prince Peaseblossom fled via a secret passageway somewhere in the castle, and he may now be a wandering minstrel at another court entirely.

The place's change of ownership was not marked (as would be traditional) by a change of name to, say, the Court of Trolls or Court of Hammers. Being not quite bright enough to rename the place has worked out well for King Marrow though, and so long as the eggs and ducks and other foodstuffs flow to the nearby courts of the major fey, no one seems to mind who is in charge.

King Marrow also raids the shadow roads and hunts in the Queen's Forest, all the while eating a great many eggs. The halflings now in the role of servants sometimes creep away to seek service elsewhere, but for many of them, having a great big trollkin warlord "in charge" saves them from a lot of tedious diplomacy and bootlicking of the shadow fey snobs, sable elf visitors, and greedy umbral human merchants.

Duck Eggs and Diplomacy. The lady castellan, the master of wands, and the commander of foot are Marrow's captains of trollkin soldiers, trollkin wands, and bearfolk heavy infantry, respectively. However, a considerable degree of power is shifting to the Royal Keeper of Ducks, Mardovac the Foul, who happens to be Marrow's son and heir. Mardovac is charged with wringing every ducat out of the courtfolk halflings and their flocks of ducks and geese, and he seems to have

Court of Sparrows

Ruler: The Undefeated King Marrow of the Court of Sparrows, Bondsman of King Reynard, and Commander of the Greenwood Company (NE trollkin **field commander**, see *Tome of Beasts 3*)

Important Personages: Commander of Foot Sventonna the Quick (LN bearfolk **gladiator**); Lady Castellan Grinholda (CN **trollkin shaman**, see *Creature Codex*); Master of Protocol Hithbert Humbervale (LN courtfolk halfling **merchant captain**, see *Tome of Beasts 3*); Master of Wands Ardinaldo the Clever (CE human **battle mage**, see *Creature Codex*); Royal Keeper of Ducks Mardovac the Foul (CG trollkin **bandit lord**, see *Tome of Beasts*); Soothsayer to His Majesty and Court Healer Ploofi Flatfoot (CE shadow goblin **apostle** of Santerr Marossa, see *Tome of Beasts 3*)



Population: 800 (300 courtfolk halflings, 200 bearfolk, 130 trollkin, 100 shadow goblins, and 70 umbral humans)

Great Gods: Laughing Loki (patron), Bengta, the Hunter, Santerr Marossa, and Umbeserno

Trade Goods: Duck eggs, duck meat, chickens, goose feathers, fletching, fine yew wood, small woodwork, and salt meat (in order of importance)

Eric Lindahl (Order #3184207)



a greater knack for that than thievery and ambuscade. So while the elder captains thrive on banditry, Mardovac keeps amassing coins and power among the trollkin and halflings. Meanwhile, Hithbert, the master of protocol, sends useful diplomatic notes to King Reynard.

The fey lord of the Court of Mice and Ravens finds the entire situation vastly amusing, though if a shipment of fresh duck ever arrives at his halls late, he will surely come to pay a visit to King Marrow in person, as "one ruler to another," and perhaps install his own, more trustworthy vassal. Or he might just stay a while—until the eggs run out entirely.

Court of the Moonlit King

This court was once part of a dual crown with Ludomir as its king and Sarastra his wife and co-ruler. However, with the Moonlit King's descent into strange magic and times of pure fantasy unlinked to the facts of the Shadow Realm, most of his followers drifted away—and the crown with them. All that remains of the Court of the Moonlit King is a set of names, spells, philters, titles, a handful of servitors, including **lunar devils** (see *Tome of Beasts*) and **quicksteps** (see *Creature Codex*). His old lone tower and labyrinth still stand, and various small groups (or shards) of followers and friends remain loyal, including hundreds of followers among the bearfolk, lunar elves, minotaurs, and erina who seek to restore the king's title and cast down Sarastra, so the Moonlit King may shine once more. Currently, this means they are building a new and highly magical court in the skies, the first major new court in some time.

The Labyrinth of Moonlight. The Court of the Moonlit King was once found in the King's Tower at the center of a frequently changing maze, which still exists and is inhabited by eye golems, lantern dragonettes, witchlights, shadow goblins, and more. However, because this maze is surrounded by the territory of the Queen of Night and Magic, it has been largely abandoned as a seat of rulership. The Moonlit King maintains an embassy there to landbound fey but has proclaimed his new domain is "the sky and the moon and all the territory they touch."

A Wandering Court. The Court of the Moonlit King is currently nomadic, wandering over vast distances and often keeping its people together by the most tenuous of messengers, code phrases, and meeting points. The **lesser lunar devils** (see **Chapter 9**) sometimes carry small fey, quicksteps, and others from these cloud fortresses to the earth and forests, but just as often, they use luminous staircases at radiant wells to ascend or descend, or they ride griffons or use flying spells and *cloaks of the raven* (see **Chapter 10**) to travel from earth to sky. The Court of the Moonlit King is one of high magic and mystery, and clearly the restored King is gathering power and increasing his number of followers month by month.

Alliance with the Minotaurs. With the Court of the Moonlit King now mobile and active, striking out for new sources of power and bending radiant wells into luminous cloud palaces, it has become easier for his ambassadors and loyal followers to gather allies. The strongest of these are the minotaurs of the mortal world, who revere the moon and her champions. The cloud-palace of the Moonlit King is a place best known as a rumor more than as a place that many have visited. The king's newfound power from radiant wells intrigues all shadow mages and those who study illumination magic, but its details are scarce.





Court of the Moonlit King

Ruler: Ludomir Imbrium the XVI, the **Moonlit King** (see *Tome of Beasts*)

Important Personages: His Radiance, Popplan Lusteron, the Minotaur (LN minotaur **archmage**)

Population: 2,200 (1,000 shadow fey, 400 minotaurs, 300 bearfolk, 300 erina, 100 lunar elves, 50 quicksteps, and 50 wyrd gnomes)

Great Gods: Hecate (patron), Ailuros, Bengta, Charun, and Valeros

Trade Goods: Silver jewelry, moonstones, sweet moonlit wine, lunar magic, and illumination magic (in order of importance)

Court of Winter's Love

The coldest and most desolate of the fey courts is the Court of Winter's Love, ruled by Kalaslurr, the Lady of Ash and Sorrow, a ghost whose touch and voice destroy most mortals who meet her. The court itself is home to ice bogies and snow maidens, various ice demons, and a thriving community of quicksteps, who all seem immune to the fey lady's song and terrifying presence. Most of the court's inhabitants stay far away from its ruler—other than the devoted shades of Kalaslurr, her ghostly court of undead courtiers, all of whom are immune to her deadly presence. The head chamberlain, Porthan, is also the chief priest of Charun and one of the few voices that the queen considers when deciding where to send her demons next.

The Singing Tower. The tall white tower of the court is unmistakable, and at most hours of the day, a slow, low howling can be heard from it. These are the wails and moans of Queen Kalaslurr, whose voice draws in and slowly devours any visitors she finds entertaining. Rumors claim that these are sometimes old lovers and at other times foes, rivals, or simply those whose appearance she finds pleasing. She is easy to gain audience with, but her attention is difficult to survive as the distant moan is a song of terror when heard within the tower.

The queen's servants among the wyrd gnomes are often made deaf by her song, or they (so it is said) destroy their own eardrums to better serve her. The only servant who has no fear of the queen's dire singing is the bearfolk bard Umberell, for he has long since learned the knack of a counter song. He will teach this to any bard or talented singer who seems trustworthy and honest.

The Demon's Hall. A black stone binds seven ice demons who serve Queen Kalaslurr without hesitation, tearing apart foes, fetching gentian flowers from alpine meadows, or threatening travelers for tolls or information. They are her hands, bringing her interesting news, a talented cook, or a worthy morsel of mountain goat. The demons are named First Hand, Second Hand, All Thumbs, Wicked Frost, Silver Eye, Little Cook, and Wanderer.

Frost Bogie Workshop. The smallest and strangest of the inhabitants of the court are the **ice bogies** (see *Tome of Beasts 2*), small snow fey who obey any order given to them by anyone but who positively worship the ice demons and the keeper of scrolls and keeper of song, as well as the queen, the chamberlain, and the queen's champion Illebor. When not fetching ale or collecting pine nuts from the forest, they often carve small wooden trinkets, card and spindle woolen yarn, or clean and tan furs of fox, rabbit, ermine, and beaver.

Dalliance

Where the Nightbrook spills into the River Lethe, Dalliance sits like a fat but happy leech. Its people make their living as traders for forest dwellers and trappers and, for the Court of Night and Magic and the Court of Roses, as woodsmen and occasional hunters. The water fey from Nightbrook Court sometimes visit with dark philters in hand, and it is sometimes host to a goblin troupe of actors or

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Court of Winter's Love

Ruler: Queen Kalaslurr (LE **ghost**), Lady of Ash and Sorrow, Keening Mother of the North, Mistress of Snows, Keeper of the Winter Gate, Friend to the Seven Hands of Ice

Important Personages: Chief Duelist and Champion to the Queen, Illebor Circon (LE **quickstep**, see *Creature Codex*); High Priestess Silloon Honeyeater (CN shadow fey **priest** of Bengta); Keeper of the Scrolls Tikkaw Tokkaw (N **ravenfolk doom croaker**, see *Tome of Beasts*); Lord of Illusions and Keeper of Song Umberell Tumwater (NG bearfolk **merchant captain**, see *Tome of Beasts 3*); Master of the Hunt Arros Freor (NE human **keeper of hounds**, see **Chapter 9**); Most Devout Steward and Head Chamberlain Porthan Villeros (LE shade **apostle** of Charun, see *Tome of Beasts 3*)



Population: 1,350 (400 shadow fey, 350 quicksteps, 200 wyrd gnomes, 200 umbral humans, 50 snow maidens, 50 bearfolk, 50 ice bogies, and 50 shades)

Great Gods: Hecate (patron), Ailuros, Alquam, Baccho, and Charun

Trade Goods: Ice, sunstones, fine furs, and woolen yarn (in order of importance)

jugglers. However, the small town's real wealth comes from trading pleasure, games of chance, and debauched entertainments to anyone willing to pay.

Three pleasure houses—the River House, the Red Door, and the Cat's Paw—are fine, stone-walled manors that cater to anyone and everyone, from the most straightforward hunter seeking wine and friendly companions to the dissolute gnome princes who demand exotic entertainments. Any bit of intoxication and any form of company is available if

Dalliance

Ruler: Lady of Whims and Fancies, Her Divine Debauchery, Baroness Lupina Valdross (LE **shadow fey enchantress**, see *Tome of Beasts*), Matron of the Red Door

Important Personages: Lady of Small Mercies, Viscountess Ellana Hibiscalla (CG human **spy**); Master of Coin Tristoffos Illemartos (LE **shadow fey knight of the road**, see *Creature Codex*); Master of Shades Lord Correto Anders (LE human **mage**); Matron of the Cat's Paw, Meli Hawthorne (N wyrd gnome **merchant captain**, see *Tome of Beasts 3*)

Population: 5,300 (1,900 shadow goblins, 1,500 shadow fey, 1,300 umbral humans, 400 wyrd gnomes, 180 quicksteps, and 20 shades)



Great Gods: Baccholon (patron), Ailuros, Charun, Hecate, and Santerr Illosi

Trade Goods: Furs, timber, requiem, wine, and brandy (in order of importance)

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one asks the right house and offers a fat coin purse. This is a well-known secret, but Dalliance is famous for keeping its secrets very well hidden. Whatever goes on behind the walls and doors does not leave town.

Shades and Requiem. Master of Shades, Lord Correto Anders, keeps a string of ghosts, haunts, and shades of various kinds working for him to bring requiem from Soriglass to Dalliance. The addictive, soul-bending substance is combined with other pleasures of the flesh in ways best left to the completely debauched customers of the small River House where it is offered.

Blackmail and Extortion. While most of Dalliance is honest in its whoring and pleasure seeking, Master of Coin Tristoffos is a spymaster and a blackmailer of umbral humans, shadow fey, and shadow goblins alike. He pays extremely well for gossip, for news, and for well-founded speculation. He is most often found questioning the staff at the Red Door, which leads some to believe his information is first and foremost for Baroness Lupina's ear. Very few who share information with Tristoffos are willing to share information about a client's personal secrets though, only about their political aims, their religious quirks, or their business ventures. (Which is certainly still enough to keep Tristoffos in business.)

The River Spirits. The waters near Dalliance are quite active with water fey, including **river spirits** (see **Chapter 9**), **shadow river lords** (see *Creature Codex*), and **rusalka** (see *Tome of Beasts*). They are led by a **lorelei** (see *Tome of Beasts)* in love with various fey at various times, who sings in the brightest moonlight and welcomes gifts from suitors as well as songs and poems from bards and passing travelers. In return for song and elegance, she provides safe passage along the Dalliance stretch of the river as far as Corremel.

Langmire's Court

A minor court popular among young fey gentlemen, Langmire's Court is full of gamblers, secret lovers, and indolent wastrels, very loosely owing fealty to the Court of Winter's Love. The court itself has dozens of small outbuildings, but three great halls are at its heart. Gnomes, halflings, and shadow goblins all serve as cooks, maids, and house servants in a constant bustle of servile attention—and they also take most of the profits at the end of the day.

Long Hall. While the whole sometimes resembles a bacchanalian festival at night, by day, Long Hall is a bright, smelly place with flaking black paint on the walls and a crew of hardworking halflings clearing away the mess and preparing some extravagant display of flowers, scenery for a musical play, or some similar entertainments. The gambling here begins at moonrise and continues into the morning with vast sums of coin, magic, and even land and entire mansions frequently wagered. The Lord of Misrule, Oshlan the Chef, prepares the entertainments, hires singers, brings in flocks of trained birds, and

Langmire's Court

Ruler: Lord of Misrule Oshlan the Chef (NE halfling **bandit lord**, see *Tome of Beasts*)

Important Personages: Keeper of Cards Phildra VII (LE tiefling **mage**); Keeper of the Dice Naldos Even-Handed (LN human **bandit captain**); Sister Fox (CN shadow fey **priest** of Loki)

Population: 3,800 (1,300 umbral humans, 800 shadow fey, 600 shadow goblins, 600 halflings, and 500 wyrd gnomes)

Great Gods: Laughing Loki (patron), Ailuros, Charun, Hecate, and Santerr Illosi



Trade Goods: Carved bone dice, inscribed books and cards, inks, hides, gold ingots, herbs and potions, woolen and linen cloth, and leather goods (in order of importance)

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generally makes Long Hall a wonderland for the wealthy and foolish to spend their coin. Rumor has it that Oshlan owns the entire estate of several young shadow fey nobles and holds the keys to mansions in Corremel, Merrymead, and Fandeval as well.

Loki's Golden Hall. Perhaps the largest shrine to Laughing Loki found anywhere, this somewhat garish wooden temple features gilded pillars, silver nets, and a statue of the god himself in a pose of mirth and good spirits. The statue changes its poses from time to time in a series of minor miracles (or the shaping work of the priests and jokers who maintain the shrine—some believe they have a series of five or more statues displayed at various times). A small number of priests here serve as entertainers and gossips as often as they minister to the spirits of those who have lost everything gambling with cards or dice, and their green and golden cloaks are a common sight in the Long Hall where they are often asked to bless dice or pray with those who hazard enormous sums in Loki's name.

Servant's Hall. This is home to the wyrd gnomes, halflings, and shadow goblins who truly keep Langmire running. Family life, weaving, cooking, and instruction for the young of the court are all part of Servant's Hall. Visitors are rarely brought in. The main doorway is guarded by two gargoyles instructed to stop anyone taller than a shadow goblin from entering.

Nightbrook

A minor court owing fealty to the Court of Night and Magic, Nightbrook Court occupies a hunched building of stone and black wood in the Sable Forest. The structure resembles a temple more than a seat of nobility, and strange glyphs adorn its walls and domed roof. It stands at the headwaters of the Nightbrook, a small black waterway that eventually joins the River Lethe. The shadow fey of Nightbrook Court seem strangely at home on the Shadow Realm's waters. They live and work along the Nightbrook, offering passage on small boats or rafts from one shore to the other or even downriver to another settlement—for a price, of course. The vengeful spirits that swarm in the black rivers seem indifferent to them, though none outside the court's confines know why.

Three sisters rule Nightbrook Court: shadow fey women with sour expressions and back-curving horns. Their wiry, long black hair bears a streak of white in their otherwise midnight tresses. Despite their perpetual glowers, the Ladies of Nightbrook—Analissa, Verousha, and Lyssalyn—welcome guests with surprisingly warm hospitality, particularly mortal guests. The sisters are, in truth, a coven of night hags. They work tirelessly to locate black-hearted people whose dreams they can haunt, hounding the hapless victims to death, so they can steal their evil souls. They bring these souls to the headwaters of the Nightbrook, and in a dark ritual that requires a memory philter (see **Chapter 10**) holding emotions of loss, longing, rage, or bitterness, they twist the souls into hungry shades. Once infused with those hollow emotions, the ladies pour the souls out of their soul bags into the river to join the others. These souls draw the memories from those they drown and carry them back to the sisters.

Good-hearted visitors to Nightbrook Court have no fear of being murdered for their souls, but their memories remain at risk. The ladies require a constant supply of appropriate memories to create



Nightbrook Court

Rulers: Ladies of Nightbrook—Analissa, Verousha, and Lyssalyn (NE **night hag priests** of Hecate)

Important Personages: Master Shipwright Regunn Vorbeck (LN human **merchant captain**, see *Tome of Beasts 3*)

Population: 100 (50 shadow fey and 50 shadow goblins)

Great Gods: Charun (patron), Alquam, Black Goat of the Woods, Hecate, and Santerr Illosi

Trade Goods: Boats and timber, herbs and potions, woolen and linen cloth, memory philters, and leather goods (in order of importance)

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their spectral spies. If they can bargain or purchase such memories from mortal visitors, so much the better, but they aren't above helping circumstances along to create the memories they require. Perhaps a husband chokes to death on his sumptuous (and cursed or poisoned) dinner in the court's dining hall, and the sisters offer to soothe his widow's anguish by taking the memory from her.

Tower of Horn and Gold

High in the peaks of the Mistcall Mountains west of the courts of the shadow fey, where gray snow falls like ash from a pyre, an ancient tower broods—the Tower of Horn and Gold. So high its apex scrapes the perpetual cloud cover, the tower's black stone is hewn from the mountains, though it takes its name from the cladding adorning it. Rows of great, curving horns jut from the tower's surface, giving it a wicked, serrated silhouette. Beneath these foreboding trophies, shadow-mined gold bands the stone. The metal, a wavering blend of gleaming yellow and pitch-black, gives the tower a striated appearance that both catches and absorbs any stray beam of light.

The tower represents one of the oldest remnants of the shadow fey's first incursion into darkness in their desperate bid to remain powerful. While it commands one of the best vantage points in all the Shadow Realm, the Tower of Horn and Gold is no mere watchtower. It protects a cleft in the mountains, leading to tunnels that have never seen a single mote of light. Shadow drakes have long lived and died in these caverns, and they maintain a loose, tenuous alliance with the fey occupying the tower. In exchange for the drakes' defense of the tower and occasional service as messengers or mounts to the high-ranking knights, the shadow fey have given the drakes leave to hunt in the surrounding lands. Most important, the shadow fey mine the tunnels for the elusive shadow gold veins that run through them. The drakes take a generous share of the yield.

Shadow gold is in many ways the same as the gold mined in mortal lands, but it holds the essence of shadow within it. Most of the goblins here mine and smelt the metal without pause or holiday, for the shadow fey and drakes require it (while the others maintain the tower and prepare the food, clothes, and tools for the goblin miners and fey knights). In its raw form, shadow gold appears as a mottled mix of gold and black. When the metal is cast or forged and then polished, its color and luster become indistinguishable from normal gold. Only when the metal is molten, nicked, bent, or scratched is its true nature revealed. Any damage to the metal shows the shadow within.

The shadow fey mint coins of shadow gold and trade it generously to mortals in payment or bribery. It is said that with each shadow gold coin one accepts from the fey, one loses a bit more of one's will and soul to them. Greed remains a powerful force, and shadow fey diplomats, emissaries, and spies liberally buy whatever and whoever they need with the tainted coins.



Tower of Horn and Gold

Ruler: Kaedrin Blackwing, **Commander of Horn and Gold** (see *Tome of Beasts 2*)

Important Personages: Nest Matron and Eldest Weaver Cuillarna (**elder shadow drake**, see *Tome of Beasts*), Sir Parnath the Golden, Captain of the Knights of Horn (LE shadow fey **wyvern knight**, see *Creature Codex*)

Population: 600 (400 shadow goblins, 150 shadow fey, 50 shadow drakes)

Great Gods: Sarastra (patron), Anu-Akma, Gytellisor, the Hunter, and Santerr Marossa

Trade Goods: Shadow gold

Witch Queen's Court

The Court of Nicnevin, more often called the Court of the Witch Queen, stands high on a windswept mountain and is a place of somewhat dangerous repute. While the court itself is in a sheltered valley in the mountain's foothills, Nicnevin's abode is somewhere under the mountain itself, where she spends the nights of a full moon. The court's strange halls include not just beautiful, spiral-pillared dancing

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chambers and hearths filled with herbal, steam-laden cauldrons but also active mines, smelters and chimneys, and forges for copper, silver, and iron. The Witch Queen's interests are many and varied, and her followers include a surprisingly large number of umbral humans and bearfolk as well as fey.

Long Halls and Eternal Cauldrons. The Court of the Witch Queen is built with mountain storms and snows in mind, with enormous timbers holding up a slate roof and extending deep into the mountains. Some of its long halls resemble stave churches of the mortal Northlands. Others are more akin to the onion domes of the east or the simple turf huts of the plains. In each great hall boils a cauldron, usually for a stew but occasionally for magic working, potions, and the distillation of souls and essences. A pair of elderly women, human or alseid, is often tasked with stirring, heating, and maintaining the cauldron for a period of time, always taking turns to deliver a fine meal or a well-turned potion to one of the hags or shadow fey who decide each cauldron's next purpose.

Refuge for Humans and Dwarves. The fey ruler herself depends on umbral humans and dwarves far more than most fey lords and ladies, and she welcomes hags, alseids, and many others to her mountain eyrie. In return, they show great loyalty to Nicnevin, often creating works of magic for her court. The Dolorous Mountain is known as one of the few active iron mines in the region, and access to cold iron weapons and armor gives the court an important advantage in dealing with other fey courts. Even the



Witch Queen's Court

Ruler: Nicnevin, **Queen of Witches** (see *Tome of Beasts*) and Lady of the Dolorous Mountain, Mistress of the Moonsilver Ring, Keeper of the Cauldron, and patron of hags, witches, and hedge wizards

Important Personages: Cauldron Maker and Master Smith Clagrieda Ironborn (LN **dwarven ringmage**, see *Tome of Beasts*); First of the Night Hags, Utarna Terrosi (NE **night hag**); Potion Mistress Jingalla Portana (NE human **mage**)

Population: 2,100 (600 umbral humans, 500 shadow fey, 400 shadow goblins, 250 dwarves, 100 alseid, 100 ravenfolk, 100 quicksteps, and 50 various hags)



Great Gods: Hecate (patron), Ailuros, Alquam, Baccholon, and Kupkoresh

Trade Goods: Copper, herbs, fine woven cloth, wool, crystals, iron, and dyes (in order of importance)

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iron arrows that the Witch Queen's followers are known for are quite valuable to assassins in Corremel or duelists in Dalliance.

Crystal and Copper, Herbals and Charms. The Witch Court is a practical one compared to many. Nicnevin seeks followers to dig out valuable crystals, ores, and stone from the mountain (dwarves and umbral humans), to gather herbs and roots from the river valleys (ravenfolk and alseids and shadow goblins), and to enchant potions, charms, and trinkets that strengthen and sustain her followers.

Fallen Courts

Over the eons of fey rule in the Shadow Realm, many rulers have fallen into oblivion, living on only in songs and legends. Others built such fine halls and castles that they were rebuilt and transformed into newer halls when a new dynasty ascended to power. And a few were abandoned, though their halls remain as sites where dark magic is worked, where curses still linger, or where furtive plotters gather against some foe. These fallen courts are well-remembered and still visited from time to time.

Blackwolf's Court. A notorious court for warmongers, tournaments, duels, and deeds of prowess, Blackwolf's Court was one of the few fey courts ruled by a quickstep, Prince Blackwolf, who gathered a group of powerful shadow fey, a horde of shadow goblins, and a particularly talented human wizard named Onri Farromir, the Mage Prince. These masters of nocturnal combat and strategic dueling overthrew the Nightbrook Court and ruled it independently of the Court of Night and Magic for more than 25 years, teaching sword skills and banditry to anyone who swore allegiance. Blackwolf was eventually cut down by Reynard, the Fox Lord of the Court of Mice and Ravens, who kept Nightbrook for a time, until the tides drifted too far, and he gave it then as a gift to Sarastra.

Botethar's Court. A court of the shadow goblins under King Botethar, it is remembered both for its astonishing lunar towers and astrological hexes as well as for its employment of dwarven masons, rarely seen in the Shadow Realm and likely brought to build Botethar's tallest and most ambitious temple spires to Hecate.

Court of Drizzling Fire. This was a court of dancers who wove enchantment through movement and conjured both cold fire and impossibly potent enchantments in this school of patterned, dual-casting ritual magic. All its secrets were lost when the site was long ago overrun by the darakhul. The remaining elements became the foundation stones of Gloomhaven. The last rulers of the Court of Drizzling Fire were Her Grace Tommika Telanni, a shadow fey countess, and her consort, His Grace Ondros Paraselli. Some believe the pair became darakhul themselves and rule again in the Twilight Empire.

Court of Knives. One of the stranger fallen courts, the Court of Knives was founded by an esoteric sect of dwarven ringmages and grew into a place of smithing and wizardry—where quickstep duelists paid great sums for enchanted moon steel, where shadow fey enchanters sought out particularly well-made rings and bracers, and where ravenfolk warriors bought axes that could cleave stone or steel alike. The king and master smith was a dwarf named Olbert the Lame, a twisted and thin-bearded fellow who some said was a son of Volund, the smith-god. The court fell into ruin when Olbert refused to sell a ***vorpal shortsword*** to a prince of the shadow fey, despite being offered a king's ransom. Assassins killed Olbert not long after, and his followers fled a plague of wraiths and darakhul.

Court of Silver Words. Once a court of sable elves devoted to spoken magic, poetry, and history, the Court of Silver Words was a beacon of learning and justly famous for a scriptorium that generated both magical and mundane books and scrolls. Many of these volumes still exist, though many others are lost. The ***Book of Ebon Tides*** itself was said to have been written here by the last ruler of the Court of Silver Words, the young Princess Tephanora, who was murdered when the book was stolen by shadow goblin rogues said to have taken the volume to Fandeval—though it has traveled far afield since. The well-carved marble and limestone buildings of the court still stand, and occasional visitors leave offerings of honey, flowers, candles, flags, stones, and small written notes at a memorial statue of the princess.



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7

Realms Beyond the Courts

While the fey courts are among the best-known settlements of the Shadow Realm, other races have their own strongholds, cities, and even nations here. The most significant of these are the strange goblin city of Fandeval, the ghost city of Soriglass, and the halls of the bearfolk at Merrymead. The darker lands include the Twilight Empire of the darakhul, the reeking pits of the roachlings on the Whispering Plains, and Oshragora, the City Fallen into Shadow. Each is described here.

Fandeval, City of Goblins

The shadow goblin and umbral human population of the Shadow Realm is large in number but often subservient to shadow fey or darakhul rule. Not so in Fandeval, the City of Goblins, a realm of strange customs and traditions dating back to the establishment of the free city's goblin rulers, including its moon towers, gangsters, and scavengers at the mouth of the River Styx.

In the case of Fandeval, the city was granted to the Barkwater soothsayers for services rendered to the Crow Prince, a fey lord who has since abandoned his own court—but his gift is still remembered fondly by the shadow goblins. In gratitude, they still carry his messages or tokens to Queen Valda in the Court of Golden Oaks (see **Chapter 6**).

The Crow Prince & the Goblins

While he ruled, the Crow Prince shared treasures, fiefdoms, arcane lore, and more with the ravenfolk, shadow goblins, and umbral humans who encouraged and supported his work in illusion arcana, in ancient shadow roads, and in lunar prophecies and moonlight weaving. The shadow goblins were extremely valuable in the last of these elements, and the Crow Prince rewarded their generosity with his own. The quest he now pursues may involve the goblins in some form. Occasionally he visits Fandeval to consult its soothsayers and scholars.

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Small towers throughout the city are used to shout out the hours of moonrise, midday, and moonset as well as to watch for signs of fire in the largely wooden city. The shadow goblins get their timber from the nearby forest, and while most think of the city as riverine or swampy, it is just as much a producer of barrels and ships and of carts for the shadow roads.

Waterfront. Fandeval itself lies on the Black River Styx, and it makes what it can of those waters, in boatbuilding and in the very active fishmongers' market and costermongers' stalls for its freshwater oysters. The shadow goblin fortunetellers often use fish guts or oyster shells in their soothsaying, so their stands also clutter the waterfront, between reeking pubs and well-watched warehouses. Despite the wider reputation of shadow goblins as lazy and thieving, among themselves, they take care to watch over their friends and neighbors.

The largest house in the waterfront district is Grandfather's House, for the waterfront of Fandeval is controlled by Grandfather Clay Nethersmoke, a particularly rotund shadow goblin. His network of corrupt lieutenants, dock bosses, watchmen—even judges, mooncatchers, and guildmasters—enforces the practice of skimming a touch of silver from every shipment on every barge. While he is a loyal supporter of His Majesty, Grandfather Clay collects a toll from the sale of most goods, whether brought through the city gates or made within the city, including everything from common fish and beer to memory philters, nets, and other enchanted goods.



Cat Legion. Among those who patrol the city are a group of quite notably quick and lithe catfolk, the descendants of visitors from a distant desert land who choose to serve the goblin king, Flibbarn, as an elite guard and fighting corps. The Cat Legion is fond of keeping its privileges as the finest warriors and sharpest-eyed bodyguards to His Majesty, and they also serve as special messengers and agents of the king's will against the shadow fey, the ghouls, and others. Grandfather Clay seems to have some arrangement with the legion, for his shops and warehouses are rarely disturbed while those of his enemies are sometimes shut down and illegal goods confiscated.

Wading Giants. Three **river giants** (or **Styx giants**, see **Chapter 9**) make their homes on the eastern shore of Fandeval and provide transport both into the

Shores of the Great and Endless Sea

The dark and roiling waters of the sea, churning beyond the marshes, are dangerous, and the shadow fey, shadow goblins, and umbral humans all know that the ebon tides are strong and destructive here, often creating reefs or shoals or towering waves. Fishing is a dangerous proposition, and most fisherfolk stick to the marshes, the river, or the tidal flats. The small Saltworker Tribe of shadow goblins uses kettles and timber from the Salt Wood to boil away water, creating bushels of a fine, dusty, flavorful salt that is sold in Fandeval and throughout the Shadow Realm. But no trade extends far on the Shade Sea. The rumors of islands somewhere beyond the horizon, created by archmagi or called up from the depths by great priests of Charun, have never borne out. The sea is the limit and boundary of all land that the umbral peoples know, and their ships always keep to the coastline.

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Fandeval, the City of Goblins

Ruler: Flibbarn Barkwater, His Majesty the King of All Goblins and Master of the Moons, Duke of the Golden Field, Baron of the Black Water Fleet, Lord Mayor of Fandeval, Potentate of All Tides and Elements, Lord of the Cat Legion, and Protector of the Blue Chambers (LE shadow goblin **moonshadow catcher**, see **Chapter 9**)

Important Personages: Dour Dillos Zanabbe, Bargemaster of the Guild (LN halfling **bandit lord**, see *Tome of Beasts*); Grandfather Clay Nethersmoke, master of the docks (LE shadow goblin **thief lord**, see *Creature Codex*); Her Luminance Salarra Mortre, high priestess of Hecate the Silver Goddess (NE human **first servant** of Hecate, see *Tome of Beasts 3*); Master Shipwright Adalbarr Lunkvoll, Guildmaster of the Shipwright's Guild (LN human **merchant captain**, see *Tome of Beasts 3*); Royal Keeper of Cats Jennai Petticlaw (NE shadow goblin **druid**); Royal Netmaker Kotteran the Quick (LN **shadow goblin scribe**, see **Chapter 9**); Ullestro of the Vale, Duke of the Lunar Light (CN sable elf **mage**);



Vespilla Fleabite, Luminous Princess and Consort to King Flibbarn (LN shadow goblin enchantress, use **shadow fey enchantress**, see *Tome of Beasts*);

Population: 40,000 (20,000 umbral humans, 17,000 shadow goblins, 1,000 sable elves, 1,000 catfolk, and 1,000 shadow fey)

Great Gods: Santerr Marossa (patron), Anu-Akma, Charun, Hecate, and Kupkoresh

Trade Goods: Fish, beer, grain, white oak ships, wool, salt, moonstones, and leather (in order of importance)



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Sodgrass Marshes and across the river from near the Styx Tower to the Goblin Plains to the east. These giants, nicknamed Memory, Sorrow, and Loss, use glistening *mooncatcher's nets* (see **Chapter 10**), made only by the mooncatcher goblins and priests of Hecate in Fandeval, to pull souls and memories from the water. Once they are netted and bottled, these are traded to the mooncatchers and wizards who transform them into memory philters (see **Chapter 10**), healing draughts, and sometimes into *moonsteel weapons* (see **Chapter 10**).

Moon Towers and Moonlight Masses. The city of Fandeval is famed for its moon towers, which are each topped by a globular dome that lights up at night. Built as shrines to Hecate—and as acts of ostentatious devotion by the wealthy—these towers also house the Lady of Darkness's priests. The brightest moon tower is connected to the Cathedral of the Dark Moons, which holds private services for initiates of the goddess's inner mysteries at each of the new moons and full moons (both moons reach their greatest and least brightness in synchrony). Her Luminance Salarra Mortre leads these ceremonies, and her various blessings and sacrifices include the *Transformation of Moonlight*, which turns lesser fey into shadow goblins. Other ceremonies are said to turn silver into memory philters or to weave nets for the Styx giants.

Groves of the Wardens

The bearfolk groves of the wardens are druidic sites and training grounds for bearfolk shadow gnawers. Several have grown into small villages or settlements, but their primary function remains as training grounds for bearfolk wardens and guardians against shadow. The primary groves are briefly described here.

Eagle Grove. Up in the hills by a stream's headwater stands a single stone temple to Umbeserno, a pilgrimage site for the bearfolk God of Dreams. His priests maintain the grove and teach shadow gnawers and others how to protect themselves against shadow corruption. They also sell amulets and holy draughts of mead to aid in winter's sleep. These sales and pilgrimages end in late fall when the temple priests retire to their own slumbers until spring.

Hawthorn Grove. Favored by **birch sirens** and **river giants** (see **Chapter 9** for both) as well as treants and various ogres, unicorns, and alseids, the Hawthorn Grove remains the most senior school and seminary for young druids of all kinds in the Shadow Realm. As many as two dozen initiates receive tutelage here at any given time under the auspices of Lady Rowan (CG **bearfolk druid**, see **Chapter 9**).

Leaping Salmon Grove. A small bearfolk settlement with a rickety wooden bridge over a narrow point of the Styx, Leaping Salmon Grove was once purely a druidic circle but has since grown into a small town of almost 1,000 bearfolk, wyrd gnomes, and erina, most of them fisherfolk. They smoke and preserve much of their catch for trade.

Lost Grove. Far from the larger bearfolk realms, this grove once stood near the Whispering Plain. A ritual gone awry at a time of great flux in the ebon tides broke it loose from the wider bearfolk realm, and it drifted in a matter of months across the Whispering Plain and finally came to rest near the Silver Hills. It is still a potent stone circle of power, ably led by a fierce defender, Lord Istler (LG bearfolk **knight of shadows**, see **Chapter 9**), and his company of shadow gnawers and two lunar elf archers, nicknamed Folly and Flight.

Moonstone Grove. Known for its druid school and its enormous standing stones, tall trees, and a moon tower, Moonstone Grove is too quiet to interest most fey and too tranquil for most goblins. The chief druid and village elder is Franelle Elderberry, a human woman who has spent her life among the bearfolk. She left the fey courts and retains a deep dislike of the shadow fey and shadow goblins generally.

Sleeper's Grove. High in the mountains, this deeply scented grove of pines is inaccessible in winter. The druids here are skilled in winter magic and know many avian forms for shapeshifting, leading some jesters to refer to them as the "owlbearfolk." It is the site of dozens of tombs for honored bearfolk, especially royalty and archdruids. It stands high in the mountains with a few year-round guardians and caretakers, led by Chief Tomb Warden Tromble Dorran (LN bearfolk **gladiator**). Small bands of ravenfolk visit from time to time, perhaps to speak with the dead. The guardians frown on this but do not prevent it.

Three Hives Grove. A center of honey production, as its name implies, this grove is a ramshackle collection of bearfolk cabins and a wooden palisade—a sleepy timber town. It also features an arcane well of power, a radiant well that somehow emits moonlight and arcane power that the local druids harness to turn into moonstone, moonsteel,

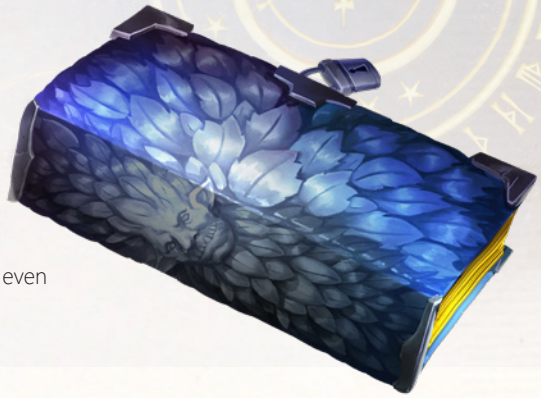
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The Coming of the Bearfolk / from the Book of Ebon Tides

The bearfolk came to the land of shadows in two great waves: first were the druids and their servants, and then the warriors, chewing shadows and destroying the darakhul, the vampires, and others. Their forests here grow quickly, and their roads are strengthened with radiance, but the bearfolk remain vulnerable in the sleepy winter months. Over the centuries, their presence has gone from a few wanderers and stone huts to a northerly realm of its own. Everywhere they settle, the snows are thicker and the forests a bit healthier. Their druids can remove shadow contamination from even the worst afflicted, and their warriors are a match for anyone.



and other useful substances of pure, solidified radiance. Lunar devils and followers of the Moonlit King have visited repeatedly, perhaps to trade arcane secrets with the Beekeeper in Chief, Lord Aparombo (CG **bearfolk thunderstomper**, see **Chapter 9**).

Veiled Grove. Barely connected to the capital of Solvheim by a narrow track, the Veiled Grove is a sanctuary and holy ground where any outlaw or exile may find shelter, be they bearfolk, shadow fey, or a shade from Soriglass. Its trees are enormous pines of a kind not often seen, their trunks reddish and their leaves tending to dark-plum shades. The druid of the Veiled Grove is Rumbella Nuuneva, a grandmotherly bearfolk who seems able to pierce illusions and sense the truth of corrupted hearts. A small spring in the Veiled Grove is used to cleanse shadow corruption from those who fall prey to it, attracting occasional pilgrims and wayward adventurers.

A Road to Midgard

The forest paths to the northeast of Merrymead contain a shadow road to Midgard's Western Wastes. Those many layers of fern, bracken, and undergrowth eventually lead directly into the temple of Ailuros in Bourgund, and worshippers there are sometimes surprised by the sudden appearance of bearfolk.

In addition, each year at the honey fair, the bearfolk king of Björnrike or the bearfolk queen of the Arbonesse opens the Honey Road for a week. They then extend an invitation for bearfolk of the realm to come to their sunny lands, strengthening the bonds between the bearfolk of the Shadow Realm and those of the lands they came from, long ago.

Merrymead, City of Revels

A city of joy and light and strength is unusual in any kingdom, but in the dark landscape of the Shadow Realm, Merrymead seems a mirage. Built of great oak timber daubed with clay and painted in bright, warding patterns of flowering vines, every rooftop studded with beehives, and wandering droves of pigs grown fat from acorns, Merrymead is a lively point in a shadowy forest, and it enjoys frequent trade as it sits at the crossroads between Fandeval, the Moonlit Glades, and the forests of the shadow fey. It is an especially seasonal sort of city, having a much faster, even frenetic pace in high summer and fall, compared to the sleepy winter and the difficult days of spring.

The city's role as a crossroads extends beyond the roads within the Shadow Realm. One of its roads leads back to the mortal world, to a sophisticated, well-ruled human city with a large temple to a goddess of cats, hunters, and perfumes.

The Honey Fair. Each year at high summer, the King and Queen of Merrymead open a trade fair, one of the few in the Shadow Realm. It is open to everyone who can obey its rules: fair speech, fair bargains, and no brawling outside the Royal Ring. Many deals are struck for great vats of honey and

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mead, for lengths of bearfolk timber and goblin moonsteel, and even for strange treasures dug up from Soriglass or brought down from the stars. The trade fair sometimes even carries on into mortal lands when a bear king of the mortal world opens a shadow road, as the Honey Fair ends, and extends an invitation to travel the Honey Road to bearfolk lands in the mortal world.

The Slumbering Winter. The city of Merrymead is still populated in winter months, but its bearfolk do very little but sleep, dream, and wake for brief periods to see the snow. During the slumbering months, the regency is granted to a trusted human, such as the high priestess of Charun, the boatwoman Linne Mallemele, or else the high priest of Umbeserno, Snuffling Tilda, Keeper of the Snoring Temple—who, as all priestesses of the Lord of Sleep, enters the winter sleep late and wakes early. One of the priestesses watches over the bears and keeps the city's business moving, albeit at a sedate pace until spring. Their primary goal is to provision the city well for the spring hunger.

The Spring Hunger. Come the spring and the snowmelt, Merrymead stirs and wakes itself, extremely thin and hungering. Darakhul in particular seem to understand the bearfolk hunger in a way that gnomes and humans don't quite, and their merchants always forge through the late snows to bring fish, spring lamb, potatoes, and other provisions to Merrymead. Vast amounts of food are devoured in just a few weeks as the bearfolk awaken family by family, and the price of spring provender is double that of the rest of the year. In short order, the festivals of Bengta and Charun are held, the shrine of Umbeserno holds the rite of Waking the Last Sleeper, and the dream season ends with bearfolk returning to the hives, fishponds, groves, and fields.

Moonlit Glades

The Moonlit Glades is the most prominent ray of light and hope in the Shadow Realm. Here the bearfolk dwell and tend their small patch of home against the darkness, and their numbers grow steadily from year to year. While the bearfolk are natives of the Shadow Realm, they remain as vulnerable to the plane's corruptive influence as any visitor from the mortal world. That generations have lived and died within the shadows without falling to its temptation represents a minor miracle—and a sign that the bearfolk understand shadow's temptations better than most and that their druids and gods protect them.

THE MOONSWEPT NORTH

The Moonlit Glades nestle deep in a black pine forest of the Shadow Realm's far north, corresponding loosely to the lands of ice and snow in the mortal world. The moon shines its face upon the glades as

Merrymead, the City of Revels

Rulers: His Sonorous Majesty King Zaim Gundervolk (CG **bearfolk druid**, see **Chapter 9**) and Her Gilded Majesty Queen Hollibee (LG bearfolk **apostle** of Bengta, see *Tome of Beasts 3*)

Important Personages: Double Time Karlo von Karlose (CN **quickstep**, see *Creature Codex*); Ferryboat's Keeper Linne Mallemele, high priestess of Charun (NE human **apostle** of Charun, see *Tome of Beasts 3*); Fragrant Servant Sayzanette Belleflor, high priestess of Ailuros (CG human **priest** of Ailuros); Her Solemnance Snuffling Tilda (NG bearfolk **first servant** of Umbeserno, see *Tome of Beasts 3*); Lady of the Forest Alossa Tergehar (LN human **druid**); Master of the Hives Ingmore Meadbeard (NG **bearfolk druid**, see **Chapter 9**)



Population: 11,000 (6,500 bearfolk, 2,000 umbral humans, 1,600 shadow goblins, 500 darakhul, and 400 wyrd gnomes)

Great Gods: Bengta (patron), Ailuros, Charun, Kupkoresh, and Umbeserno

Trade Goods: Honey, wheat, oats, ironwork, maple and pine wood, and pork (in order of importance)

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Moonlit Glades

Ruler: Gulfwyr Moonrage, Chief of the Moonlit Glades (CG werebear **bearfolk chieftain**, see *Creature Codex*)

Important Personages: Elder Whitepaw (CG **bearfolk druid**, see **Chapter 9**); Hierophant Ernalda Berlasdottir (NG **bearfolk druid**, see **Chapter 9**); Kordan Wodenson, reaver chieftain (LN **wolf reaver dwarf**, see *Tome of Beasts*)

Population: 27,000 (21,000 bearfolk, 3,500 umbral humans, 1,500 dwarves, 500 half-elves, 400 shadow fey, and 100 various werebears, alseid, and others)

Capital: Solvheim, population 12,000

Other Settlements: Eagle Grove, Hawthorn Grove, Leaping Salmon Grove, Sleepers Grove, Three Hives Grove, Veiled Grove



Great Gods: Bengta (patron), Charun (called Hod), Freyr and Freyja (Yarila and Porevit), Thor, and Umbeserno

Trade Goods: Medicinal herbs, pure food and water, silver, moonlight honey (in order of importance)

if blessing the bearfolk in their desperate struggle. Shadow roads to Soriglass and the fey courts offer the most reliable and timely path of entry into the glades, and the bearfolk have wrested control of these paths from the shadow fey. Stone and silver cairns mark the borders of the Moonlit Glades, and moonlight always bathes these markers. Bearfolk druids conduct rituals at these stones, renewing the magic that holds shadow's touch at bay. Each bearfolk settlement similarly features a standing stone or cairn at its center, creating another layer of protection for its residents.

The Bear Kingdom of Midgard

A proud people, the bearfolk originally hailed from Björnrike, the Bear Kingdom in the Northlands of Midgard. The ruler of Björnrike, Mesikämmen the Bear King, foresaw a terrible doom growing in the Shadow Realm that threatened all his people. He gathered his most trusted warriors and druids and charged them with an impossible task—to enter the Shadow Realm and fight back the corruption at its source. His brave subjects set forth on a forbidden shadow road without hesitation and never looked back.

Given their relative safety from the more powerful denizens of the Shadow Realm, the bearfolk have nurtured their claim of the dark land. The Moonlit Glades have secured numerous pure resources here, and the bearfolk fight furiously to maintain them.

Waterways in the Moonlit Glades run clear, glittering like rivers of molten silver beneath the moonlit sky. The spirits that haunt rivers and streams in the rest of the Shadow Realm grow quiet and peaceful within the bearfolk's borders, allowing travelers to drink unmolested. The bearfolk tribes maintain a strong druidic tradition as well as the worship of their own gods, Bengta and Umbeserno, and the Green Gods in their masks as Freyr and Freyja. These divine servants spend most of their time tending to agriculture, tending to their fruits and vegetables free of shadow corruption. Even the beasts are more like their material counterparts here, and their meat is wholesome and nourishing. Few things rouse the ire of the bearfolk more quickly or more violently than poachers.

Settlements in the Moonlit Glades are small and dispersed, but each remains in close contact with the others. Runners, hunters, druids, and priests make regular rounds between the villages and the capital settlement of Solvheim, carrying news, delivering requests for aid, and reinforcing close ties with the surrounding tribes. Originally the population of the Moonlit Glades was purely bearfolk, but over the

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years, it has adapted to include humans, elves, and others. Other races from the Kingdom of the Bear have come to the Shadow Realm, initially to maintain contact between the shadow colony and their kin in the mortal world, but eventually many integrated into the existing bearfolk communities. Humans are the most prominent of these newcomer races, but a contingent of reaver dwarves who venerate bear spirit totems found their way here and decided to settle. The dwarves represent an invaluable asset to the Moonlit Glades since they are among the few seafarers willing to sail on the fog-shrouded black waters of Frost Gulf. Even these stalwart sailors don't venture far from land, but their crafts allow the bearfolk and their allies unprecedented, swift access to other areas of the Shadow Realm, when the shadow roads become too dangerous or don't lead to the proper destination. The Rivers Styx and Lethe are far safer for the moonlit reavers to navigate though, and they occasionally raid darakhul, goblin, and shadow fey villages along the waterways.

Some renegade shadow fey call the Moonlit Glades home, though they must go to extraordinary lengths to prove their honorable intentions and win the bearfolk's trust. Half-elves as well as a fair number of alseid and werebears are scattered throughout the population. The Moonlit Glades have a calming effect on werebears, and even during the full moon, these lycanthropes find their more destructive urges curbed. Werebears often seek the way to the glades, so they can live out their lives in righteous service with less fear of losing themselves to the curse.

TIES THAT BIND: RULERS OF THE GLADES

Despite their differences, the peoples of the glades consider each other to be family. A diarchy consisting of the chieftain and the hierophant rules the nation. The chieftain oversees martial defense and civil government, serving as the highest authority to settle disputes among tribal leaders. The hierophant represents the spiritual center of the Moonlit Glades and is the most trusted counselor on magical matters, including for the elevation and ordinance of new druids and clerics and for consultation on matters of shadow corruption, the flow of the ebon tides, the management of boundary stones, and similar issues.

The Chieftain. The current chieftain, Gulfwyr Moonrage, is a massive grizzlehide bearfolk werebear whose pitch-black fur is deeply frosted with silver. A terrifying opponent in battle, Gulfwyr earns his deed name hundreds of times over, channeling his rage into the destruction of his foes and the protection of the Moonlit Glades. His restraint regarding the werebear curse borders on the stuff of legends, and he has never infected another creature. Outside of battle, Gulfwyr is wise and fair, and many already consider him a living ancestor. He brooks no foolishness when deciding disputes and is quick to punish a party bringing frivolous suits. Living in the depths of the Shadow Realm, there is always more at stake than spite or selfishness.

The Hierophant. Ernalda Berlasdottir, the hierophant, provides the spiritual and magical counterpart to Gulfwyr's battle prowess and civic dictates. A slender but tough purifier bearfolk, she decorates her long, red-gold fur with braids, beads, feathers, and silver charms. The most powerful druid in the Moonlit Glades, she takes great care to learn of any shadow incursion into the relative purity of her home. She provides the single greatest source of healing and restorative lore in the entire realm: there is no affliction that she can't identify, if not relieve. She devotes her time to maintaining the moonlit wards that protect her home and pursuing cases of shadow corruption.

The Wanderer. A strange sight in the holdings of the Moonlit Glades, a venerable bearfolk with snow-white fur, called Elder Whitepaw, calls no settlement nor village home. Instead, he wanders from town to town. The shaman's demeanor can be strange and sometimes off-putting, for he converses at random, answering unheard questions or shifting with no warning or preamble from a discussion with present individuals to one with figments of his imagination or beings otherwise imperceptible to any but himself.

Despite his strange habits, Whitepaw is the only bearfolk other than the chieftain with a direct line of contact to Hierophant Ernalda. Though his wandering seems random, Whitepaw is deeply in tune with the healing and awakening spirits of nature within the cleansed Moonlit Glades. Elder Whitepaw has a deep knowledge of the spread of shadow corruption and the influence of dark entities, such as the umbral vampires, cultists of the Black Goat of the Woods, and the undead, but communicating that knowledge is often difficult. Whitepaw often stumbles into agents of the Lantern Bearers or a visiting band of adventurers and offers them a task or request of great import. Individuals who perform admirably earn Whitepaw's favor and the goodwill of the bearfolk.

AGAINST THE DARKNESS

When the bearfolk first walked the shadow roads, they had only the faintest idea of what awaited them or even what foe they sought to thwart. The peril they faced was deceptively minimal at first: the occasional shadow or unquiet spirit, predatory beasts that sought their first taste of uncorrupted flesh. These dangers were faced without difficulty, insulated from the most insidious creatures of shadow by their remote location. All too soon, they learned the true danger of the Shadow Realm remains one's own imperfect nature. Their numbers began to feel the force of corruption, and division struck their ranks. Melancholy gave way to paranoia, and that gave way to conflict. As the corruption spread, those who proved more resistant tried in vain to help their fellows, which only added fuel to the fire. Before long, the corrupted bearfolk turned on their own kin, and the blood spilled drew the attention of the umbral vampires. One day they were simply there, arising from dark ruins the bearfolk had never seen before. The warriors fought valiantly, but with their ranks reduced by spreading corruption, they knew they were doomed.

It was then that the druids' last desperate plan succeeded, and hope kindled anew. Using the last drops of pure water brought from their home along with silver mined in the Shadow Realm, the druids drove back the darkness empowering the invaders. Through this victory, the bearfolk discovered how shadow corruption—coupled with acts of betrayal, murder, and the resulting despair—bored holes through the veil between the Shadow Realm and the mortal world. The umbral vampires slipped through these widening cracks, their timeless nature drawing them to places where shadow bleeds into the world. In the light that shone from the heavens, the bearfolk saw the truth that led them to this place and resolved to oppose the spread of shadow from within. Bolstered by their new discovery, the bearfolk rallied and drove the wretched creatures back into their ruins. These strange slivers of the City Fallen into Shadow melted back into the darkness as moonlight overtook them.

The bearfolk's knowledge brings them into conflict with powerful forces within the Shadow Realm, namely the darakhul of the Twilight Empire and the umbral vampires of Oshragora. Each of these has a terrible knack for finding rifts and cracks to exploit, and the bearfolk know they pose a risk of large-scale shadow corruption pushing into their homeland here as well as their mother lands in the mortal world.

ALLIES IN THE LIGHT

The Moonlit Glades form a solid bastion of hope in the Shadow Realm. The nation is protected from shadow corruption and from the worst depredations of shadow creatures because of its moonlit wards. The bearfolk understand how pervasive shadow is. Bearfolk and their allies are occasionally corrupted, but they hold the key to long-term survival: they can perform a ritual passed down from the first settlers of the Moonlit Glades that can scour shadow corruption with cleansing moonlight.

The druids regularly conduct rituals to maintain the moonlit wards around their borders and in the center of each settlement. Because they can remove shadow's touch, the Moonlit Glades became the center of the network now known as the Lantern Bearers. Though the bearfolk never teach their purification rituals to outsiders for fear that forces of shadow will find a way to corrupt or circumvent them, they are willing to use their gifts to aid outsiders struggling against shadow corruption. The relative safety and purity of the Moonlit Glades is recognized throughout the Shadow Realm, and the hidden allies of light know the place may be their only hope in desperate times.

A few far-flung settlements of bearfolk and their allies have been established far from the Moonlit Glades. Each revolves around a standing stone inlaid with silver or a stone-and-silver cairn as in the glades, holding back the shadow. Usually away from well-traveled areas, these outposts always have a specific purpose. Most often they observe an area where the barrier between the Shadow Realm and the mortal world has worn thin. They watch to ensure that incursions from the Shadow Realm can't push through these eroded doorways. These villages and small forts also serve as a sanctuary or last-ditch salvation for friendly travelers lost in the darkness.

Guides from the Moonlit Glades are fascinated by the strange glowing crystals that float through the Shadow Realm—the witchlights. The bearfolk and their ilk aren't entirely sure what to make of these constructs, but they have seen them time and again lead travelers out of danger—and sometimes to exactly what the lost souls need to survive. They don't fully trust the witchlights though since they resemble will-o'-wisps. Although there are no confirmed reports of witchlights harming or misleading travelers, they are suspicious enough to warrant healthy caution.

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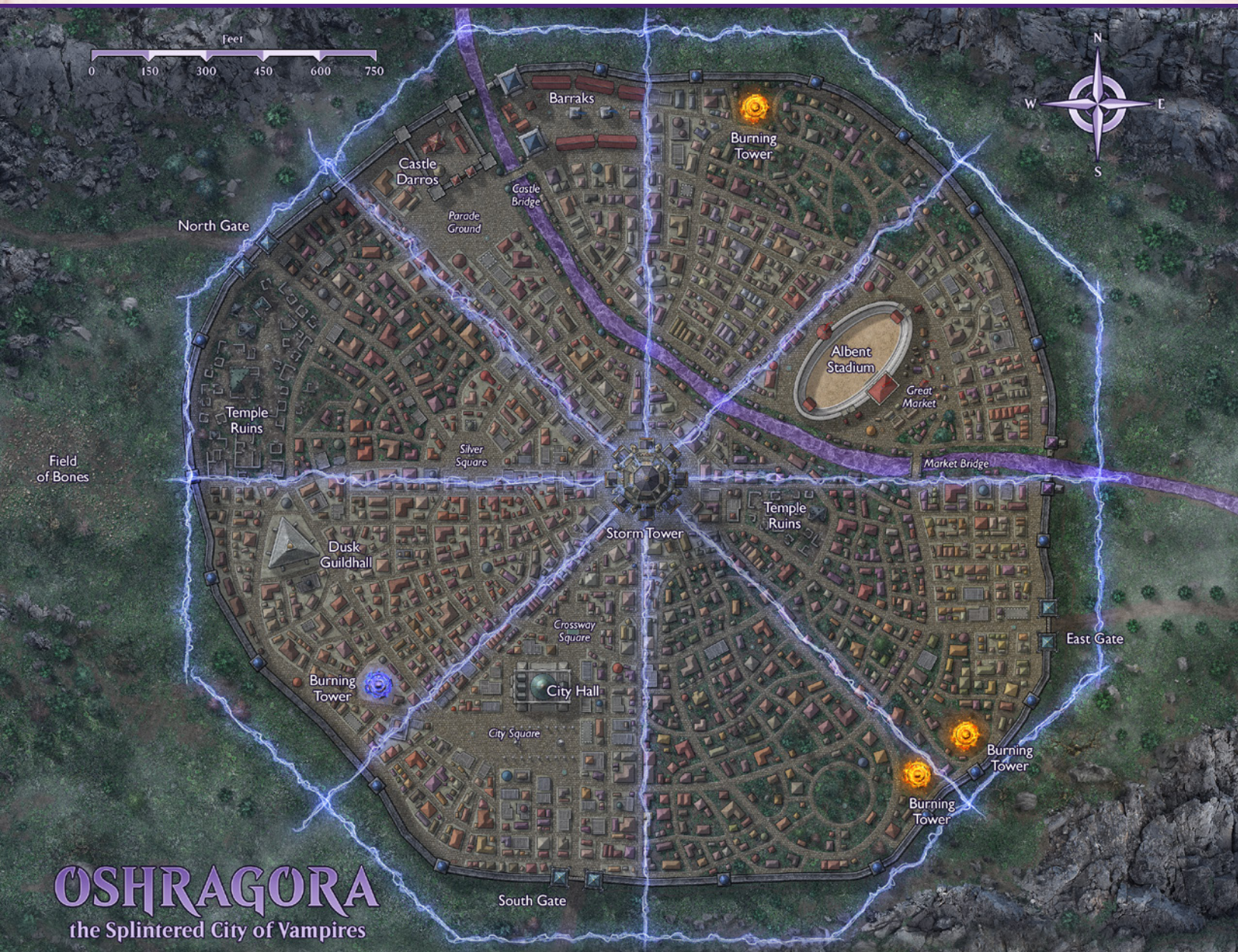
Oshragora, the City Fallen into Shadow

Once men and women, the umbral vampires now exist as twisted fiends sustained by the power of shadow and hungry for the life they once held. Not undead but instead fully creatures of the Shadow Realm, umbral vampires resemble pale, gaunt humanoids with long, pointed ears and sharp features—darkness weeping like smoke from their eyes, mouth, and nose—and their touch drains the life and vitality from their victims. They drift through the City Fallen into Shadow, a crumbling ruin twisted through space and time.

Albent Stadium. Athletic feats and prisoner blood sports are held here to amuse the vampire overlords.

Burning Towers. The city has at least two towers wrapped in perpetual flames, usually a deep orange although sometimes purple—sometimes it is three or four such towers, when visual or temporal distortions double them. These towers were built over radiant wells that were tampered with, and lines of arcane power provide a constant stream of phlogiston to burn without any other fuel. The umbral vampires avoid them, but fire elementals sometimes dance in the flames, and some believe a shadow road to the City of Brass once began in one of these towers.

Castle Darros. The castle and the nearby barracks are home to Lady Elenya and her handmaidens, a group of **wraiths**, as well as her court of shadow goblins and human thralls.



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City Hall. A fine, half-timbered building that is one of the few structures in very good repair, this hall is the hub of commerce, industry, and plotting for the creatures that dare to visit the city. Its basement is the Ratskellar, the only tavern in town, and the fare is notoriously poor. The specialty is fried purpure, a sort of lilac-colored fish native to the city's river. Lord Nalgevar maintains an audience chamber somewhere in the dungeons beneath the hall.

Dusk Guildhall. The vampires that often visit their umbral cousins founded a guild here, devoted to the spread of the city's people and power. As a strange sort of explorer's society, they exchange information and pursue targets among the darakhul, humans, and shadow fey. Most members are dhampir, vampires, vampire spawn, or shades. Some of the Dusk Guildhall members seek a close alliance with Soriglass.

Storm Tower. This tall, Gothic tower with its many gargoyles, bloodthirsty vines, and elaborate balconies is home to the city's umbral vampires, and features eight large bronze doors at its base. As the home to many of the city's commoners and the most habitable of its buildings, the Storm Tower is a useful crossroads between all the splinters of the city, no matter how they twist in space. Lightning and flickering witchfire often illuminate the tower and **azza gremlins** and **spire walkers** (see *Tome of Beasts* for both) are often visible. The city's rulers are rarely found here though, instead favoring Castle Darros and City Hall.

The ghouls of the Twilight Empire believe an ancient artifact is buried somewhere beneath the tower and frequently send spies or scouts to attempt to recover it (thus far, without success).

Violet River. This tributary of the River Styx runs though Oshragora silently and largely without hindrance. Sometimes, the river seems to flow into a portal or void, and at other times, it appears seemingly from nowhere in the middle of a city street.

SUNDERED HISTORY

The greatest cautionary tale of the Shadow Realm is undoubtedly that of the umbral vampires. Once residents of a thriving metropolis, the rulers of this long-forgotten city were powerful spellcasters whose might put to shame even the greatest sorcerers of this current age. They were wise and just and used their power to preserve the glory of their people. And their decline began subtly.

In an effort to prevent the inevitable march of time, the great archmages twisted it and diverted its flow. The entire population of the great city freed themselves of the shackles of age and death. For generations, they existed in this state, developing even greater magic, fine art, and architecture to rival the palaces of the gods. But for all their wisdom and might, they were blind to the danger set before them. As the river of time in the world around the city flowed on, it began to erode the spells holding it at bay. Eventually the spells failed, and the city drowned in all those many years it had denied. In the rush of uncontrolled magic and rampantly fluctuating time, the entire city vanished from the mortal world. Only the barest traces remain because the entire city was pulled into the darkness between worlds. The people of the once-great city felt the ravages of shadow corruption, but they were trapped in chaotic temporal storms. They spent an eternity in that closed loop of time, devoured by shadow, reborn and consumed again and again until finally the timestorm abated.

When the winds of history settled, Oshragora, the City Fallen into Shadow, was born. Great, towering ruins appeared in the landscape of the Shadow Realm. Cobbled streets cracked and twisted, following new paths dictated by shadow's distortions. Buildings that once touched the sky now stand in a frozen jumble of collapse, held in unstable pockets of temporal stasis. These pockets fail, unwind, and reassert themselves at random. Bits of the city crumble or reassemble before an observer's eyes.

The city defies conventional understanding of geography and space, even among other places in the Shadow Realm. While the rest of the plane shifts over the course of months or years, the City Fallen into Shadow seems to change without a predictable pattern or schedule.

INSCRUTABLE AND UNCOUNTABLE

Oshragora isn't sufficiently organized to be called a city-state, much less a nation. An unknown number of umbral vampires lurk in its crumbled buildings and shadow-choked alleys. Despite repeated attempts, no scouting force or explorer has ever made an accurate estimate of the city's cursed population. Umbral vampires simply slip between the cracks of reality as if they're still shifting through time and space. One half-mad shadow fey hunter raved that she fought and slew the same umbral vampire for weeks while lost in a forest that continually coiled back on itself.

The umbral vampires' motivations remain obscure—or at least prone to chaotic shifts. On

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occasion, one might be willing to speak with visitors rather than simply devouring their essence, but these conversations always prove frustrating. The vampires mention events out of chronological order and make references to people and places no sage can identify. In spite of this, they give the impression that they understand far more than they're able to effectively communicate. Shadow fey emissaries are certain that a ruling council still exists somewhere in the city, but the place's unstable nature has made it impossible to find. The Queen of Night and Magic has proclaimed that she will trade an emperor's ransom in treasure and secrets for a reliable connection to the umbral vampires' dark council—or at least to Lord Nalgevar.

Despite the difficulty of operating within the city and communicating with the vampires, other creatures exist there. Undead shadows thrive in and around the city (and in the splinters of the city that appear elsewhere), drifting in the wake of umbral vampires. For some reason, the shadows don't attack the umbral vampires, suggesting either some mastery the umbral vampires hold over the shadows or at least a perceived kinship. Ghouls from the Twilight Empire also make frequent trips to the city. Through covert means and interrogation, the shadow fey believe that the Twilight Emperor of the ghouls searches for some lost artifact hidden in the city. Whatever this artifact is, it likely has power over time, and it might even have been a part of the magic that doomed the city in the first place.

Other stranger visitors appear in and around the city and its splinters, such as shadow mages and **eonic drifters** (see *Tome of Beasts*) who step between the past and future as one might cross into the next room, enigmatic travelers of the aeons. This is hardly surprising given the city's tumultuous relationship with time. Due to the city's unique nature and potent magic, travelers from all realms and times find themselves drawn to it.

EVER REACHING

The other denizens of the Shadow Realm shun the umbral vampires and drive them back with blade and spell whenever their paths cross. As a result, the umbral vampires can't readily make use of shadow roads or even those spots where the planes connect to the Shadow Realm. Though much reduced from their former glory, they remain powerful and devilishly cunning. Perhaps their most disturbing talent is the ability to find weak spots in the barrier between the realms. This shadow reflection of the mortal world, where despair, blood, and darkness tear rifts between the worlds, draws the vampires, and their presence seems to hasten the opening of doorways to the Shadow Realm. Thankfully, the umbral vampires seem compelled to remain close to the ruins of Oshragora, so they exist in a limited area.

Just as the city seems to warp the land around it, or at least to move in some fashion, so too does it occasionally shed pieces of itself. These splinters of the city, sometimes as little as a single ruined building and other times an entire neighborhood or district, simply appear elsewhere. As with the other distortion effects of the city, a splinter might emerge miles away and remain for days or weeks at a time. The splinters drag umbral vampires and other denizens along with them, depending on the size of the splinter. A single building might contain one umbral vampire and a host of shadows. A district, on the other hand, might release an onslaught of a dozen or more umbral vampires on the surrounding area.

The bearfolk from the Moonlit Glades have kept a watchful eye on Oshragora after a few disturbing appearances of splinters within their domain. They grow increasingly worried with each vampire encounter but don't have enough useful information to plan a suitable defense. So far, they've contained the umbral vampires in a dozen splinters until the splinters vanished, but their lack of arcane knowledge hampers their efforts beyond pure reaction. They're quite eager to learn how the splinters function and how to keep them at bay.

Using the Oshragora 8-Section Map

The City Fallen into Shadow is splintered along a fourfold axis, dividing the city into eight segments around the Storm Tower at the center. When using the map, you can either keep segments *A*, *B*, *C*, and so forth in clockwise sequence up to *H*, or you can shuffle the segments as PCs explore it. The blue barrier lines mark the map but are rarely visible in the city itself: these are where the splinters move, grind against each other, or rotate to shuffle the city's geometry. The Storm Tower is always the center and often visible from any other section.

How to Use Temporal Distortions in the City

The degree of chaos and weirdness visible on the streets and among the ruins is up to the GM. To add some level of strangeness to exploration, roll on the **Temporal Distortions** table every time creatures pass from one section (or splinter) of the city to another, ending any prior effect and using the new one. Creatures that spend more than a day in Oshragora slowly see less and less of such distortions as the city seems to acknowledge them as natives within a week.

TABLE 7–1: TEMPORAL DISTORTIONS

d8	Temporal Effect
1	Perception slows, causing everything that moves to become blurry and indistinct. All creatures in the splinter are affected by the *blur* spell.
2	Everyone in the splinter hops between two different timelines. Each living creature is affected by the *blink* spell. Affected creatures are safe from attacks when they jump to the other timeline.
3	Time is inconstant in the splinter. Each creature that rolls an even result on its initiative roll gains the effects of the *haste* spell. Each creature that rolls an odd result on its initiative roll gains the effects of the *slow* spell.
4	Each creature in the splinter gains a slightly out-of-sync double. Each time a creature targets you with an attack, it must roll a d20. On a result of 1–10, the attack hits your double. On a result of 11–20 the attack hits you. Your double's AC and hit points are equal to yours at the beginning of combat. Your double can't move or take actions independently of you.
5	Time jumps backward in short bursts. At the end of each of its turns, each creature regains 10 hit points, up to its maximum hit points. On the first round after it dies, each creature that is dead must roll a death saving throw. On a success, it regains 10 hit points and resumes living as though it had never been dead.
6–8	No temporal effect.

Oshragora, the City Fallen into Shadow

Ruler: Lord of Oshragora and Master of the Violet River, Keeper of the Sanguine Shrine, and Seneschal of the Salamander City, Iktorros Nalgevar (CE **umbral vampire**, see *Tome of Beasts*)

Important Personages: Elenya the Proud, Lady of the Castle Darros, First Spawn of Iktorros (NE **umbral vampire**, see *Tome of Beasts*); His Excellence Cilestros Margevan, high priest of the Hunter (NE **lich**); Treposs Palendulo (LE human **archmage**)

Population: 600 (100 dark folk, 100 umbral humans, 100 shadow goblins, 50 darakhul, 50 derro, 50 satarre, 50 shades, 50 selang, and 50 umbral vampires)



Great Gods: Alquam (patron), Goat of the Woods, Hunter, Santerr Illosi, and Vardesain

Trade Goods: Statuary, trained gargoyles and gremlins, amulets, wolf pelts, and fish (in order of importance)

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The most recent addition to those scrutinizing the city includes the Court of One Million Stars. These strange fey drift through the ruins while enshrouded in starlight, which pains the shadows and umbral vampires. They study the city, but they meticulously avoid the areas of distorted time. Only one such creature has engaged in the briefest exchange while about its task. After obliterating a pack of umbral vampires with an incandescent wave of starfire, the luminous creature whispered to the only surviving adventurer, "The Void calls to the Void. It must not be allowed to answer." The adventurer recounted his story to Revich, the blind angel in the Court of Night and Magic, before hurling himself from the top of the angel's tower.

Soriglass, City of Shades

Built in aeons past along the banks of the River Styx by the sable elves, the city of Soriglass is an enormous mausoleum—a ruin more famous for its crypts, ghosts, and shades than for any particular power, art, or wealth. Its inhabitants collect tomb-dust to make the drug called requiem (see **Requiem, Drug of the Afterlife** sidebar), and visitors often come to explore one of the two main dungeon complexes of the region: the Cloisters of the Outer Void, largely held by ghouls, satarre, and undead; and the Pit of the Squamous Fiend, said to connect directly to the lower layers of the Eleven Hells, inhabited by enough fiends and aberrations to make that seem likely. Both are death traps, brimming with fiends and undead, with connections to various deadly sorcerers, frothing cultists, and satarre doomsayers, and the two locales have been ruled by a succession of lich lords, minor demon lords, and evil high priests. They are too strong for the local king of the shades to root out, but fortunately they spend most of their time and energy fighting each other rather than honest travelers or the citizens of the city.

Bright Barge Dock. While Soriglass has no bridge across the Styx, as does the Court of Golden Oaks, it does have a small community of halflings, Styx-loving satarre, and umbral humans who build, load, and work barges up to Vysanth—a pilgrimage town devoted to Charun—and down the river as far as the goblin city of Fandeval. The mistress of the Bargeworker's Guild, Happy Fillbec, is a strong,



Eric Lindahl (Order #51842079)

Soriglass, the City of Shades



Ruler: Tomarrich the Howler, His Spectral Majesty and High Lord of Soriglass, the Keeper of the Final Portal, Warden of the Violet Marshes, Lord Protector of the Boneyard Pass (CE **wraith**)

Important Personages: Happy Fillbec, Bargemaster of the Guild (NG riverfolk halfling **merchant captain**, see *Tome of Beasts 3*); Her Luminance Ingalla Vert, pantheist priestess of Hecate and Santerr Illosi (NE darakhul **first servant** of Santerr Illosi, see *Tome of Beasts 3*); Valish the Starcatcher (LE satarre **void speaker**, see *Creature Codex*)

Population: 2,000 (1,000 umbral humans, 600 shades, 200 darakhul, 100 shadow goblins, 50 satarre, and 50 halflings)

Great Gods: Anu-Akma (patron), Charun, Hecate, Santerr Illosi, and Vardesain

Trade Goods: Papyrus, purple dyes, silver, moondust, requiem, and statuary (in order of importance)

no-nonsense leader of the barge captains and crews, and she brooks absolutely no foolishness when it comes to cargo and payments. Visitors to Soriglass often come by boat rather than by road, and her work securing safe, effective barge traffic on the Styx is one reason why.

Castle of Frozen Tears. King Tomarrich the Howler rules a small court of shades, minor phantoms, and necromancers who use the rich array of tombs and ghosts here as raw materials in the performance of dark magic. He dreams of gathering the darakhul to his side, though in practice he is very much a

TABLE 7–2: 10 GHOSTS OF SORIGLASS

d10	Result
1	Old King Usen. A human lord of a long-forgotten land, who asks visitors to find the bones plundered from his tomb.
2	The Pale Innkeeper. A human woman known for serving fresh ale that turns to blood or salt water.
3	Cursing Marbella. An elven woman who cannot be seen but who swears in Elvish. She seeks vengeance against her killer.
4	The Watchman. A human city guard whose shouting could wake anyone but who can never grab a prisoner. He is looking to find and catch a thief and earn his rest.
5	The Drowned Man. Tangled in kelp and bits of net, he walks the streets, perpetually leaving a damp trail. If given a small sacrifice (spilled drink, bit of smoke or incense), he tells tales of the dark, ebon sea and the riverboats . . . and of a treasure he buried with his crew, long ago.
6	The Moaning Joker. A gnomish woman who always seeks to fill a ghostly goblet for a toast and who weeps that she can no longer enjoy water, wine, nor mead. Tells terrible jokes.
7	The Empty Princess. An eyeless princess surrounded by a nimbus of burning void energy. Within her gown and sleeves is a tapestry of beetles, flies, and scorpions. If caught in a *mooncatcher's net*, these insects yield a rich purple dye.
8	The Gray Knight. A silent, armored knight with helm and sword who stands watch over a tomb each night. Those who seek to pass into the tomb must defeat him for three nights in a row to lay his spirit to rest.
9	The Gnawing Ogre. A fat, spectral ogre who chews on any meat or bones left in the graveyard. Some say he devours the living as well and can only rest if he eats his fill.
10	Ingortellek, Giant of the Ancients. A red-haired giant who speaks in strangely stilted tones and who seeks to return down the River Styx to a final rest—if only someone would perform the burial rites.

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Requiem, Drug of the Afterlife

Requiem is a potent drug that allows its users to speak with the dead when smoked. Made from death's head mushrooms, the cremated ashes of sentient beings, and various other unsavory components, it gives its users visions of the dead but is highly addictive. It comes in two forms: a muddy substance called clay and a refined powder called bliss.

REQUIEM CLAY (INHALED)

Price per Dose: 750 gp

When you smoke requiem clay, you summon the spirit of a single deceased person that you personally knew in life. The spirit's image is visible, and its voice can be heard in whispers, but it cannot touch you. You can ask the spirit up to five questions, as the ***speak with dead*** spell. The spirit knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the spirit is under no compulsion to offer a truthful answer if you are hostile to it or if it recognizes you as an enemy. The spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Afterward, you suffer 3 (1d6) poison damage per question asked and must succeed on a Constitution saving throw (DC 10 + 1 per question asked) or become addicted to the drug. If you become addicted, you suffer one level of exhaustion 1d4 days after you last smoked the drug and gain a further level of exhaustion for each week that requiem is not smoked. Levels of exhaustion gained through requiem use do not reduce as normal after taking a long rest. Smoking requiem again eliminates levels of exhaustion gained from abstaining.

At the end of each week, you can make a DC 13 Constitution saving throw. Two consecutive weekly successful saving throws are necessary to break the addiction through abstinence. Alternatively, the addiction can be broken with a ***lesser restoration*** or ***heal*** spell.

REQUIEM BLISS (INHALED)

Price per Dose: 2,500 gp

When you smoke requiem bliss, you experience feelings of euphoria. You summon the spirit of a single deceased person whose name you know. The spirit takes on the physical characteristics it had in life and might touch you, though it cannot harm you. You can ask the spirit questions as the ***speak with dead*** spell with the following exceptions: you can ask up to ten questions, and the spirit cannot lie to you. In addition, you are simultaneously granted the benefit of the ***contact other plane*** spell (without taking psychic damage or going insane) as the summoned spirit consults with others and relates information about a single question that would otherwise be unknown to it.

You suffer 3 (1d6) poison damage per question asked and must succeed on a Constitution saving throw (DC 12 + 1 per question asked) or become addicted to the drug.

If you become addicted, you suffer two levels of exhaustion 1d4 days after you last smoked the drug and gain a further level of exhaustion for each week that requiem is not smoked. Levels of exhaustion gained through requiem use do not reduce as normal after taking a long rest. Smoking requiem again eliminates levels of exhaustion gained from abstaining.

At the end of each week, you can make a DC 15 Constitution saving throw. Three consecutive weekly successful saving throws are necessary to break the addiction through abstinence. Alternatively, the addiction can be broken with a ***lesser restoration*** or ***heal*** spell.

minor vassal to Emperor Vilmos Marquering of the Twilight Empire, which is always nearby and in his thoughts. The castle itself is made of finely worked blue-white stone, luminous over the plains or from across the Styx.

Low Temple of the Ghouls, High Temple of Hecate. While Charun has several thriving shrines and priests in Soriglass, the most active temple is the Great Vault of Vardesain and Santerr Illosi, where ghoul and darakhul pilgrims come to pay homage to a religious relic: the *Bone Cloak of Vardesain*, said to be made from the fingerbones of more than 400 darakhul and one bone from an avatar of Vardesain himself. This relic is brought out by the priests on holy days, and darakhul wrapped in it are said to gain relief from the endless hunger and to be cured of various ailments of the undead. Her Luminance Ingalla Vert is the keeper of the cloak while the high priests of Vardesain from both Vysanth and Ossean often make the trek to visit the relic themselves, but neither priest cares to spend much time at the Great Vault.

The Cathedral of the Luminous Moon was once the largest temple to Hecate in the Shadow Realm. With the long decay of Soriglass though, its stained-glass

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windows are empty sockets in a weathered shell. High Priestess Vert leads other darakhul priestesses and several human adepts and initiates in the rites of the moon, and all are welcome in the black pews and at the full moon blessings of weapons, armor, livestock, and wands. Rumor has it that the chancel is enchanted to ward against evildoers, protecting the altar and its platinum dagger and chalice. The cathedral's real treasures are kept underground and include a lock of Hecate's silvery hair and a bottled piece of her sacred shadow, both relics of the faith. They are brought out for pilgrims to see each full moon and new moon.

Sixty Cyclopean Tombs. Outside the city of Soriglass but always moving in its wake when the ground shifts and the land ebbs or flows, the Sixty Tombs are a cluster of mausoleums and pillared shrines with occasional obelisks. Their script it not related to modern Umbral but to an ancient dialect, and the bones found within them are more akin to those of ogres or trollkin than to humans or fey: heavy, tall, and of an imposing scale. Hidden passages, buried tombs, and major undead are always rumored to live among the Sixty Tombs, though few know quite where to find them. Necromancers and priests of Charun often visit to investigate their mysteries.

Tenebrous Plain

A plain of tall, luscious grass downstream from the Forest of the Firebirds stretches out around a tributary of the River Lethe. Gnarled trees and skeletal, leafless shrubs contrast sharply with the serene greenspace. The shadows cast by the plants, both living and dead, fall in strange directions with some stretching farther than others.

A fast-moving tributary flows through the plain, winding its way around clumps of vegetation. This offshoot of the River Lethe is fickle, alternating between flowing with the same inky blackness as most water sources in the Shadow Realm and running as clear and cool as the most refreshing stream in elven lands, based on the whim of **Oma Rattenfanger** (see **Chapter 9**), the Keeper of the Plain.

It is difficult to say what causes her to show such generosity, but tales tell of countless mortals who make offerings in the Tenebrous Plain, eager for the untainted water. On some occasions, the inky blackness disappears from the riverbed, leaving behind perfectly drinkable water. However, tales also tell of ungrateful young adventurers greedily guzzling the clear water only to have it swirl with black motes

Pits of the Roachlings

While many regions of the Shadow Realm resemble the mortal world, some areas adrift in the shadows are much stranger than that. In particular, the Pits of the Roachlings are an entirely bizarre form of terrain made by congealing, spinning, and reforming the raw shadow into what can best be described as demonic termite mounds or perhaps hollow dunes and curved pits. A roachling pit of this kind is usually found on the plains where it appears as a gentle hollow or dip in the landscape with an enticing body of water at the bottom surrounded by reeds or trees. The water is indeed pure rainwater, drinkable and crisp—but the gentle slope around that water is often quite slippery, making it difficult to leave the area around the water. Creatures must make a strong effort to climb back up the slope, requiring a DC 15 Strength (Athletics) check.

At other times, the roachling pit may resemble a set of stones or a small mesa (again, usually with a pure water spring) that sinks into the shadowy plain when approached. Creatures that stay near the water overnight or for a long rest slowly sink with the stones and the pool of water, and on waking, may find themselves 30 or 40 feet below the level of the surroundings. The walls of the pit are commonly pockmarked with niches, tunnels, and small dwelling spaces, often inhabited.

In either case, the nearby ground is riddled with **roachling** (see *Tome of Beasts*) tunnels—and various lesser demons and devils such as **rattok** (see *Creature Codex*), **quasits**, **imps**, and **lemures** may make their homes there as well. True to their heritage, roachlings can indeed survive almost anywhere, including in the Shadow Realm. Their communities rely on trapping various game (which roachlings can devour without danger of corruption) and on a limited amount of trade with the more civilized races.

The primary foe of the roachlings are darakhul, who find roachling flesh entirely palatable. The Twilight Empire organizes frequent "roach hunts" on the Whispering Plains and elsewhere to feed its expanding population.

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while they're drinking it. Some say lost souls who have been mistreated by those they revered are likely to find aid from Oma Rattenfanger, but others say such individuals are never seen again, recruited into her eternal service.

HIDDEN DANGERS

While most creatures of the Shadow Realm avoid Oma Rattenfanger's domain, there are still plenty of dangers awaiting those who travel the Tenebrous Plain. Oma Rattenfanger is the keeper not just of the plain itself but of its inhabitants too, including the **orphans of the black** (see *Tome of Beasts 2*). These feral, childlike creatures were mistreated youths who seek revenge on those in positions of authority. While orphans of the black are not often loyal creatures, those from the Tenebrous Plain are fiercely devoted to Oma Rattenfanger. Anyone attempting to harm her must contend with these savage souls.

Oma Rattenfanger has granted sanctuary to other creatures seeking shelter from the mortal world or from other portions of the realm. Shadow-touched plants such as **shadow blights** and **razorleafs** (see *Creature Codex* for both) find comfort in Oma's domain. Others, such as a grove of **weeping treants** (see *Tome of Beasts*), have been on the Tenebrous Plain as long as Oma and watch over both the keeper and the plain. A single **feyward tree** (see *Tome of Beasts*) roams the plain, protecting the area from fey creatures looking to trespass. It doesn't harm Oma or those in her care though, a mystery the tree's victims do not have a chance to solve.

Twilight Empire

The Empire of the Ghouls exists in the Crossroads region of Midgard and beyond, tunneling through the mortal world. But the darakhul are also active in the Shadow Realm, and their empire here is, if anything, even more dangerous, as it relies on alliances with shadow dragons and a cave dragon lich, Dreadwing.

Their ability to walk shadow roads and to visit Evermaw, the planar realm of the undead, also makes the Shadow Realm's darakhul exceptionally dangerous. The realm is ruled by an emperor who considers Nicoforus his "imperial cousin," and the two nations seem to exchange ambassadors, trade in goods, and conduct various supporting activities to aid one another as might two somewhat distant nations in any other realm.

Crackling Forests

Originally found in the Dry Lands of Evermaw, these alien trees are not green and woody but rather cartilaginous masses of splintered bone with leathery leaves, and they exude an air of menace and move rather more vigorously than normal trees (though not enough to fight off a ghoul or woodsman). A rather small number of these trees now grow in the Shadow Realm, imported from Evermaw, but getting more of them to survive and flower is extremely difficult, for the ghouls devour the saplings too quickly to amass a proper forest.

When cut or broken, the trees themselves bleed a black milk that undead find nourishing and pleasant (though living creatures describe it variously as rancid, foul, or rotten). Ghouls, vampires, and other corporeal undead delight in cracking open the hairy bark and gorging themselves on the thick syrup. For such creatures, devouring a pint of black milk is as restorative as devouring a living creature.

The primary difference is that the ghouls in the Shadow Realm have the ability to feed on the strange trees of the Crackling Forests (which means they hunt and devour humanoids somewhat less often)—plus they are fewer in number here compared to other undead realms or even in most human lands, where the undead are a larger presence.

To the north and west of the Blackwood where the shadow fey dwell lies a great pit in the Shadow Realm's landscape. A series of deep depressions gouge the dark earth, diving deep into thick shadows and darkened tunnels. In these Black Iron Depths thrives an exiled arm of the Ghoul Empire known as the Twilight Empire. These darkness-touched ghouls thrive in the shadow of the Ironcrags, searching for a way to breach the barrier between darkness and light. Their undead bodies absorb the essence of shadow through the flesh of their meals (shadow fey and other living creatures of the realm), and every ghoul of the Twilight Empire bears the mark of that shadow—their teeth appear pitch black.

Driven out of the Ghoul Empire after a failed coup, renegade ghouls fled deep into the Underworld. Starving and broken, they found a shadow road in a lightless cavern filled with twisted abominations. The

ensuing battle and bloodshed briefly activated the road, and the commander of the traitorous legion led his troops into the Shadow Realm.

The road led the ragged ghouls into the shadows. The ghouls collapsed the tunnel behind them, sealing the shadow road and blocking pursuit. Safe from further reprisal, they set about building a new empire.

Bargol's Watch. This small, fortified manor house and its outbuildings protect a small village of tanners and bonecutters and serves as the unofficial embassy between the darakhul and the fey—and occasionally between the darakhul and the umbral vampires of Oshragora, when that strange city drifts close by. The steward of the watch is a hard case, a former leader of the legions' shock troops who was retired here after he lost his right hand to fey magic: Captain Ingelmarr Rothand despises the shadow fey, gnomes, anything light and cheerful. He keeps the holding in fine condition, marches and drills his small garrison frequently, and generally tolerates no nonsense and encourages no untoward laughter, carousing, or joy of any kind among his troops. He spends most of his time in the Great Tower, which stands 70 feet tall and commands an excellent view of the chasm nearby.

The troops mostly hate him except for his lieutenant, Valmira Brandorf, a warlock who spends most of her time conjuring spirits, imps, and animal spies to gather information from the manor's visitors. Bearfolk merchants, fey road wardens, even gnomish distillers all occasionally visit the house to trade

Twilight Empire



Ruler: Emperor Vilmos Marquering, the Black Fang (NE **darakhul general**, see **Chapter 9**)

Important Personages: Duchess Angvyr Ssetha the Lady of Chains, Slave Mistress of Chaingard (LE **darakhul captain**, see *Tome of Beasts 2*); Duchess Mikalea Soulreaper, Lorekeeper of Ossean (NE darakhul necrophage, use **necromancer**, see *Creature Codex*); Duke Borag the Executioner, Warlord of Gallwheor (NE **darakhul captain**, see *Tome of Beasts 2*); Duke Eloghar Vorghesht, Regent of Evernight (NE **darakhul high priest** of Vardesain, see *Creature Codex*); Duke Wierdunn Bonehand, Warden of Blackstone (LE **darakhul captain**, see *Tome of Beasts 2*); First Captain Ingelmarr Rothand, Steward of Bargol's Watch (LE darakhul **gladiator**); Her Witchlight Resplendence Tiberessa Vert (LE darakhul **priest** of Santerr Illosi); His Carmine Eminence and High Patriarch of Zhurahk, Devros Perghallen (LE darakhul **priest** of Vardesain); Kassimir Valengurd the Confessor, adviser to the Black Iron Throne (NE darakhul necrophage, use **archmage**); Protector of Souls Sen-Nefer (LN darakhul **priest** of Anu-Akma)

Population: 65,000 (30,000 slaves [various bearfolk, elves, umbral humans, shadow goblins, shadow fey], 10,000 lesser ghouls and ghasts, 7,000 darakhul, 6,000 imperial ghouls, and 6,000 shadow goblins), plus Zhurakh houses one legion of 6,000 active soldiers (90 percent of which is lesser ghouls and ghasts)

Capital: Zhurakh, City of Bone and Iron, population 15,000 (6,000 slaves, 2,500 lesser ghouls and ghasts and 500 darakhul, plus one legion of 6,000 ghouls)

Enclaves: Chaingard, population 2,300 (1,200 slaves, 870 lesser ghouls and ghasts, 200 imperial ghouls, and 30 darakhul); Gallwheor, population 1,000 (600 slaves, 250 lesser ghouls, 100 iron ghouls, and 50 darakhul); Blackstone, population 750 (450 lesser ghouls and ghasts, 200 slaves, and 100 imperial darakhul); Evernight, population 700 (350 lesser ghouls and ghasts, 200 slaves, 100 darakhul, and 50 priests of Vardesain); Ossean, population 600 (400 slaves, 100 lesser ghouls and ghasts, 50 necrophagi, and 50 darakhul sages and scholars); Bargol's Watch, population 350 (200 slaves, 100 ghouls, and 50 darakhul)

Great Gods: Vardesain (patron), Anu-Akma, Mavros, Santerr Illosi, and Sarastra

Trade Goods: Iron, weapons, armor, gemstones, and relics from the City Fallen into Shadow (in order of importance)

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goods with the darakhul or trade information about the position of Oshragora or the movements of elder shadow drakes.

Blackstone. Home to the Twilight Empire's shock troops, the Ravenous Legion, Blackstone broods over one of the few roads into the Black Iron Depths, guarded by the gate-fortress Gloomhold. The warden of Blackstone, Duke Wierdunn Bonehand, scours the populace for ghouls strong and cruel enough to join the Ravenous Guard, a group of a hundred imperial ghouls. Blackstone is also home to the Temple of the Faceless Warden, home to the faith of Anu-Akma among the darakhul. Its chief priest is the Protector of Souls Sen-Nefer.

Chaingard. The largest settlement on the surface, just on the edge of the Black Iron Depths, Chaingard stands as the foreboding main gateway into the Twilight Empire. This city serves as the receiving point for all slave traffic. Duchess Angvyr Ssetha, the Lady of Chains, oversees the slave supply with meticulous efficiency. She enjoys greeting high-ranking emissaries to the empire in a haughty, sneering manner. The Shackled Legion guards the walls and gates, directing the flow of slaves with brutal efficiency. Despite its title as a legion, it is a motley group of hunters, slavers, and guards more familiar with cruelty than a battlefield.

Evernight. Hewn from the black stone and iron ore of the depths, Evernight sits on the edge of a dark lake. Ruled by Duke Eloghar Vorghesht, high priest of Vardesain, Evernight is the center of faith for the empire. A grand cathedral to the ghoul god dominates the city's center, its black altar stained darker with the blood and flesh of countless sacrifices. The Midnight Company of 100 elite darakhul defends the city, boasting warrior clerics and dark reflections of paladins among its ranks.

Gallwheor. Whereas Blackstone produces terrifying shock troops, Gallwheor provides the finest tactical minds in the Twilight Empire. Duke Borag the Executioner, Warlord of Gallwheor, never lost a battle during his time in the Ghoul Empire or since their exile into the Shadow Realm. The Headsmen are a group of assassins and stealthy killers known for their deadly efficient strikes to the heart of any opposing force. Rumor has it they have slain bearfolk nobles, fey ladies, and gnomish princes who spoke against the emperor.



Kaerim's Deep. Widely believed to be the work of the ghouls, this deep canyon is not known to be inhabited by the darakhul, bearfolk, or others. Occasionally pale giants or cave dragons are seen on its narrow paths and tunnels, but the region is avoided by most.

Ossean. The first stop after the steep and perilous Clanking Descent from Chaingard, down the sheer cliffs of the Black Iron Depths, Ossean receives first pick of any new shipment of slaves. Amid the bone-clad buildings, the Twilight Empire's necrophages labor and study under the direction of Duchess Mikalea Soulreaper, Lorekeeper of Ossean. Her apprentices and loyal necrophages hone their practice and ply the secrets from the flesh and souls of captives, guarded by the Bone Company's arcane and martial might. Its ranks swell not just with stout ghouls but also with dark wizards, darakhul necrophages, and eldritch knights who blend arcane magic with the strength of steel.

In addition, the settlement hosts a powerful priestess of Santerr Illosi, Her Witchlight Resplendence Tiberessa Vert. She has for decades built a repository of scrolls, tomes, and grimoires, chronicling the ghoul expansion and the unique fusion of shadow magic with necromancy (see also **Chapter 4**). She has also befriended nearly 100 witchlights, who seem to enjoy her company and

sometimes carry messages for her in some form of luminous code. A dozen or more always accompany her like a veil of lights.

Zhurakh, City of Bone and Iron. The deepest city of the Black Iron Depths, Zhurakh serves as the seat of the Twilight Emperor and as the unbeating heart of the empire. The Twilight Emperor learned from his failed coup, and his secret police saturate every level of the city, ever watchful for signs of dissent. For this reason, would-be conspirators avoid the City of Bone and Iron completely.

Nearby, the Endless Falls take a seemingly endless plunge into the black depths of the Shadow Realm. This is the Twilight Emperor's favorite place to deal with traitors and criminals, personally casting them into the depths. The most elite twilight soldiers, the Blackmaw Legion, stand ready to enforce the emperor's will.

In addition, Zhurakh is the seat of the Carmine Temple of Vardesain and the seat of power of the red-handed master of the faith, His Carmine Eminence and High Patriarch of Zhurahk, Devros Perghallen. The temple itself is carved of disquieting red stone that seems to ripple and move in torchlight, the walls resembling a bloody abattoir. The place is a source of power for the entire priesthood, carved with sacred writings and with a new testament of corruption, praising the lord of hunger and confirming his blessings on Emperor Vilmos. The temple is the seat and first house of the inquisitors of Vardesain, who enforce the feeding laws and keep a watchful eye on the darakhul and their servants alike.

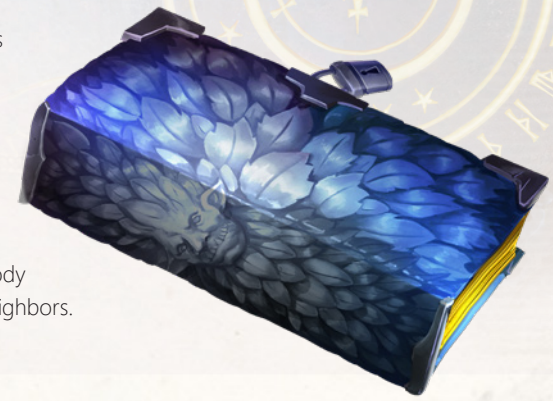
EMPEROR IN EXILE

Vilmos Marquering, called the Black Fang, once commanded the Iron Legion in the White City in the mortal lands. His coup was well planned and brilliantly executed. He turned key conspirators to his cause, several close to the true emperor, and those he couldn't turn he killed and replaced with loyal cat's-paws. When he struck, Vilmos learned just how deep the emperor's secrets ran and how woefully inadequate all those careful preparations truly were. He barely escaped, and the most powerful warriors of his legion were reduced to dust by the emperor's magic. With what must have been Vardesain's intervention, Vilmos and his surviving allies fled to the Shadow Realm.

The Twilight Emperor now rules from his Black Iron Throne in the heart of the Black Iron Depths. Vilmos reforged the battered remnants of his coup into a fighting force and anointed his five most trusted lieutenants as his dukes. Each duke assumed command of a city within the Depths and sought to raise a twilight legion to defend that stronghold in the Twilight Emperor's name. The Black Fang is wary of even these trusted advisers, for he remembers that betrayal arises from those closest to power—and thus he keeps these half-legions weak enough that they cannot challenge him. Further, their commanders' devotion is enforced through magic, by a black-mithral bracer recovered from a strange ruin near the Depths. If any of his dukes turn on him, they'll swiftly find themselves at the points of their own legion's weapons.

The Coming of the Ghouls / from the Book of Ebon Tides

The ghouls came to the shadows already half-corrupted, and they took to the shaping of the land with uncommon speed and tireless efficiency. Their necrophages quickly mastered the art of fixing land into a permanent form, and their use of rune-marked bone wands to break the forests, fields, and walls of other inhabitants of shadow makes them much-feared. Their numbers remain relatively small compared to the shadow fey, goblins, humans, and bearfolk, but their arcane aggression and wild ambition make them extremely dangerous. Their gods have already carved a bloody home for them from the land, and it seems to threaten all their neighbors.



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DEALINGS WITH DARKNESS

The Twilight Empire has grown swiftly. They make regular raids on the living: communities of fey, the Moonlit Glades, goblin settlements, and any other breathing creatures they can find. The twilight ghouls manage their food sources efficiently, and they rarely suffer a ravenous beggar ghoul to exist among them.

Living in the Shadow Realm means greater difficulty in finding sources of living flesh, so the twilight ghouls forged peaceful contact with the shadow fey courts. Since the shadow fey control the vast majority of shadow roads, they can arrange passage for ghoul raiding parties to the mortal world and ensure their safe return with their precious cargo of "food." In return, the Twilight Emperor assigns legionnaires to help maintain shadow roads that pass through particularly dangerous sections of the realm as well as those known to draw unwanted trespassers. The Queen of Night and Magic found the sudden appearance of a ghoul empire intriguing and amuses herself by keeping tabs on their doings. Lately, she has grown concerned at the increasing ghoul activity in and around the City Fallen into Shadow. Their activities somehow elude her most powerful magic and her canniest spies. She contents herself with the strange magical relics the ghouls unearth through trade and favor for the time being, but that won't last long. Her Majesty isn't known for patience once her curiosity is aroused.

Ever since the chance discovery of the Twilight Emperor's magical bracer within a splinter of the City Fallen into Shadow, the Black Fang's ambitions have kindled anew. He hasn't forgotten his humiliating defeat and still dreams of one day returning to the mortal world and seizing power in the Underworld. The umbral vampires and their city suggest a means. The Black Fang charged his necrophages to learn everything they could about the umbral vampires. The cost has been steep, for gleaning secrets from the vampires has lost several a ghoul wizard their sanity, but it has been worthwhile. The Twilight Emperor now knows of an artifact orrery hidden deep within the City Fallen into Shadow that can give its wielder mastery over time and space, said to be hidden in the Storm Tower of Oshragora. He currently lacks the forces to strike into the city, so he sends scouting parties to search for signs of the so-called *Eye of Veles*.

Connections to Evermaw: The Road of Bones

In recent times, the twilight ghouls have made an effort to forge paths to the Evermaw—a planar realm of the undead ruled by Mot, god of the undead, and Vardesain, god of hunger. As part of this, a black path called the Road of Bones has been laid from the palace in Zhurakh, which requires blood magic to open and leads directly to Evermaw. Darakhul, satarre, vampires, fiends, and others find this an extremely useful and direct method of crossing from plane to plane, and the emperor collects a toll for using the road. It is unclear how the necrophages and priests of Vardesain built it, and the shades of Soriglass are mad with curiosity to understand how it was formed. The Road of Bones brings stability, trade, and income to the empire from both sides.

RAIDS TO THE MORTAL WORLD

The Shadow Realm ghouls thrive in the Black Iron Depths, but that doesn't mean they are all content. Many harbor deep resentment because of their exile, and they channel that sullen anger in different directions. The cadres of lesser ghouls who blame the Twilight Emperor for his failure and for dragging them into exile don't have the stomach to take direct action against their new empire, but these pockets of resistance are starting to organize. The hidden traitors know the road home is a long one, but they're working to recruit allies of higher station and with greater knowledge who share their discontent. If they can find a legion officer or a necrophage wizard who understands what they've lost, they might discover a way to return to the Ghoul Empire.

The loyal ghouls, on the other hand, know that just on the other side of an intangible but nearly impenetrable barrier awaits a nation of flesh and blood unaware of the danger that essentially walks among them. These ghouls hunger for dwarf flesh and have turned their efforts to finding paths through the veil between the Shadow Realm and Midgard, seeking to open the floodgates for the slaves, food, and death waiting in the Ironcrag Cantons and the Crossroads region of the mortal world.

Eric Pinkerton (Orbis) 5/8/2019



Umbral Pantheon

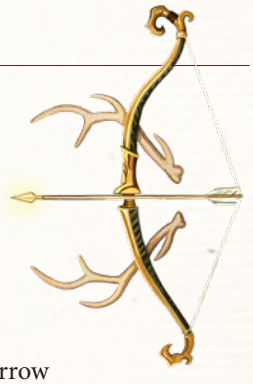
The gods of the Shadow Realm are a strange mix of those of the fey and those of the dark and with a few borrowed gods from the bearfolk, from the Nurians, and from the darker divine realms. The gods rarely found elsewhere are those gods of the shadow goblins and the bearfolk, whose worship is less common in the mortal world and whose mysteries in shadow are more powerful and more useful in the Shadow Realm's twilight forests.

Some of them offer access to the Keeper and Shadow domains (see **Chapter 3**).

Great Gods of the Umbral Pantheon

Hecate, Ailuros, Anu-Akma, Bengta, and Charun are the most widely worshipped and recognized gods of the Shadow Realm. Even if they are not worshipped in a particular settlement or nation, they are known by name, and their many temples, groves, and worshippers outstrip both the lesser godlings and the dark gods.

AILUROS (BASTET)



Goddess of Deer and Hunters; Queen of Perfumes; True Child of Aten; Mother of Alchemy; Patron of the Alseid; Wife to the Endless Ocean; Mistress of All Hounds

Domains: Cat*, Hunting*, Lust*, Moon*
Alignment: Chaotic
Favored Weapon: Bow and arrow

Ailuros is the wild and free goddess of moonlit nights and joyous hunting, a force for chaos and the patron of the alseid. With her hounds at her side, her lithe form, and her glowing moonlit arrows, she is sometimes thought of as half-fey herself, a member of the Great Hunt. She is a goddess of excellence and desire, the patron goddess of perfumers, alchemists, and those whose trade is beauty. With the scent of the trees and woodland streams in her hair, she and her hounds hunt wolves, foxes, and wild boar, protecting the livestock and crops of farmers and shepherds as well as driving away vermin.

Eric Lindahl (Order #31842079)

Gods and Masks

Similar to the deities of Midgard, the gods of the Shadow Realm are not individuals but rather archetypes or incarnations of universal forces. They aren't people in the same sense that individual mortals are. Though they all arise from the strength of their priests and the cosmos, the same god can look and act entirely differently from one region to another. The beliefs of the faithful similarly vary from place to place, even among those who purport to worship the same deity. Many gods of the Shadow Realm go by multiple names and even switch gender and appearance when it suits them.

As a result, the gods are unknowable and mysterious, and their faiths embody shifting channels of power. Savants believe that only five or six gods might truly thrive in a city, perhaps only three in a town, and one in a village. Shrines devoted to more than a few gods rarely prosper—the priests of these supernumerary gods find that their ability to heal or to intercede with the faithful through divine magic is limited: their power is constrained to a single domain, their prayers go unheard, and their sacrifices are of no consequence. But the heart has room for many gods. Faith in the Shadow Realm is not a matter of choosing a single god but of choosing the right god for a particular need or occasion. In practical terms, this means that pantheist priests (see the *Midgard Heroes Handbook* or the *Southlands Player's Guide*) are sometimes found in the Shadow Realm.

The gods seem determined to hide their true identities from worshippers, and sometimes they pretend to be other gods entirely. This sort of deception is common: Ailuros might be Bastet and Bengta might be Isis. Although malleable and changeable, each of the gods of the Shadow Realm retains a core identity that the god's faithful recognize, even if some of the details might change. The true god, they say, casts different shadows for different worshippers.

Her hair is golden, her clothes made for the hunt. A solar or lunar disk hovers over her head, and she wears bracelets in the form of deer or serpents.



Worshippers

Ailuros attracts a strange medley of worshippers in keeping with her wild and freedom-loving nature: alchemists, trappers, dancers, perfumers, tailors, and vintners adore her as do many among the alseid, catfolk, elfmarked, gnomes, and halflings. Gnolls occasionally offer her sacrifices, though they tend to call her Bastet.

Symbols and Books

Ailuros's symbol is a deer, her sacred animal. She is also often depicted with bow and arrow, her hunting weapons, and with her hounds.

Ailuros has relatively few sacred texts. *The Path of the Huntress* is a volume of hymns, parables, hunting lore, and even poetry sacred to her followers. *The Grove of Sirens* is a collection of esoteric prophecies, revelations, perfumer's lore, and guidance for blessing the making of incense and guiding hunters.

Ailuros in Midgard

Ailuros is popular in the Grand Duchy of Bourgund, where stands the High Temple of Perfumed Night. This temple is the starting point of a shadow road into the city of Merrymead. The bearfolk know of this route to the mortal world, though they rarely mention it.

Shrines and Priests

Ailuros accepts only women into the priesthood, though men are welcome as worshippers. Some of her priestesses are alseid, werewolves, or bearfolk, and many are also alchemists, hunters, rangers, or trackers.

Her greatest shrine in the Shadow Realm is the Scented Church of Merrymead, where the Fragrant Servant Sayzanette Belleflor leads the faithful, most of them bearfolk, in prayer and ritual.

Masks

Ailuros is called Bastet in Corremel, and she is often associated with the Hunter. Sometimes she is associated with gods of the eastern winds or with draconic gods of fragrance, gambling, and luck.

Other Faiths

Temples of Ailuros and her priestesses are on excellent terms with worshippers of various elven gods, and her priestesses are sometimes elves. Anu-Akma's priests respect those of Ailuros, who provide perfumes and incense used in the death god's rites. Baccholon treats her with respect and fondness. The Hunter also often seems to find common cause with Ailuros.

Her enemies are the dark goddess Marena (who perverts both lust and death), the moon goddess Hecate (who dares intrude on Ailuros's oversight of the moon), and the jealous faith of Kupkoresh (whose followers consider Bastet a demonic abomination, not a goddess at all). Her faith despises various vermin-cults, such as reptilian gods, rat cults, and the like.

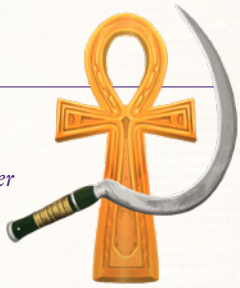
What Ailuros Demands

Take pleasure in life and live for the day. Hunt and kill your food when you can. Take joy in destroying serpents. Visit the perfumers frequently and offer up gifts of scent and spice to the goddess's altars. To divine the future, read the entrails of an enormous, unblemished animal, and sacrifice such a creature before any great endeavor.

Divine Domains

Some gods listed here provide their followers with access to cleric domains found elsewhere. These are marked with an asterisk (*) for ***Deep Magic*** and with a double dagger (‡) for ***Tome of Heroes***. Domains described in this book can be found in **Chapter 3**.

ANU-AKMA



God of the Underworld; Judge of the Dead and Guardian of Tombs; Guide of the People of Khem; Purifier of Souls; Preserver of the Worthy; King of Jackals; Patron of the Gnolls and Ghouls

Domains: Death, Justice*, Travel*
Alignment: Lawful
Favored Weapon: Flail, scythe

Among the golden sands of the Southern deserts, Anu-Akma guards the tombs of royalty and stands against the scourges of age, madness, and the evil undead. Deep underground, his worship as Akma-Apophis takes a darker turn, combined with the rites of a devil he conquered long ago. There he is venerated as the greatest patron of the Ghoul Empire and Lord of the Underworld. And in that form, he came also to the Twilight Empire of the ghouls and thus into the Shadow Realm.

Anu-Akma promotes purity and preserves order, watching over the timely and dignified death of all. His priests anoint those of royal blood to rise again as mummies or liches, and gnoll mortuary guards and guides protect the vast ossuaries and cemeteries from desecration.

His ghoulish followers, meanwhile, await each human or goblin burial as a new source of flesh for feasting while Anu-Akma preserves the souls of those unfortunate corpses.

When portrayed by humans and desert folk, Anu-Akma is a tall and muscular jackal-headed man whose flesh seems made of the starry night sky. His eyes are golden, and he wears the garb of Southland royalty. Beneath the earth and in the Shadow Realm, his images portray a faceless darkness beneath heavy robes and mummy wrappings. He holds his arms wide, welcoming all into his cold domain.

Eric Lindahl (Order #3184279)

Worshippers

Anu-Akma is worshipped by umbral humans of Southern heritage—especially the elderly and ill, hoping for an easy journey to the afterlife. The ghouls and darakhul also follow Anu-Akma faithfully.

Symbols and Books

Anu-Akma's symbols are a golden ankh and a golden scythe. In some cases, the scythe blade is curved inward, and the handles are placed so that the scythe resembles an ankh. Other symbols include the vulture, three human skulls, or a human skull with golden ankhs painted around its eye sockets.

His most famous holy text is *The Preservation of Bodies and Migration of Souls*. The funerary wrappings of AnuAkma's high priests include the complete text.

Shrines and Priests

Anu-Akma's temples are warm, small, and comfortable for the elderly and infirm. Divinations tell his followers when death approaches, and they are encouraged to move into a temple, eating and growing strong for their journey into the Underworld. These temples are guarded against the unclean ghouls that whisper lies and horrors to the faithful. The current high priest in the Shadow Realm is Protector of Souls Sen-Nefer of the Twilight Empire in Blackstone.

Masks

The greatest mask of Anu-Akma is Anubis. The two are so conjoined that no one is certain which face is the true one. Charun is rumored to be a mask of Anu-Akma, and both churches distrust each other. Darker still, the hunger god Vardesain might be a mask of Anu-Akma. Among the ghouls, he is sometimes called the Earth Father and confused with Charun or Khespotan.

Other Faiths

Anu-Akma pretends to be a servant, but those who know him see a king. When his priests meet those of other faiths, they know the truth of things and conduct themselves accordingly. In the end, even the priests of other gods rest in the tombs and cemeteries that Anu-Akma watches.

What Anu-Akma Demands

Respect the ghosts and spirits of the ancestors and their resting places. Rob no tomb. You are the purifier of life and a custodian of death, so prepare those



around you for their journey and destination. Remind even the youngest that time is short. Be strict and efficient in your work: laziness serves no one, least of all yourself. Destroy anyone who blasphemes against the paradise of the Underworld.

BENGTA THE BEAR MAIDEN



Goddess of Dawn and Honey; Mother of Hives; Patron of the Bearfolk; Maiden of Morning; Saint of Sweet Lavender; Flower Bringer; Strength of the Mountain

Domains: Justice*, Keeper (see **Chapter 3**), Life, Nature

Alignment: Good

Favored Weapons: Battleaxe and greataxe

Bengta the Bear Maiden is the keeper of healthy communities and the champion who stands against all their threats. She is the ferocious aspect of Lada, the Goddess of Dawn, who takes the form of a radiant bearfolk. The Bear Maiden is much beloved in the Northlands where she is primarily worshipped. In addition to righteous wrath, Bengta presides over dawn, strength, and of course honey.

The Bear Maiden is one mask of the Goddess Lada, though Bengta has her distinct and rich tapestry of legend and myth perpetuated by the citizens of Björnrike. Though most greatly championed by the bearfolk, who share the god's form, human and dwarf healers, community leaders, berserkers, and merchants also worship Bengta's golden radiance. In opposition to the gentle-hearted Lada, Bengta represents the righteous guardian who protects communities. The Bear Maiden is a leader who encourages order and cohesion, ensuring all members contribute to creating a successful whole, much like a colony of bees. The other side of this cohesive leadership is the staunch devotion to destroying threats that would threaten the community. This commitment to swift and righteous wrath is what sets Bengta apart from Lada's kinder divine masks.

Tales of Bengta often depict her traveling the rough terrain of the Northlands, battling monsters that infringe upon the people she is sworn to protect. There are many tales centered on her dealings with the fey, in particular the great animal lords. The Bear Maiden's weapon is said to be spun from the honey of the Queen of Bees herself, though none of the god's enemies have survived to confirm this rumor.

Worshippers

Building and maintaining prosperous communities is a crucial aspect of the Bear Maiden's worship, so she is becoming more popular among merchants of all stripes. Her straightforward devotion to making good things for good people is highly appealing to most dwarves, and it is not uncommon to find her worshippers amongst their ranks.

Bengta's reputation as a keeper makes her popular among all people who travel in large, nomadic units. Many human berserkers, bearfolk warriors, hunters, and devoted parents are drawn to the Bear Maiden's strength to protect what is most important to them.

Symbols and Books

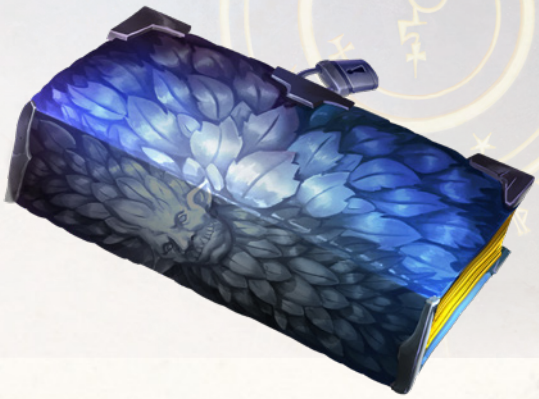
The symbols of Bengta are many and include flowering honeysuckle, a single bee (or more often a trio of bees), or a radiant eye of gold and amber. The Bear Maiden's sacred books include the *Promise of Light* (a book of prophecies, parables, and stories of kindness, forgiveness, and healing) and the *Summer Book* (a book of prayers, hymns, and blessings). Both are often made in lavish, hand-lettered editions, illuminated with red, green, blue, and orange inks in a frenzy of devotion and care—some of these volumes are warded against undead and shadow creatures and function as a permanent *protection from evil and good* spell with a radius of 10 feet.

Shrines and Priests

Shrines to Bengta often double as functioning apiaries. Bee products are produced and sold to local communities with a portion always reserved to offer to the goddess. It is not unknown for meaderies to also donate part of their profits to the Bear Maiden's holy sites to cultivate good fortune. Priests of the Bear Maiden often hold key jobs in their communities. Bengta's devoted most commonly serve as dedicated warriors, government leaders, healers, and farmers. Worshipping the goddess requires active participation in improving one's social landscape, which means her priests and shrines rarely fit the cloistered model of other faiths.

The Coming of the Bearfolk / from the Book of Ebon Tides

The bearfolk wandered into the woods one day and found that there was evil falling in every shadow, that fey trickery was afoot . . . and some say, that they could not find their way home. The bearfolk are rich in moon magic, friends to all who mean no ill, and ferocious, raging enemies to liars, cheaters, and drunken deceivers. You shall have no better friend, and you can make no worse enemy than the bearfolk.



Eric Lindahl (Order #3184207)

Masks

Bengta is widely thought of as a mask of Lada, the human goddess of the dawn and of healing. Bearfolk, of course, know that Lada is simply a furless, human mask of Bengta. Others believe Bengta appears to the dwarves as Ninkash.

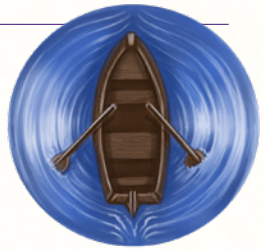
Other Faiths

Bengta's followers get along well with followers of Lada, Ninkash, Kupkoresh, and even Baccholon. They are enemies of Santerr Illosi's devotees as well as all the dark gods. Alquam and the Goat of the Woods are especially her enemies.

What Bengta Demands

The Bear Maiden demands placing those who are cared for above all else. She requires selfless action and constant vigilance against evils that would affect close-knit groups. The Bear Maiden encourages her chosen to create joy and prosperity for all within their reach. And whenever this prosperity is threatened, she demands swift action to destroy the cause of said disturbance. A follower who spends their time industriously is likely to receive the god's full favor.

CHARUN



God of Death; Master of the Rivers Styx and Lethe; Guardian of Souls; Watcher at the Door; Patron of Sailors and Gravediggers

Domains: Death, Ocean*, Portal‡, Travel*
Alignment: Neutral
Favored Weapon: Staff

Charun oversees the passage of souls: at birth, at death, and in the afterlife, maintaining the proper steps along the natural roads. He protects planar travelers, especially mortals, from demons and celestials alike. Charun uses the undead as tools and servants, though he sees them as the damaged shells of his charges, holding only a few scattered memories. Darakhul, vampires, and liches gain higher regard in his eyes since they retain their personalities. Immortal creatures such as outsiders and the fey meet with Charun's disapproval because all too often they trade in souls, disrupting their natural migration.

Charun wears a hood in most depictions, and his features are never clear. Visions of the god include snakelike hair, a hooked nose, large boar tusks, heavy brows, cold blue or fiery eyes, or a long black beard.



Most agree that his arms are pale cream, though others say Charun has blue or gray skin; all agree on the snake tattoos on his forearms.

Worshippers

All mortals worship Charun to some degree, for all things die, but those who see death on a regular basis become devoted followers: soldiers, executioners, necromancers, and the grieving.

The Ghoul Empire considers Charun a weak god suited for slaves. There, Charun's worship is part of Anu-Akma's rites (secretly or openly), and Charun offers the hope of escape. Charun is one of relatively few gods worshipped by creatures of the planes, due to his control of planar rivers.

Charun the Boatman is a popular figure among the sable elves and various river elves, who consider him a sheltering and welcoming figure after a long life. He is likewise popular among shadow fey, who see his control of the planes and of shadow roads as powerful and worthy of supplication.

Eric Pollard (Orbs - 5/8/2019)

Symbols and Books

Charun's symbol is a boat or an oar, but a few of his cults use a folded loop over a river. His holiest book is *River Passage*, which records his dirges and hymns. *Chiron's Coin* explains the clergy's duties.

Shrines and Priests

Charun's holiest sites are graveyards and rivers, and many of these connect to other planes. Temples to Charun provide midwifery, funerary services, and exorcisms. For a significant fee, his priests guide those venturing beyond the mortal realms. Undead are rare within church grounds but common in adjacent graveyards as guardians. All clergy must learn about healing, the undead, or the planes.

Masks

Anu-Akma and even Laughing Loki are rumored to be masks of Charun. In the Moonlit Glades of the Bearfolk, he is called Hod the Blind, god of caves and darkness, and considered a minor son of Wotan or perhaps a diminished form of Wotan himself. A few even claim the dark god Chernobog as one of Charun's masks, but this is rank heresy among his faithful.

Other Faiths

Charun frequently quarrels with Anu-Akma, who also claims ownership over the fate of souls, and with Sarastra, goddess of darkness and magic among the elves and shadow fey. Charun and the grain goddess Ceres are sometimes said to be lovers or married, though Ceres is a minor goddess at best in the Shadow Realm, overshadowed by Ailuros and others.

What Charun Demands

Bury the dead according to their rites. Leave no body to rot, not even those of enemies. Venture into darkness and learn to walk without light. Protect those entering this world and those leaving it. Honor the remains of the deceased and destroy rampaging undead and thieving immortals. Visit a gravesite at least once a week to maintain it and to meditate on the end of all things.



HECATE (SARASTRA)

Bringer of Magic; Lady of Darkness; Lady of Sighs; Lady of Tears; Opener of Doors; Mother of Twilight; the Queen of Night; Patron of the Sable Elves and Shadow Fey; Wife of the Ocean; Protector of the Shadow Realm

Domains: Darkness*, Knowledge, Labyrinth*, Moon*
Alignment: Evil
Favored Weapon: Dagger, garrote

The ways of the gods are inscrutable to mortals, and the ways of Hecate are likewise inscrutable to the gods. Hecate embodies change and transformation, and her actions seem haphazard. Her worshippers believe she uses her foreknowledge to improve the world while her detractors say her visions of the future have driven her insane.

Hecate appears in three forms, depending on the aligned phases of the twin moons: some small splinter groups claim that her inner mysteries include the "light of a third moon" as a source of mystical power. Most worshippers venerate all her forms, but some favor one over the others.

During the paired new moons, Hecate appears as the Lady of Darkness, a maiden who moves with a decisive and deadly grace. Capricious and vengeful, her followers are masters of poison, torture, and shadows.

At the half-moons, she becomes the Lady of Sighs, a grown, dark-haired woman who appears in dreams to whisper arcane secrets to her followers. She opens all doors, including the one between life and death. She holds a key in one hand and a book in the other. Mysterious and aloof, she favors arcanists, fey, and shapechangers.

Hecate's full moon aspect is the Lady of Tears, elderly and benevolent and holding a lantern or lamp. White or gray-haired, she reveals the future to her servants as she grieves for the pain of the world.

Worshippers

Hecate is widely venerated in the shadow fey courts, among the goblins and trollkin, and even among the bearfolk and others. Her aspect in the Shadow Realm is a twin goddess and the source of all light, and she is often seen as less dangerous and more civilizing among umbral folk than that of her reputation in the mortal world of Midgard. Her largest followings are among humans in Corremel, the shadow goblins in Fandeval, and a growing congregation of darakhul

Eric Lindahl (Order #3184207)

in Soriglass and the Twilight Empire. Her temples are growing in importance after a long period when they were neglected, and her followers are optimistic about spreading the faith among the bearfolk.

In the bright lands outside of shadow, she is best regarded in the Seven Cities, on the minotaur island of Kyprion, and in Roshgazi and Cindass, the ancient minotaur homeland, as well as in the Green Duchy of Verrayne and the Magocracy of Allain. Most of her worshippers are human, but Hecate also commands sizable followings among kobolds, minotaurs, and lycanthropes.

Symbols and Books

Hecate's symbols are the moon, the dagger, the key, the book, and the lamp, and her followers wear small amulets or pins with these symbols. For her priests, her most complex symbol is a triangle within a circle, representing her three forms and the moon.

Hecate's primary book of worship is the *Book of Mysteries*. It contains rituals and rules for any time of year and offers detailed instructions on how followers should live their daily lives.

Her church holds numerous celebrations with the most important at Midsummer, the Harvest Moon, and the Hunter's Moon.

Shrines and Priests

Hecate's most famous Shadow Realm temples are soaring, curving edifices of glittering black and luminous white stone: notable examples stand in the Court of the Golden Oak; in Corremel; in Fandeval, the Cathedral of Dark Moons; and even a pilgrimage site in the ruins of Soriglass, the somewhat decayed Cathedral of the Luminous Moon, where two of her holy relics are often displayed. Her temples all have central rooms or shrines with certain rooms open to view the moon. Her most famous priestess is Salarra Mortre in Fandeval, though she also has several followers of note among the shadow fey.

Masks

To most, Hecate is her masks, and each of her many faces deserves worship. It does not matter if some claim another name for her, such as Thoth or Athena in the mortal lands. Many elves and shadow fey believe Hecate is a mask of Sarastra, but this view is not widely held among her human followers. A few of her enemies claim her chaos and darkness are a friendlier face for the Goat of the Woods.



Other Faiths

Hecate has always held herself apart from other gods and their worshippers. Her enemies include Ailuros, a rival goddess of the moon, and followers of Kupkoresh, the sun god, as well as of Anu-Akma, who claims her mysteries as corrupting. Her allies include the elvish Sarastra as well as Bengta and Santerr Marossa.

What Hecate Demands

Seek and acquire knowledge and learn magic or shapeshifting if you can. Follow the mysteries and obey the orders of her chosen unquestioningly. Attend her services at least once a week. Speak many languages and revere the spirits of the dead. All items of magic and transformation belong to the goddess. Keep no secrets from her priests.

Godlings of the Shadow Realm

These seven demigods and saints of shadow are not well-known outside the Shadow Realm, and their followers are relatively few compared to major figures such as Charun or Hecate.

BACCHOLON (BACCHO)



God of Poetry; Lord of Wine; Master of Revels, Golden Words, and Charming Courtesies; King of Lust and Chaos; Warden of Shadow Roads; Lion Lord of Shapeshifters; Keeper of Prophecies; God of the Third Eye; Patron of the Nymphs and Satyrs

Domains: Beer (called Wine)*, Death, Lust*, Prophecy*, Travel*
Alignment: Chaotic
Favored Weapons: Shortbow

Baccholon was once the Prince of Courtesies and Master of the Elves, their patron and paragon. And when the elves left the mortal world and returned to the Summer Lands, he led the procession in person, flowers in his hair and a song on his lips. His human and elfmarked followers fell into a long despair, filled with bouts of madness and drunkenness and bitter wrath. His temples fell into disuse or were reconsecrated to Charun or other gods. Baccholon's echo is still felt, his poetic hymns and joyous image carved in old elven halls and buildings, but his priests are vanishingly few and often not notably different from beggars and starving poets. A few of his order remember the heights of elven ritual magic, but this could be mere speculation or wishful dreaming—something the god's followers have always been prone to.

Worshippers

Baccholon's few yet vivid worshippers include a debauched followings among certain noble houses, young poets, vintners, seers, and shapeshifters. Oddly enough, he has a small following among the dwarves, ravenfolk, satyrs, and bearfolk, especially among bear-shifters, wolf reavers, and doom croakers, who consider him a patron martyr for shifters and seers.

Symbols and Books

Baccholon's sacred books are many and contradictory. Charges of heresy and false prophecy divide his followers into competing groups.

His symbol is an amphora or a blue-green-glazed faience—and sometimes a roaring lion.

Shrines and Priests

Baccholon's shrines were once as ubiquitous among the shadow fey as among the elves, gnomes, and alseid. The followers of the Laughing Prince have slowly fallen into decay and neglect though, and his tavern-shrines are now found principally in Dalliance (with the Shrine of Silver Laughter) and Langmire's Court (with the Sign of the Twin Cups). Prayers, offerings, and blessings are part of the fare at the shrines as are gambling, dancing, and imbibing, so they double as favorite meeting places for the lesser nobles.

Masks

Baccholon is sometimes associated with Laughing Loki, Ailuros, or Bengta, though these connections are tenuous at best. Others believe that Baccholon has been corrupted and is a mask of a dark goddess, the Goat of the Woods.



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Other Faiths

Baccholon finds the followers of Ninkash crude and unworthy. He also seems to have a great dislike for "Mother Holda," whom he finds suffocating, and "Father Valeresh," whom he finds too pushy. Baccholon's charm is great but so is his disdain for everyone who does not acknowledge his glory.

What Baccholon Demands

Make art and celebrate life to the fullest. Leave no stone unturned and unpainted. Rage, love, and make your mark on all things. Embrace the dragon and the lamb, for both are your children.

GYTELLISOR



God of Poetry and Wisdom; Child of the Stars; Lord of Rhetoric; Keeper of Secrets; Patron of Artists, Scribes, and Dreamers; Lord of Lost Horizons; Herald of the Far Shadow

Domains: Knowledge, Travel*, Void*
Alignment: Chaotic
Favored Weapons: Rapier, staff

Gytellisor resembles a sable elf with fine garments, long hair, and delicate features. He is almost always shown either holding a book and reading or in an orator's pose, declaiming to his faithful or reciting elven poetry. He often wears a scholar's robes and a deep-purple crown of stars and lights.



Worshippers

Shadow fey and sable elves alike adore Gytellisor—in small doses. Always he is the subject of toasts at revels and coronations, at changes of the season and the births of children. But in darker times, in days of war or famine, his silver laughter is forgotten or at least frivolous. At those times, Gytellisor's priests and adherents point to his hidden lore as a source of strength against any threat. Poets and scribes find him congenial, for his worship always involves poetry, songs, and written invocations.

Symbols and Books

The symbol of Gytellisor is an open book, sometimes marked with a golden apple or embellished with a chain. His books are many and confusing, and all are written in Elvish, the sacred language used in all his services and works. The most famous is the *Book of Prophecies*, which is nearly incomprehensible in its antique phrasing and obscure use of analogies, parables, and beautiful but empty language. The second and more accessible volume is the *Voice of the God's Grave*, a set of divine pronouncements and aphorisms that are frequently echoed in toasts, in speeches, and in threats. Its chill tone of warning is in sharp contrast to other elven gods, for it makes plain that death and loss are part of the elven tradition, and it is widely considered both clear-eyed and somewhat depressing.

Shrines and Priests

The shrines of Gytellisor are usually embedded in the various courts, small nooks containing a dozen scrolls or a chained book for visitors to examine. Some of these tiny shrines are enchanted, so the statue of the god speaks a phrase or a complete poem when a candle is lit or when flowers are offered. The only large shrine to Gytellisor is the House of Dream Birds in Corremel, which four priests maintain,

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keeping a scriptorium there and copying out sacred volumes and (for pay) any written work that a supplicant brings them.

The first servant of Gytellisor there is named Ainoress Gabboneth, a sable elf matron with a round face and silvered hair who teaches literacy and numeracy to the poor. Flocks of white birds bring her fruits and sometimes coins. The birds, she claims, are created from the god's dreams in order to feed the faithful.

Masks

Gytellisor is widely assumed to be a minor mask of Thoth or Baccholon. More suspicious minds think rather of the Goat of the Woods or Santerr Illosi. Others believe that Gytellisor is an ancient elven poet-saint who wandered into the Shadow Realm and drank deep from the Well of Mimir, transforming him into a demigod.

Other Faiths

Followers of Baccholon get along famously with those of Gytellisor, and some bawdy tales say the two were lovers in the Summer Lands or Valera in ancient times. The two gods are often invoked in the same breath by sable elves. The priests of Ninkash frown and declaim against elven indulgence and void cult villainy hidden by pretty words. Likewise, the priests of Kupkoresh fear the power of poetry and forbidden prophecies that priests of Gytellisor often dangle to draw a crowd.

What Gytellisor Demands

Speak the truth but tell it slant, let loose wild whimsy and outrageous love, revenge, despair. Feel your breath and life in every waking moment and realize that a path once trodden is never the same path twice. Drink deep of kisses, poetry, and love, and damn the consequences. Celebrate your victories with song, with verse, and with joy, and mourn your losses and grief as deeply. A shallow life is a life wasted.

KUPKORESH

God of Copper; Lord of Light; Master of the Arcane; Patron of Humans and Alchemists



Domains: Knowledge, Light, Mercy‡, Prophecy*
Alignment: Lawful
Favored Weapons: Mace

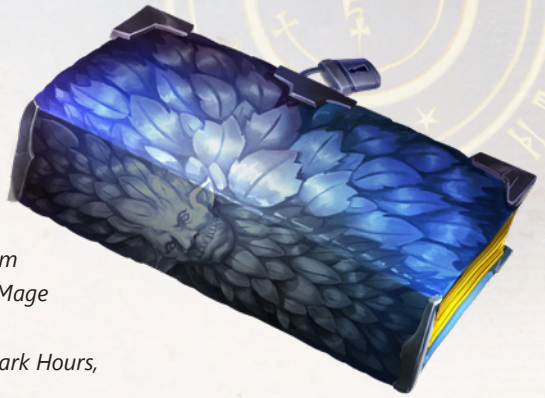
Kupkoresh is a copper-skinned man with black hair and a strong, narrow beard in the Nurian style. He is widely thought to have arrived from the bright lands when Corremel fell into shadow. He has a strong following among humans, who believe his smoky green incense burns away corruption and fosters friendships, alliances, and insight.

Worshippers

Kupkoresh's followers are primarily a small community of humans in and around the City of Lanterns as well as followers up and down and the Rivers Lethe and Styx. Fey worshippers can be found

The Riddles of the Ancients / from the Book of Ebon Tides

A few shrines and buildings of the Ancients remain on their driftwood islands and ruined haunts. Many of these include writing, both prayers and poetry in an antique form of Umbral that sounds rather quaint and stilted to the current ear. The writing is often fragmentary, though familiar figures reappear often: the Moon Goddess, various Mage Princes, and the Keepers of the Tides (presumably mages with power over oak, road, and stone). Two samples are provided here as references:



And yea, the Moon bestrode the clouds and turned her face from us, wrapping us in mists, leaving us wandering. We called to the Mage Prince, but he was lost in mire and returned years . . .

I pray to you, Keepers of the Tides, for protection against the Dark Hours, for shelter in the storms, for form and shape that do not . . .

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in the shadow goblin city of Fandeval and in the Court of Golden Oaks, and occasionally gnomes or halflings will follow him as the Candle God or Lord of Light.

Symbols and Books

The symbol of Kupkoresh is an orange or reddish sun, sometimes paired with a temple sword or dagger. Orange candles are commonly lit at his shrines, and his devotions are usually brightened by many torches, lanterns, mirrors, and gilding.

The only sacred writing for Kupkoresh is the *Scroll of Amber*, which details the prayers and offerings given at moonrise and moonset as well as charms for lighting candles and how to use wax and light to sanctify or cleanse a corrupted spirit. A small treatise on the proper employment of judges and punishments rounds out the slim work.

Shrines and Priests

The only shrine of Kupkoresh known to retain a permanent priesthood is the Evening Star Temple in the hills west of Corremel. It maintains an eternal reddish flame and is part of a copper mine and smelting complex that provides a steady flow of raw copper ingots to the umbral humans of the City of Lanterns. The shrines in Fandeval and elsewhere tend to attract occasional priests, but they are not large enough to sustain a weekly service and offerings. Everywhere in the Shadow Realm, the shrines of Kupkoresh are attacked by servants of Alquam, and his priests are often injured or slain.

Masks

Lada, Bengta, and Kupkoresh are often seen as different faces of the same godhead. A few even claim that Kupkoresh is Lada's or Bengta's divine father. Those who know the mortal gods of Nuria claim that Kupkoresh is a son of Aten. A few claim Kupkoresh was a priest of Aten or Lada who rose to such holiness that he became a saint and then a demigod.

Other Faiths

Kupkoresh has a long rivalry with followers of Hecate, who consider his worshippers a cult, spreading false hope and bravado instead of a realistic view of dangers. Charun and Kupkoresh followers often render each other mutual aid, for both seek forms of protective guardianship and a good death. Kupkoresh calls out Alquam as the vilest of demons, and his followers will always root out and execute followers



of the Lord of Night. Followers of Kupkoresh are suspicious of the poetry and frivolity of Gytellisor.

What Kupkoresh Demands

Burn incense, follow the light, and tell the truth always. Help every stranger who needs aid and never let a debt lie fallow or forgotten. Wear your copper proudly and in times of despair remember that light burns within you. Hold your head high if doom comes upon you, for an honest death is no shame, and fire consumes darkness in the end. Be honest with yourself and hold yourself to account as strictly as you hold others.

THE OLD ROADS

Gods of the Roads and Bindings; Guardians of Hecate; Holy Keepers of the Realm; Lords and Ladies of the Gates and Ways

Domains: Life, Portal‡, Travel*
Alignment: Neutral
Favored Weapon: Staff

The Old Roads are gods of shadow—born in shadow and binding the land together. They are believed to be the ascended spirits of ancient road wardens and arcanists such as Hargen the Builder, and they are frequently portrayed in pairs or in multiples of three. They guide travelers, help the lost, and protect merchants, pilgrims, and shepherds.

Worshippers

All travelers in the Shadow Realm revere the Old Roads and offer them at least a few words, a bit of woven grass, or some other minor token before setting out on a new journey. Merchants, soldiers, and pilgrims are all quite aware that ignoring the Old Roads is foolhardy.

Symbols and Books

Milestones carved with runes or symbols are their most common symbols, though the details vary from place to place: some Old Roads are marked with an oak leaf, others with a ram's head or a green ring.

There are no known holy books devoted to the Old Roads.

Shrines and Priests

Each waymark and roadside shrine along the thoroughfares, byways, and shadow roads is important to the Old Roads. They are gods of the path and of travel, unable to stay in one place for any time, and their priesthood is similar, always wandering.

The priests of the Old Roads tend to be elderly men and women or sometimes ancient shadow fey or goblins who beg alms from other travelers. They work to keep the roads in good repair, help fellow travelers, round up strays, heal the sick, and make reports to the road wardens when something is amiss. Most go by use-names such as Old Bridge, Old Stone, Old Fence, and so on, though their worshippers often seek out the true names of these gods and famous priests, the better to understand them—or control them.

Masks

No other gods seem to be masks for the Old Roads, though some believe these godlings are tiny avatars of Umbeserno or Hecate.

Other Faiths

Hecate and the Old Roads seem well acquainted. Some say they are her servitors, her eyes, expanding the land she drew up from formless shadow long ago. Even some dark gods such as Vardesain respect the Old Roads and expand them with new paths and destinations. Only the Black Goat of the Woods is known to despise the roads, and her goblins and chaos cultists often target milestones for theft or vandalism.

What the Old Roads Demand

Travel swiftly and leave the roads clear of brush and timber. Offer something to the roads at the start of a journey and drink to their health at the end. Never steal or deface a road milestone. Hunt down those who cut or harm the roads. Always render aid to the lost, injured, or starving.

SANTERR ILLOSI, OUR LADY OF BLOOD



Goddess of Blood and Strength; Lady of Shadows; Santerr of the Shroud; the First Necromancer; Patron of Ghouls

Domains: Death, Justice*, Knowledge, Shadow (see **Chapter 3**)
Alignment: Law
Favored Weapons: Scythe

Santerr Illosi is a darakhul of blood and mystery whose three-layered cult includes most darakhul and lesser ghouls of the Twilight Empire. She is usually shown as a necromancer in a green robe, holding either a set of bones or a scythe, and with a ferocious grin (what the darakhul sometimes call a "feeding smile"). Occasionally she is shown with a sandaled foot resting on a human or shadow fey skull.

The outer layer of her cult are the Reapers, the middle ranks are the Sowers, and the highest rank are the Harvesters. Each gains access to additional knowledge, and it is believed that the highest ranks are all elder darakhul, forming a network of necromancers and blood mages within the Twilight Empire.

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Worshippers

Santerr Illosi is worshipped by most darakhul, though more openly by the common rabble and beggar ghouls than by officers and nobles. The faith exists among some umbral humans as well, though rarely and primarily as a goddess of healing and of speaking to the departed. A few rogues and dealmakers among the shadow goblins also pay homage to Santerr Illosi, though usually in secret.

Symbols and Books

Santerr Illosi's symbols include a stylized sickle-and-eye symbol, and sometimes, a small pile of finger bones is said to be one of her makeshift altars. Her sacred books include the *Harvest of Souls* for the Reapers, which describes the proper ceremonies and rituals for either burial or for preparing a cremation as well as discussions of simple necromancy, such as speaking with the dead and raising skeletons and zombies. *The Rites of Santerr Illosi* are reserved for the Sowers and are believed to discuss blood magic spells and rituals for fortifying a worshipper with necromancy. *The Rites of the Blood Queen* is said to be a volume that is shared only among the Harvesters. Its contents are unknown to those outside of the faith.



Shrines and Priests

Small shrines to Santerr Illosi can usually be found in temples of Vardesain in the Twilight Empire and also in Midgard's Ghoul Empire. Their piles of bone and green murals of reaping are distinct from Vardesain's altars.

The most famous priests of Santerr Illosi are Her Luminance Ingalla Vert in the shade city of Soriglass and Her Witchlight Resplendence Tiberessa Vert in the Twilight Empire.

Masks

Some darakhul believe that Santerr Illosi is simply a mask of Marena, the Blood Goddess, made more appropriate for ghouls, while others believe she is the feminine aspect of Vardesain. A few believe that Santerr Illosi is the true power of Marena or even (for the truly devout) the force behind Hecate.

Other Faiths

Santerr Illosi's followers are on excellent terms with Vardesain and good terms with Alquam and Charun. Hecate considers her a minor rival, and Kupkoresh, Bengta, and Anu-Akma are unfriendly, if not hostile. Most gods of Midgard consider her faith a minor but dangerous branch of the church of Vardesain and stamp it out with the same enthusiasm they reserve for him.

What Santerr Illosi Demands

Seize blood and bone from the weak to power your rise. The strong deserve to rule, and you must grow strong. Draw power from the living and from the land, and never forget that your people are the true rulers of the shadows.

SANTERR MAROSSA, OUR LADY OF ROSES



Goddess of Steel and Lies; Lady of Light; Bringer of Mirth; Holy Mother of Healing; Santerr of Blossoms; the Divine Rose; Patron of Shadow Goblins

Domains: Life, Light, Mercy‡, Nature, Trickery
Alignment: Good
Favored Weapons: Staff

Santerr Marossa is the capering, joyous, spontaneous, and lively side of the shadow goblins: a mother-goddess of trickery and diligent study, strict with the wayward and quick with a helpful lie when a shadow goblin strays into the dangers of dealing with elves, humans, and bearfolk. While she is a healing goddess, Santerr Marossa is not above smacking heads to get results if she feels her priests and celebrants are missing the point. Only among the shadow goblins does a trickster goddess of healing seem to make any sense.

Santerr Marossa is usually shown as a shadow goblin matron, wearing a horned-crescent headdress in silver or ivory and a parti-colored set of robes. Statues and paintings of her calling to the moons, sitting cross-legged while throwing fortunetelling bones, or holding a child are most common. She is sometimes shown laughing and slapping a knee, a depiction commonly called the Joyous Mother.

Worshippers

Worship of Santerr Marossa is largely confined to the shadow goblins and is especially common in Fandeval, in goblin villages throughout the realm, and in goblin halls and tunnels underneath the great fey courts. Human worshippers are relatively few but exist in Fandeval and other settlements.

Symbols and Books

The symbol of Santerr Marossa is a red, pink, or white rose, often stuffed into a goblin skull's eyeholes or used to decorate a moon-window in glass. Her relics often include undying roses, holy rosewater perfumes, and stone roses carved from jasper, red agate, or garnet.

As a goddess of literacy, Santerr Marossa has a great many holy books, many of them quite specific and strange. *A Treatise for the Wounded: How to Save Your Scabs* is a not-that-unusual title—as are *The Two Hundred Ways to Raise the Spirits of a Dour Griever* and *How to Feed the Starving: Give Them Food*. In addition to those perhaps humorous titles, the holy texts that give succor to her human and elven worshippers include a guide to healing called *The Rosy Path*, a naturalist's compendium called the *Marossa Herbarium*, and the *Guide to Starlight Weaving*, a mystical tome of prophetic and cryptic utterances subject to any number of interpretations.

Shrines and Priests

The shrines of Santerr Marossa are usually hidden away in goblin burrows under the great fey courts and not readily accessible to larger creatures (Medium or larger) or to anyone unwelcome in goblin halls (which is most everyone except the lower castes of shadow fey, some erina, and occasionally bearfolk druids). Reports claim that they are kept covered in fragrant rose petals except during holidays, when they are cleansed with fire and smeared with blood in rose patterns.

The greatest priestess of Santerr Marossa is said to be the goddess's daughter, the shadow goblin maiden Rose-Rekinash the Wise (NG shadow goblin **first servant** of Marossa, see *Southlands Worldbook*), whose almond eyes and milky hair hide a wicked sense of humor and a keen eye for a bargain. As with many shadow goblins, she rarely speaks much to nobles, tall folk, and the very learned, but her memory is infallible, and her spy network among the fey is enormous—so every important word whispered in the courts is said to reach her ears.



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Masks

Santerr Marossa is sometimes believed to be an especially twisted mask of Bengta the Bear Maiden or Kupkoresh. At other times, she is thought of as an especially kindly mask of Laughing Loki or a more perfumed face of Ninkash.

Goblins claim that Santerr Marossa is the one goddess who created most others and that Laughing Loki, Hecate, Lada, and Bengta are her children among humans, shadow fey, sable elves, and bearfolk.

Other Faiths

Santerr Marossa's followers get along well with Baccholon's and Hecate's folk and especially well with priests of Ailuros (who come to santerr's followers for rosewater and moonflowers of all kinds). The priests of Santerr Marossa get along poorly with most human gods, especially dour Anu-Akma, foolish Kupkoresh, and gloomy Charun.

What Santerr Marossa Demands

Live loud and laugh often. Fear no shame and seize every bite of honey, every sweet blossom. Outlive your enemies and return their insults with kindness and then steal their boots. Treat the wounded, the weak, the elderly, and the poor with healing and compassion—someday all grow old, and someday all are suffering. Tell jokes and leave a rose or rosewater with your prayers in the garden or the temple.



UMBESERNO



God of Hibernation and Twilight; Lord of Winter Dreams; Bringer of Spring; Lord of Sleep; Holy Father of the Snows; Patron of Bearfolk

Domains: Life, Nature, Prophecy*, Shadow (see **Chapter 3**)
Alignment: Good
Favored Weapons: Axe, spear

Umbeserno is a drowsy, nocturnal god among the bearfolk, largely because of his role in hibernation and prophetic dreams. Where Bengta watches over the bearfolk during the day and encourages them to good works, Umbeserno watches over them at night and during the cold months when bearfolk lie dreaming and snoring. The bearfolk think of dreaming as a time of plans and hopes—an optimistic season and a season to gather strength.

Umbeserno is always shown as a large black bearfolk with a crescent mark on his forehead,

Design Note: Santerr Demi-Gods

The two gods with the title of santerr here are unique to the Shadow Realm, as is their title. I was looking for a word that might parallel saint or demi-god, something akin to a title of divinity. In my game and then in design, anyone referred to as a santerr is holy or special and was likely first associated with a particular place. So the word *santerr* is a loan-word from Umbral when it appears here, but any character speaking just about Marossa or Illosi would confuse Umbral speakers. Those are common names among the shadow goblins and the ghouls, respectively—thus the need to refer to Santerr Marossa and Santerr Illosi.

typically wearing the robes of a shaman and often with his paw holding either an enormous salmon or a rainbow-colored dreamstone. A second popular pose is Umbeserno Dreamlord, which is a sleeping pose surrounded by signs of spring and life: flowers, fish, lightning bolts, comets, and rabbits as his signs and portents.

Worshippers

Umbeserno is worshipped primarily by bearfolk, though a few humans and shadow goblins appeal to him for help with bad dreams, mysteries of spring and rebirth, even with questions of marriage or healing. Those who suffer bad dreams call on him to come and take those dreams away, and many matchmakers ask his guidance when finalizing a match between two bearfolk (or two humans—goblins make their own, more complicated arrangements).

Symbols and Books

Umbeserno's symbols include the rainbow-colored dreamstone, the leaping salmon, and antlers surrounding a bird's nest (no priest of Umbeserno tells quite the same story of the last one, but it seems to be a bearfolk icon of spring). He has a number of holy books, many called the *Book of Dreams*—but there seems to be no standard collection of this sacred text, and while some dreams are always described in a *Book of Dreams* (falling, loss of fur, the scent of honey, summer flies), others are only found in some volumes.

Shrines and Priests

The largest shrine to Umbeserno is the Snoring Temple in Solvheim where the caverns run deep into the hills: many of the wealthier bearfolk take their winter sleep there or visit with questions of fortunetelling and the like. Smaller temples to Umbeserno are often well-made, circular lodges with clay and whole logs for their walls and grass-covered roofs with a single smoke hole.

Priests of Umbeserno are often mocked as drowsy or slow or spending all their time gazing at constellations or clouds, but most are generous, extremely patient, and hardworking members of their communities, always ready to lend a hand to the faithful. The best-known priest of Umbeserno is Snuffling Tilda, the Keeper of the Hearth at the Snoring Temple in Merrymead.

Masks

Umbeserno is often assumed to be a mask of Gytellisor, though sometimes the comparisons are to Ailuros when the dreaming side dominates. Others believe that Umbeserno is a mask of Wotan, a rather rambling, gentler font of wisdom and persistence.

Other Faiths

The followers of Bengta get along very well with those of Umbeserno as do those of Ailuros and even Charun. Umbeserno is an enemy of the needless slaughter of the Hunter and of the fears and terrors of Alquam. Laughing Loki and Umbeserno are often seen as friends surprisingly.

What Umbeserno Demands

Dream big and sleep well. Make your plans carefully and be relentless in seeing them through. Watch the world with a sharp eye and a keen nose. Patience will often be rewarded with wisdom. Ponder your choices and always keep your word.

Dark Gods of the Shadow Realm

The Shadow Realm has more than its share of night terrors, demon lords, and dark gods as well as godlings exiled or banished from brighter realms. A few of them are familiar from the mortal world of Midgard, and a few are similar but not quite the same when seen in the shadows. The five most important dark gods are described here.



ALQUAM

Demon Lord of Night; God of Stealth; Patron of the Darklings; Master of Nightmares; the Silent God; Slayer of the Sun; Keeper of the Black Gate

Domains: Darkness*, Death, Shadow (see **Chapter 3**), Wind‡
Alignment: Evil
Favored Weapons: Mace, short sword

As the demon lord devoted to darkness and the night, shadows are Alquam's natural home. He is a creature devoted to stealth, to the silent killing loved by assassins, raptors, and nocturnal animals. While he is often regarded as the Silent God, when his followers strike, they shout his name, and many of his most devoted followers are quite loud, brash people, not

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afraid to make plain their power. Aggressiveness and bullying are common among warriors, alchemists, and bandits devoted to the Master of Nightmares.

Worshippers

Most followers of Alquam are umbral humans seeking secret strength, darkvision, or other gifts, though darklings, gnomes, and shadow goblins also number among his devotees. Night watchmen, hunters, and bandits also frequently number among his most faithful as do all those whose daily life involves death and burial. Darakhul are often fond of him, though never to the exclusion of Vardesain or Anu-Akma.

Symbols and Books

Alquam's symbols include a black owl, usually portrayed with blue eyes but sometimes with eyes of amber, somewhat like a normal owl. This is his icon of watchfulness and keen vision, and small statues in this guise are sometimes kept in forest shrines as watchful creatures. His priests often keep owls as sacred animals. Additionally, a five-rayed dark sun is sometimes seen as a sign of Alquam, and a few sects use dried and preserved raptor claws as holy symbols for the Master of Nightmares.

The faith has only one holy text, the *Book of the Black Gate*. This describes the god's hymns, chants, sacrifices, and laws for the faithful along with a series of hunting parables that teach the basics of following spoor, choosing targets, and even how to dress and butcher common game animals. The chapters devoted to the "black gate" itself are somewhat mystical, describing it as a transformative portal that strengthens those who enter. Certain herbs, rituals, and unguents are said to prepare a devotee to enter the black gate, and those who undergo this ritual certainly believe that it will make them crueler, swifter, and more keen-eyed.

Shrines and Priests

Most shrines to Alquam are caverns carved with ornate runes, wardings, blessings, and sigils. Most such cavern-temples include a small body of water for night blessings, a form of ritual cleansing, and the larger ones often include a rookery or haven for bats, owls, or other nocturnal creatures.



Masks

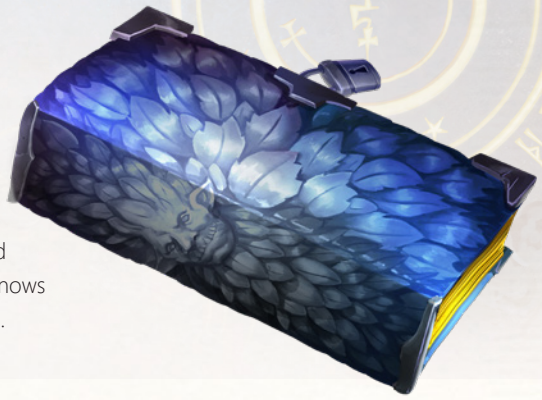
Alquam is often believed to be a mask of Hecate or Vardesain, though more often his followers describe the Hunter as one of Alquam's aspect, and others say that Charun is Alquam's mask on the water and in the afterlife. For the most part though, Alquam is counted as a relatively quiet, silent god, or even as the shadow of greater gods.

Other Faiths

Alquam despises Lada, Kupkoresh, Bengta, Umbeserno, and all gods of the sunlit lands. They likewise seek to wipe out his followers wherever they can be found. Umbeserno takes particular offense at Alquam's role in delivering foul dreams and disturbing the long sleep of the bearfolk. Though he has many enemies, Alquam is accounted as a powerful god in the Shadow Realm and has command over the seasons when no moon shines and no star twinkles—his protecting hand shelters all the creatures of the dark against the rapacious or the cruel.

The True Dark Gods / from the Book of Ebon Tides

While the dark gods of the umbral peoples are dangerous, other forces do swim in the shadow matter and hide beneath the hills. The two best known of these are thought to be gods of the Ancients: Nammerkah the Devourer, a sort of tunneling horror thought to be a god of war or the patron of the vampires of Oshragora, and Friselka, the Seal Maiden, whose cold touch is the hand of death and a bringer of new life, sometimes associated with Charun or Lada. Their statues and images are commonly found in tombs of the Ancients. No one knows their prayers or rites, and even their shapes are softened by time.



Alquam is on good terms with the Hunter and with Hecate, who is sometimes described as "Alquam's grandmother" and at other times as a friend and fellow creature of the dark. Vardesain and Alquam share mutual respect, though they are allies of convenience and seekers after the same ends. The god of the undead, Mot, is said to have long supported Alquam as a good and silent slayer, bringing more undead into his ranks, but Mot is not widely known in the Shadow Realm.

Alquam's greatest ally and friend is Charun the boatman. The two are old friends, crossing from shadow into darkness, both familiar with the River Styx and the midnight hour, and both faiths trust one another. "As close as cards with Charun" is a phrase the followers of Alquam use to describe embracing a friend or stalking an enemy.

What Alquam Demands

Never stand in the sun when shade beckons. Say your prayers at midnight, in deep darkness, and praise the darkness for its soft concealment. Learn to listen and to see when all others are deaf and blind. Your senses are keen in the night, your heart knows where enemies seek to evade you. Destroy light and cherish silence.

BLACK GOAT OF THE WOODS



Queen of Decadence; Whisperer in the Woods; the Wicked One; Patron of the Goblins; the Mother Whose Loins Bring Forth Multitudes; Piper of the Midnight Sun; Father of Mayhem

Domains: Apocalypse*, Prophecy*, Shadow (see **Chapter 3**), Void*
Alignment: Chaotic
Favored Weapons: Garrote, throwing daggers

Once the greatest of the gods of an arcane kingdom, Bacchana was the deity of night, wealth, influence, fertility, and power—a feminine human aspect of the elven god Baccholon with a completely transparent mask. Her priests gave her followers great license to lust and to every form of excess, and the people embraced her teachings with all their hearts. When these mages first summoned servants from beyond the Void, her church encouraged the endeavor and endorsed the wars that followed. The fight and its ever-increasing expenditure of magic, wealth, and prayer pleased her as nothing had before, but the atrocities of those wars tainted Bacchana as deeply as her homeland. With a deep lust for destruction, she looked to the realms beyond the stars where the Ancient Ones originated, and her soul and body were broken.

The Goat of the Woods appears in two forms: as a hideous, writhing, galloping crab covered with strange growths and tentacles or—when seeking not to drive her followers directly into madness—as

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a hermaphroditic satyr with large curving horns and black skin, clad in a wispy tunic of stars. Though referred to in the feminine, this mad god is as much male as female, and any form she takes blends the spectrum of gender.

Worshippers

The power hungry, the mad, and the fearful worship the Goat of the Woods. Anyone contemplating a risky or destructive venture looks to her for a blessing. Both goblins and giants turn to her in desperation, and the lost find her voice speaking to them in the night. The selang are often her heralds and most zealous priests.

Lawful magic users throughout the Shadow Realm forbid the worship of Bacchana. They strike her name from records and burn her groves and temples. Wizards caught honoring her are exiled by their fellows but are watched lest they mimic ancient obscenities. She is a major patron for witches and oracles, who sometimes call her by her ancient, forbidden names.



Symbols and Books

The sign of the goat is five stalks of golden wheat arranged in a pentagram. Worshippers' secret shrines use star-shaped objects such as starfish and star-shaped knives. A hand sign, the two middle fingers folded down over the thumb with the pinky and pointer fingers extended upward, is a common and easily hidden gesture among followers.

Her long-lost holy teachings were once stamped on rings worn by her clergy. Now the faithful listen for her whispers on the winds. One banned book, the *Viridian Codex* (see *Demon Cults & Secret Societies*), is said to contain her litany. Only fragments are known to exist.

Shrines and Priests

The Goat of the Woods was once widely worshipped in groves of rowan and white oaks. During the many purges of her faith, these groves were burned, and only the most isolated and dangerous survive, though many cities retain a small, hidden shrine.

The Goat's clergy are called speakers, and they rave wherever they can find an ear to listen. All her speakers challenge laws and taboos as a duty of her faith. Her priests are advocates for the downtrodden and the exiled.

The grand speaker of the Goat is Indoo Langomall (CN shadow goblin **apostle** of the Goat of the Woods, see *Southlands Worldbook*). He wanders the wastes and forests with a band of reveling, mud-stained goblins and humans, always somehow finding enough to eat and shelter in the winter. Some say the cult has an enormous cavern shrine somewhere in the mountains near Soriglass.

Masks

The Goat was said to be the sister or a mask of Gytellisor, and now Laughing Loki and Vardesain are whispered to be her masks. A few claim that the Goat is the evil face of Santerr Marossa, but this is profane and vile heresy to Marossa's faithful.

Other Faiths

The Goat of the Woods is as capricious now as she ever has been and is an ally, enemy, lover, friend, confidant, and betrayer to any god that associates

with her. The faiths of Kupkoresh, Anu-Akma, Sarastra, and Hecate are all her committed enemies, though the Goat pays them little mind. She seeks only to hear the song of the Void.

What the Goat of the Woods Demands

Gain power and satisfy your vices and lusts. Expand your mind's boundaries with whatever means you have available but especially with magic. Madness is the blessing of your goddess. Challenge the law and bring forth new visions. Embrace change and destroy hierarchies.

THE HUNTER



Master of the Hunt; the Horned Huntsman; the Blood God; the Horseman; the Many-Skinned Walker; Patron of Per-Kush

Domains: Death, Hunting*, Moon*
Alignment: Evil
Favored Weapons: Bow (any) and spear

The Hunter walks in countless forms, including those of a dire wolf, human huntsman, fell hound, centaur archer, pale king, fey assassin, blood demon, and goblin trapper. The god embodies the fierce animals lurking in the wild fringes as well as those who pursue and conquer them. The Blood God encourages the dark instincts that drive beasts to fury. The Hunter revels in the chase and thrives on power, violence, and blood.

The Hunter often appears wearing a crown with horns or claws, a rich fur cloak, and deerskin leggings and wielding a black-tipped spear. The Hunter's eyes are said to flash green and gold, particularly when he is in the throes of a challenging chase.

Worshippers

The Hunter has ancient roots, and his priests lead or influence many of the most violent bandit gangs and raiders. He is publicly worshipped by many of the shadow fey and some of the darakhul, both of whom enjoy the traditions of the chase. When the Hunter rides forth, all who hear his call must heed it—even fey gods have been enraptured by it.

The Blood God enjoys a large following among human and catfolk hunters, lycanthropes, gnolls, vampires, and ogres, and even some fey. Many hobgoblin, trollkin, and goblin tribes revere him as well. The minotaurs see him as the champion of murderous urges and the embodiment of the delight of tracking and killing prey, and his worship is perhaps more widespread among them than anyone cares to admit.

Symbols and Books

Every kind of predatory beast, monstrous and otherwise, can be a representation of the Hunter, though his primary symbol is a bloodied carcass. Other signs of his faith include stylized spear tips and arrowheads, particularly where the Horned One's nature must remain hidden. Observant, intelligent prey can interpret such symbols as omens or warnings.

The Hunter's faith is spread through oral tradition, often in campfire stories shared by hunters. Written texts devoted to the god are rare. Books, after all, are only guides to embracing the Horned God. Believers must demonstrate real bloodlust before they can fully understand the Hunter's call.



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Shrines and Priests

Every bloodied hunting ground can serve as a shrine to the Hunter. Full-fledged temples are rare, but small, formal shrines are consecrated in remote woods or secluded valleys. Adorned with the bones and skins of the followers' prey, these gory shrines are bathed in blood. Less grisly altars are maintained by various hunting fraternities in Fandeval and the Court of Night and Magic as well as the Court of Winter's Love.

Masks

Despite an occasional association with other gods, the Hunter's priests claim that their god wears no masks, though others believe variously that Vardesain or Anu-Akma are aspects of the Hunter. Some of his names are taken from gods who became his prey.

Other Faiths

To the Hunter, there are only two kinds of gods. The worthy ones are fellow hunters who join him on his great chases, and their followers are their yeomen and attendants. All other gods are meat. Their clergy and their followers are also meat, all the sweeter for their mortal suppleness.

What the Hunter Demands

Hunt or be hunted. Join the Master's Hunt when it rides by, and hunt wild boar, deer, elk, pheasant, rabbits—whatever crosses your path. Learn to track, learn to kill without hesitation, and eat what you kill. Know that your life too might someday come to a violent end, and live your life with gusto before that day arrives.



LAUGHING LOKI



Shapeshifting God of Cunning, Mischief, and Malice; Lord of Deception; Patron of Thieves; Father of Fenris, Hel, and Jörmungandr

Domains: Apocalypse*, Knowledge, Travel*, Trickery
Alignment: Chaotic
Favored Weapon: Net

What's known and rumored about Laughing Loki is surely only the tip of the iceberg compared to what's hidden behind misdirection and lies. You'll never hear the same story of his origin twice, and that's the way he likes it. Laughing Loki is a trickster and an instigator. He brings change—often dangerous change—but also helps the gods escape the trouble he causes. In a world dominated by the strong and forthright, he embodies the talents that more straightforward gods overlook: cleverness, stealth, and guile as well as humor and charm.

While his cleverness is indeed formidable, he is also a renowned shapeshifter and has sired numerous monsters, including the wolf Fenris, his half-dead daughter Hel, and (allegedly) the World Serpent.

Laughing Loki's fate is a dark one. Driven by jealousy, he will kill Baldur, and his monstrous children will bring about the twilight of the gods. These deeds might be in the future, but they cannot be forgiven or forgotten, even before they have come to pass. Some say the suspicion of the gods and the scorn of mortals will drive him from mischief to evil whereas others claim that Loki was wickedness incarnate from the start. The truth—like so much more about him—will probably never be known.

Worshippers

Clever warriors and cooks, mischief-makers and the wise, all sorts worship Loki and thank him for the gift of laughter, wit, and knowledge . . . but all know his dark side as well. Fisherfolk are especially fond of him since the net is said to be Loki's invention. Most of Loki's followers are shadow goblins, gnomes, darklings, and human scoundrels of some kind. He's worshipped by those who consort with monsters and those about to commit acts of treachery or cunning. While the more impish and troublemaking enjoy his tales and advice, sometimes his divine "help" causes more trouble than it solves.

Symbols and Books

Loki's symbol is twin serpents or sometimes an open net. His priests keep no books and pass along his faith through the spoken word.

Shrines and Priests

Laughing Loki has more temples in shadow than elsewhere, and he is praised by the gnomes and goblins in particular. His greatest priest in the Shadow Realm is Vares the Silent, his high priest in the Court of Pale Roses, though some would put forward Grinning Florbert Redhand (CN shadow goblin **priest** of Laughing Loki) in his temple in Fandeval or even a traveling preacher and trickster named Furball (CG bearfolk **priest** of Laughing Loki), who entertains and enlightens the bearfolk and sometimes the shadow fey. Priests of Laughing Loki are honored among the darklings, gnomes, and shadow goblins—less so among bearfolk, humans, and shadow fey.

His largest shrine in shadows is the Golden Hall in Langmire's Court, though he also has shrines in Corremel, Fandeval, and elsewhere.

Masks

Laughing Loki takes on false faces often, but most see through them quickly. He may sometimes take on features of Sarastra or Alquam or even the Hunter or Umbeserno. His trickery is distinctive though to the priests who know him.

Other Faiths

Laughing Loki is blood-brother of Wotan and a common companion to Thor. They are family and often allies. Yet he continually provokes the Aesir and finds himself unwelcome in Valhalla and spending time in shadow—at least until his cunning is needed once more. He is the jester of the gods. His primary friends are often disreputable gods: the Hunter, Gytellisor, Santerr Marossa, and Hecate consort with him and sometimes aid his plots. Charun, Bengta, and Kupkoresh all have a distinctly antagonistic view of Laughing Loki, and the feeling is mutual.

What Laughing Loki Demands

The trickster demands nothing from his followers: "Do what you think would amuse me," is all the guidance he gives, inspiring japes and trickery as well as fires and foolishness. His worshippers have learned to serve him while maintaining an outwardly respectable demeanor. They aim to place themselves in the same position among mortals that Laughing Loki holds among the gods—renowned for skill and cleverness rather than strength, sometimes unwanted but always indispensable.

VARDESAIN



Ghoul-God of the Bottomless Maw; Lord of Unending Thirst; the Hunger God; the Unsated God; Devourer of Souls; Patron of the Darakhul

Domains: Darkness*, Death, Hunger*, Life, Void*
Alignment: Neutral
Favored Weapon: Handaxe

All creatures hunger, and without food, life ends. Vardesain took this primal need and built a faith ranging from simple gluttony to cannibalistic feasting. Indeed, food is seen as a sacrament that builds life, health, and righteous strength in the faithful, and the followers of the Hunger God can be both great gourmands and the world's least picky eaters. Sacrifices to the god are invariably edible—and sometimes still living.

The god's best-known forms are those of scavengers and predators: white wolves, ghouls, and darakhul, but also undead of abnormal size. In any form, visions, depictions, and avatars of Vardesain are always feeding on something.

Worshippers

Vardesain's followers are the hungry and the ambitious: power-hungry humans and monsters, ghouls, vampires, darakhul, and other undead. They have no morals or standards, only instinct.

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Symbols and Books

Vardesain's holy beast is the purple worm, a creature that devours sacrifices to the god in his temples. When embroidered or painted on vestments, it is shown as a purple snake consuming its own tail or a pair of open jaws. The priests of Vardesain keep bats, serpents, and oozes as living incarnations of hunger.

Their holiest text is actually a series of cave paintings, called *the Feast*, rendered in the Shrine of Vardesain in Darakhan, the White City of the Ghoul Empire. These have been copied in the depths of the empire in the city of Zhurahk with new emphasis on the righteous rule of the emperor.

The empire depends on the Feeding Laws, edicts written on scrolls of skin and carried by Vardesain's priests. To disobey the Feeding Laws is to invite divine punishment, though in practice they are frequently broken.

Shrines and Priests

The red and white Shrine of Vardesain is the best-known temple below ground. Many ancient monuments to his face as the Lord of Unending Thirst stand at oases in the Southlands. In the Shadow Realm, his rule is a relatively recent arrival, brought in by the darakhul and spread with fervor.

The current high priest among the Twilight Empire is His Carmine Eminence and High Patriarch of Zhurahk, Devros Perghallen, one of the rare few whose hunger has been consumed by Vardesain as a blessing. He currently works to spread the faith of consumption and the power of devouring others and to denounce Bengta and Kupkoresh.

Masks

The Goat of the Woods and the Hunter have been suggested as possible masks of Vardesain. Neither is an especially likely candidate. Certainly, Charun and Anu-Akma are more associated with Vardesain's Underworld and control over the undead.

Other Faiths

Charun, the Goat of the Woods, and the Hunter are allied with Vardesain, though loosely. Lada, Kupkoresh, and Bengta all despise Vardesain as worthless and vile, and they seek to destroy his temples at every opportunity. The priesthoods of Vardesain and Anu-Akma are great rivals, but the two gods seem indifferent to this rivalry, leading some to suspect that Vardesain is indeed a mask of Anu-Akma's darker side.



What Vardesain Demands

Flesh is weak, but your will is strong—show your strength. Hunt and kill what you eat when you can, but scavenging is not dishonorable. Fast when you must find focus and purity, for your hunger will give you strength to see the way. Devour the hearts of your enemies.



9 Monsters and NPCs

The peoples and monsters of the Shadow Realm are numerous and varied. It's difficult to know what to expect. A small sampling of those creatures is included here.

Monsters of Fantasy

Every fantasy world is filled with a wide variety of antagonists, both monsters and NPCs. Here you'll find new monsters, like the birch siren and the river giant, along with new NPCs, like the bearfolk druid and the sable elf hierophant.

Each character and creature has statistics that provide a guideline for a typical encounter, but not every individual of that type need exhibit the traits listed, be it in alignment, traits, actions, or something else. If you want to create monsters and NPCs different from what's listed, go for it!

Bearfolk Druid

A golden-furred bearfolk dressed in a beaded poncho slashes the air before her with a hefty wooden scepter. As the rod cuts through the air, a curtain of darkness is burned away by the trailing blue light.

Bearfolk druids provide frontline defense against the corrupting influence of shadow.

Grounded Nature. Bearfolk who pursue druidic training understand the state of balance inherent in all natural creatures. Such keen inner senses provide these druids with hyperawareness of whether or not the taint of unnatural shadow magic has influenced a creature, and their insight makes these druids more resistant to any corrupting influences.

Moonlit Leaders. While bearfolk druids are common throughout all bearfolk communities in the mortal world, the highest concentration is in the Shadow Realm. Each day in the Moonlit Glades they push back against the slow, insidious influences of shadow corruption. These druids are critical to the survival of such bearfolk communities.

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Bearfolk Druid

Medium Humanoid (Bearfolk), Any Alignment

ARMOR CLASS 13 (natural armor; 16 with *barkskin*)

HIT POINTS 136 (21d8 + 42)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	11 (+0)	18 (+4)	14 (+2)

SAVING THROWS Con +5, Wis +7

SKILLS Animal Handling +7, Nature + 3, Perception +7

SENSES passive Perception 17

LANGUAGES Common, Druidic, Giant, Umbral

CHALLENGE 6 (2,300 XP) **PROFICIENCY BONUS** +3

Glowing Heart. The bearfolk has advantage on saving throws made to resist being frightened and to resist corruption effects, such as from shadow or the void.

Keen Smell. The bearfolk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bearfolk makes one Bite attack and one Quarterstaff attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage or 8 (1d8 + 4) bludgeoning damage if used with two hands.

Repel Corruption (Recharges after a Short or Long Rest). The bearfolk can speak words of power that repel evil creatures or creatures corrupted by shadow. Each evil-aligned or shadow-corrupted creature within 30 feet of the bearfolk must succeed on a DC 15 Wisdom saving throw or become frightened of the bearfolk for 1 minute.

A creature affected in this way must spend its turns trying to move as far away from the bearfolk as it can and can't willingly move closer to the source of its fear. It also can't take reactions. For its action, it can use only the Dash action.

Spellcasting. The bearfolk casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft*, *guidance*, *produce flame*

2/day each: *barkskin*, *cure wounds*, *faerie fire*, *speak with animals*

1/day each: *call lightning*, *dispel magic*, *entangle*, *moonbeam*

BONUS ACTIONS

Change Shape (Recharges after a Short or Long Rest). The bearfolk magically transforms into a beast (with a challenge rating of 2 or less), remaining in that form for up to 4 hours, or back into their true form. Their weapon attacks while in beast form are magical. Otherwise, other than size, their statistics are the same in each form. They can speak and cast spells while in beast form. Any equipment they are wearing or carrying in Humanoid form melds into the beast form. They can't activate, use, wield, or otherwise benefit from any of their equipment. They revert to their Humanoid form if they die.

Frenzy (1/Rest). The bearfolk can trigger a berserk frenzy that lasts 1 minute. While in the frenzy, they gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and have advantage on attack rolls. Attack rolls made against the bearfolk while they are frenzied have advantage.

Bearfolk Thunderstomper

This gaudily dressed humanoid bear stomps on the ground to a pounding rhythm to accompany her singing.

Bearfolk thunderstompers are raucous bards that help to elevate the fight against shadow.

Jolly Big Bards. Thunderstompers tend to be jovial, loud, and larger than life. They eagerly dive into dangerous situations, confident their dancing stomps will see them through. They typically accompany their stomping with singing or chanting, flute playing, or some form of percussion instrument.

Way of the Stomp. The bearfolk developed the thunderstomper style as a way of mimicking the sounds and vibrations of giant-kin. This allowed small groups of traveling bearfolk to fool their ancient enemies and avoid dangerous encounters. Later, the dancing style was honed to generate thunderous energy.

Bearfolk Thunderstomper

Medium Humanoid (Bearfolk), Chaotic Neutral

ARMOR CLASS 15 (chain shirt)

HIT POINTS 105 (14d8 + 42)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9(−1)	14 (+2)	18 (+4)

SAVING THROWS Con +6, Dex +5

SKILLS Deception +7, Insight +5, Perception +5, Performance +7, Persuasion +7

SENSES darkvision 60 ft., tremorsense 30 ft., passive Perception 15

LANGUAGES Common, Giant, Umbral

CHALLENGE 6 (2,300 XP) **PROFICIENCY BONUS** +3

Deceptive Steps. While traveling, the bearfolk can perform a stomping dance that mimics the thundering footsteps of mighty giants. Any creature within a half mile that hears the sound, but that can't see the bearfolk, must succeed on a DC 15 Perception check or believe the sound comes from real giants (or other Huge or larger creatures).

Keen Smell. The bearfolk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bearfolk uses their Thunder Stomp or Warsong. They also make one Bite attack and one War Flute attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

War Flute. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) thunder damage.



Spellcasting. The bearfolk casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights*, *prestidigitation*, *vicious mockery*

2/day each: *charm person*, *disguise self*, *mirror image*, *thunderwave*

1/day each: *compulsion*, *enthrall*, *freedom of movement*, *hypnotic pattern*

Thunder Stomp. The bearfolk hammers their feet on the ground while chanting, emitting destructive energy in a 15-foot cube. Each creature in that area must succeed on a DC 15 Strength saving throw or take 10 (3d6) thunder damage and be knocked prone.

Warsong. The bearfolk sets an inspiring rhythm with their dancing. Each ally of the bearfolk within 60 feet of them has advantage on all saving throws against being charmed or frightened until the end of the bearfolk's next turn.

BONUS ACTIONS

Frenzy (1/Rest). The bearfolk can trigger a berserk frenzy that lasts 1 minute. They gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and have advantage on attack rolls. Attack rolls made against a frenzied bearfolk have advantage.

Taunt (2/Rest). The bearfolk can target one creature within 30 feet of them. If the target can hear the bearfolk, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bearfolk's next turn.

Birch Siren

An impossibly thin figure passes through the trees, its skin and clothes formed of curling silver birch bark. The autumn leaves that adorn its crown whisper strangely in the breeze.

Birch sirens are a less common variety of treant that often live together in family units called copses. These sirens are more malicious than their larger counterparts and delight in luring travelers deeper into dangerous woodland with their haunting melodies.

Shadow Wood. The largest population of birch sirens lives in the Shadow Realm, in the rarely traveled portions of forest that span the region. Occasionally, birch sirens are coerced to lend aid and protection to shadow fey rangers who hunt such dangerous woods.

Elven Origins. Birch sirens are rumored to have been created by the magic of the elves. These tree-folk were once guardians of vast orchards and beautiful gardens, contributing to the wonder of such places with their alluring songs. When the elves began to fade from the world, so too did the purpose of the birch sirens, and now they exist as cruel shadows of their former selves.

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Birch Siren

Large Plant, Chaotic Evil

ARMOR CLASS 16 (natural armor)

HIT POINTS 147 (14d10 + 70)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	21 (+5)	12 (+1)	18 (+4)	12 (+1)

DAMAGE VULNERABILITIES fire

DAMAGE RESISTANCES bludgeoning, piercing, psychic

SENSES passive Perception 14

LANGUAGES Common, Druidic, Sylvan, Umbral

CHALLENGE 11 (7,200 XP) **PROFICIENCY BONUS** +4

False Appearance. While the birch siren remains motionless, it is indistinguishable from a normal tree.

Rustling Copse. If two or more birch sirens use their Haunting Tune ability while within 300 feet of one another, saving throws to resist the effect are rolled with disadvantage.

ACTIONS

Multiattack. The birch siren makes two Slam attacks. It can replace one of these attacks with Psychic Shriek.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Haunting Tune. The birch siren rustles its leaves, creating a haunting chorus. Each humanoid within 300 feet of the birch siren that can hear the song must succeed on a DC 17 Wisdom saving throw or become charmed. The birch siren must take a bonus action on its subsequent turns to continue the chorus. It can stop the chorus at any time. The tune ends if the birch siren is incapacitated.

While charmed by the birch siren, a creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature cannot take actions while charmed in this way. Whenever a target takes damage or begins a turn unable to hear the chorus, it can repeat the saving throw. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this birch siren's tune for the next 24 hours.

Psychic Shriek. The birch siren emits a soundless scream that tears at the minds of its victims. All non-plant creatures within 30 feet of the birch siren must make a DC 17 Constitution saving throw, taking 22 (4d8 + 3) psychic damage on a failed save or half as much damage on a successful one.



Darakhul General

This proud and commanding darakhul meets every threat with a steely gaze and a blade crackling with necrotic power.

Imperial Authority. All darakhul and ghouls automatically acknowledge the commanding presence of a general but may not automatically obey depending on the relationship between them.

Hungry Dead Nature. Darakhul generals don't require air or sleep.

Darakhul General

Medium Undead, Lawful Evil

ARMOR CLASS 19 (half plate, shield)

HIT POINTS 212 (25d8 + 100)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	q18 (+4)	14(+2)	14 (+2)	18 (+4)

SKILLS Insight +7, Intimidation +9, Perception +7



DAMAGE RESISTANCES necrotic

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES charmed, exhaustion, poisoned

SENSES darkvision 60 ft., passive Perception 17

LANGUAGES Common, Undercommon

CHALLENGE 15 (13,000 XP) **PROFICIENCY BONUS** +5

Legendary Resistance (1/Day). If the darakhul fails a saving throw, they can choose to succeed instead.

Master of Disguise. A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses their Stench.

Necrotic Weapons. The darakhul's weapon attacks are magical. When the darakhul hits with any weapon, the weapon deals an extra 5d6 necrotic damage (included in the attack).

Stench. Any creature that starts its turn within 5 feet of the darakhul must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the darakhul's Stench for 24 hours.

Sunlight Sensitivity. While in sunlight, the darakhul has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turning Defiance. The darakhul and any ghouls within 60 feet of the darakhul have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The darakhul uses Targeting Directive and makes three weapon attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) necrotic damage. If the target is a humanoid, they must succeed on a DC 18 Constitution saving throw or contract darakhul fever.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature other than an undead, it must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a humanoid is paralyzed for more than 2 rounds, it contracts darakhul fever.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 17 (5d6) necrotic damage.

Tactical Strike (Recharge 5–6). The darakhul barks out an order. Up to five allied ghouls within 120 feet that can hear the darakhul can use their reactions to each make one weapon attack.

Targeting Directive. One of the darakhul's allies within 60 feet that can hear the directive deals an extra 10 (3d6) damage to creatures it hits with a weapon attack until the beginning of the darakhul's next turn.

LEGENDARY ACTIONS

The darakhul general can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The darakhul regains spent legendary actions at the start of their turn:

- ***Reposition.*** The darakhul can take a Dash action.
- ***Attack (Costs 2 action).*** The darakhul makes one weapon attack.
- ***Rejuvenation (Costs 3 actions).*** The darakhul drains life energy from one ghoul ally within 60 feet that they can see. The ghoul crumbles to dust and the darakhul regains hit points equal to the target's remaining hit points, plus 1 for each of the target's Hit Dice.

Gnomish Distiller

The maniacal-looking gnome before you has a large cask-shaped apparatus strapped to his back. He stares intently with jaundice-yellow eyes and a too-wide grin. Half of the gnome's once-glorious red mustache has clearly been burned away, probably by acid.

Gnomish distillers unlock the destructive secrets within alchemical reagents and brew them into highly volatile solutions.

Strange Science. Gnomish distillers are driven by the pursuit of knowledge and believe that all reagents, magical or otherwise, including shadowstuff, can be distilled to a more potent version of their natural state. The quest to unlock the secret nature hidden within all things has frequently led to catastrophic destruction in the name of natural philosophy.

Wyrd Alchemy for Sale. Wyrd gnomes embrace the darker side of invention, and gnomish distillers epitomize this trait. Distillers weaponize the knowledge gained from alchemical pursuits by creating deadly solutions, sprays, poisons, and explosives to sell to the highest bidder.

Eric Lindahl (Order #31842079)



Gnomish Distiller

Medium Humanoid (Wyrd Gnome), Any Chaotic Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 82 (15d8 + 15)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	17 (+3)	13 (+1)	14 (+2)

SAVING THROWS Con +6, Int +6

SKILLS Arcana +6, Medicine +4, Nature +6

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES Common, Gnomish, Sylvan, Umbral

CHALLENGE 5 (1,800 XP) **PROFICIENCY BONUS** +3

Prescience. When the gnome finishes a long rest, roll a d20 and record the number rolled. Before their next long rest, they can replace one attack roll, saving throw, or ability check made by them or a creature that they can see, using this prescience roll. They must choose to do so before the roll.

ACTIONS

Multiattack. The gnome uses Dispensing Apparatus and makes one weapon attack.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Acidic Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 11 (2d10) acid damage.

Dispensing Apparatus. A gnomish distiller carries a backpack-like apparatus designed to expel a variety of damaging mixtures. While wearing the apparatus, a distiller can create one of the following effects, the same effect cannot be used twice in a row:

- The apparatus expels a 20-foot-radius sphere of poisonous gas centered on a point the distiller chooses within 30 feet. The sphere spreads around corners, and its area is heavily obscured. The gas lingers in the air for 1 minute. A creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or spend its action that turn retching and reeling.
- The apparatus expels a shower of a caustic solution in a line 30 feet long and 5 feet wide in a direction of the distiller's choice. Each creature in that line must make a DC 15 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save or half as much damage on a successful one.
- The apparatus expels slick grease in a 10-foot square centered on a point the distiller chooses within 30 feet. When the grease appears, each creature standing in its area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Spellcasting. The gnome casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance*

1/day: *augury, identify*

BONUS ACTIONS

Alchemical Capsule. The gnome breaks one of two capsules, contained in artificial teeth, and immediately gains the benefits of the stored potion. Either choose which two potions the gnome has or assume they have a *potion of invisibility* and a *potion of growth*.

Keeper of Hounds

Standing just behind a pair of menacing black dogs is a shadowy figure with crossed arms. A silver whistle dangles from his smirking lips. The evil-looking yellow light shining in his eyes is mirrored by the growling hounds.

Keepers of hounds are humanoids blessed by the shadow fey with the ability to form magical bonds with the hunting hounds bred in the Shadow Realm.

Born to Lead. While extensive training is required to become a keeper of hounds, most keepers are born with an innate affinity for beasts. Fey children who demonstrate skill with beast handling are quickly apprenticed to keepers in hopes of developing their talents.

Valued Courtiers. Hunting is a beloved pastime of shadow fey nobles, so maintaining a keeper of hounds as part of a noble's household staff confers great prestige. Beasts bred in the Shadow Realm tend toward evil dispositions, making the keeper's controlling influence all the more valuable.



Keeper of Hounds

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 105 (14d8 + 42)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

SAVING THROWS Dex +6, Con +6, Cha +6

SKILLS Animal Handling +5, Perception +5, Stealth +6, Survival +5

SENSES darkvision 60 ft., passive Perception 15

LANGUAGES Common, Elvish, Umbral

CHALLENGE 5 (1, 800 XP) **PROFICIENCY BONUS** +3

Hound's Tooth. The keeper can comprehend and verbally communicate with dogs and other canids (beasts only).

Pack Master. Allied beasts within 60 feet of the keeper have advantage on saving throws to resist charm and fear effects.

Pack Tactics. The keeper has advantage on an attack roll against a creature if at least one of the keeper's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the keeper has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The keeper has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The keeper makes two weapon attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Command. The keeper casts the *command* spell, without expending a spell slot. Beasts have disadvantage on the saving throw.

BONUS ACTIONS

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the keeper disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

Eric Lindahl (Order #31842079)

Keeper of Ravens

Before your eyes, the tall, spiraling column of closely packed ravens transforms into a pale-skinned woman, wearing a feathered cloak.

Blessed by the shadow fey, keepers of ravens are humanoids who bond with the ravens native to the Shadow Realm. These gifted few learn how to see through the birds' eyes and even transform their bodies into feathered swarms.

Master Informants. Keepers of ravens are prized as spies and informants throughout the faerie courts. While most natives know to steer clear of a raven's watchful eye, visitors to the courts often have no idea their activities can be monitored this way.

Solitary Pursuit. While these keepers are in demand as spies, they are unpopular in most social circles. Forming the bond required to pursue their magic means keepers spend vastly more time socializing with beasts than with other fey, which isolates them from the politics of court.

Keeper of Ravens

Medium Humanoid (Any Race), Any Alignment

ARMOR CLASS 15 (leather)

HIT POINTS 105 (14d8 + 42)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

SAVING THROWS Dex +6, Con +5, Cha +5

SKILLS Animal Handling +4, Perception +4, Stealth +6, Survival +4

SENSES darkvision 60 ft., passive Perception 14

LANGUAGES Common, Elvish, Umbral

CHALLENGE 4 (1,100 XP) **PROFICIENCY BONUS** +2

Raven Tongue. The keeper can comprehend and verbally communicate with ravens and other corvids (beasts only).

Sunlight Sensitivity. While in sunlight, the keeper has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The keeper has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The keeper makes two Rapier attacks or two Hand Crossbow attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Change Shape (2/Day). The keeper can polymorph into a swarm of ravens or back into their true form. While in raven form, the keeper can't speak, their walking speed is 5 feet, and they have a flying speed of 50 feet. Their statistics, other than their size and speed, are unchanged. Anything they are wearing transforms with them, but nothing they are carrying does. They revert to their true form if they die.

Raven Sight. The keeper of ravens can see through the eyes of any raven they are aware of within 10 miles. The keeper sees what the raven sees and hears what it hears until the start of the keeper's next turn. During this time, the keeper's own ears and eyes are deaf and blind.

BONUS ACTIONS

Change Shape (Recharges after a Short or Long Rest). The keeper magically transforms into a **swarm of ravens** or back into their true form. Their statistics, other than size, are the same in each form. Any equipment they are wearing or carrying in Humanoid form melds into the swarm of ravens form. They can't activate, use, wield, or otherwise benefit from any of their equipment. They revert to their Humanoid form if they die.

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the keeper disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

Knight of Shadows

A grey-skinned figure in an impressive suit of reflective black plate armor towers over you. The cruelness of the spikes of his tower shield are matched only by his sneering smirk.

Humanoids who dwell in the Shadow Realm sometimes pursue the path of a shadow knight to better serve their liege lords. Blessed by the shadow fey, these glorified bruisers are dark reflections of the cavaliers who protect the mortal world.

Dark Arms. Knights of shadow carry shadow fey forged swords and shields imbued with potent magic. Merely touching the surface of these armaments is enough to drain warmth and vitality.

Sensory Training. Every knight of shadows is trained to fight in magically dark conditions, so they are equipped to deal with the many light-manipulating creatures who haunt the Shadow

Eric Pollard (Orbs - 5/8/2019)

Realm. They combine their talents for blind fighting with their magical control of darkness to get the drop on unsuspecting foes.

Knight of Shadows

Medium Humanoid (Any Race), Any Lawful Alignment

ARMOR CLASS 20 (plate, shield)

HIT POINTS 153 (18d8 + 72)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	14 (+2)	14 (+2)	16 (+3)

SAVING THROWS Con +8, Wis +6

SKILLS Intimidation +7, Perception +6, Persuasion +7, Stealth +6

DAMAGE RESISTANCES cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron



CONDITION IMMUNITIES charmed, frightened

SENSES blindsight 30 ft., darkvision 120 ft., passive Perception 16

LANGUAGES Common, Elvish, Umbral

CHALLENGE 12 (8,400 XP) **PROFICIENCY BONUS** +4

Sunlight Sensitivity. While in sunlight, the knight has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The knight has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The knight makes two Longsword attacks and one Shield Bash attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 10 (3d6) cold damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be stunned until the beginning of the knight's next turn.

BONUS ACTIONS

Shadow Commander. The knight casts *darkness*, requiring no material components. The knight must concentrate on this spell as normal.

REACTIONS

Shield Master. When the knight is attacked by a creature they can see within 5 feet, they gain a +5 bonus to their AC. If the attack misses, the knight may immediately make a Shield Bash attack against the target.

Lesser Lunar Devil

This winged fiend looks like something that has stepped out of a nightmare. Its elongated head is dominated by a mouth filled with razor-sharp teeth, and its spindly arms and legs end in long vicious talons. Where the moonlight catches it, its body appears almost transparent.

These nightmarish creatures are smaller, weaker versions of the lunar devil (see **Tome of Beasts**), lazy and boastful fiends that draw strength from the light of the moon. Lesser lunar devils are often found serving their more powerful brethren, sent as advance scouts to spy on a druid circle their master intends to subvert, or to identify the werewolf pack leader that must be removed before the lunar devil can seize control of the pack.

Eric Lindahl (Order #31842079)

Lesser Lunar Devil

Medium Fiend (Devil), Lawful Evil

ARMOR CLASS 14

HIT POINTS 52 (8d8 + 16)

SPEED 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

SKILLS Perception +4, Stealth +6

DAMAGE RESISTANCES cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

DAMAGE IMMUNITIES fire, poison

CONDITION IMMUNITIES poisoned

SENSES darkvision 120 ft., passive Perception 14

LANGUAGES Celestial, Draconic, Elvish, Infernal, Sylvan, Umbral; telepathy 120 ft.

CHALLENGE 4 (1,100 XP) **PROFICIENCY BONUS** +2

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Light Incorporeality. The devil is semi-incorporeal when standing in moonlight and is immune to all nonmagical attacks in such conditions. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source, with the exception of force damage. Holy water can affect the devil as it does incorporeal undead.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes one Bite attack, one Claw attack, and one Tail attack. Alternatively, it can use Hurl Moonlight twice.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Hurl Moonlight. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) cold damage, and the target must succeed on a DC 13 Constitution saving throw or become blinded until the end of the devil's next turn.

Invisibility. The devil magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the devil wears or carries is invisible with it.



BONUS ACTIONS

Light Step. The devil teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space (in moonlight) it can see.

Lunar Devils in Midgard

Unlike most devils, these fiends are uncommon in the Eleven Hells, rarely found outside of Sa-Mozan, the City of Silences, in the Third Hell of Qes-al-Marit, home of Alquam, Demon Lord of Night. Lesser lunar devils are much more widespread in the Shadow Realm. At any one time, a dozen or so of the creatures roost atop the Tower of the Moon where the Moonlit King once dwelt in exile, and hundreds of them flitter about his new skyborne palace, partially taking the role that shadow goblins perform in other courts. The Moonlit King dispatches the devils on bizarre missions across the plane and to Midgard, rewarding those that please him, by promoting them to full-fledged lunar devils, and demoting others to lesser status, seemingly on a whim.

Eric Tindall (Orbs - 5183079)

VARIANT

Summon Devil (1/Day). The devil can attempt a magical summoning. As an action, the devil has a 30 percent chance of summoning a lesser lunar devil.

(A **lunar devil**, see *Tome of Beasts*, with the Summon Devil action can choose to summon 1d6 lesser lunar devils instead of two chain devils or one lunar devil.)

Memory Thief

Someone in black leather crouches over the head of an unconscious creature. She is making an arcane gesture with one hand, and a strange purple smoke spirals from the unconscious creature into the thief's hand.

Blessed by shadow fey, hags, or other magical creatures, memory thieves are humanoids who are trained in the art of magically capturing the memories and knowledge of other creatures.

Headhunters. The art of stealing memories first originated in the Shadow Realm in response to the shadow fey's demand for distilled emotions and experiences. While many fey would claim they bargain fairly for the memories they enjoy, the black market for their wares continues to thrive.

Trade Network. While memory thieves have perfected the art of stealing memories, they rely on others to refine and store their acquisitions, to package and sell them. For this reason, memory thieves are almost always in the employ of a shadow fey, hag, enchanter, or other capable spellcaster with the proper tools to distill memories.

Memory Thief

Medium Humanoid (Any Race), Any Non-Good Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 71 (13d8 + 13)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	11 (+0)	18 (+4)

SAVING THROWS Dex +5, Cha +6

SKILLS Arcana+3, Stealth +5

DAMAGE IMMUNITIES psychic

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES Common, Elvish, Umbral

CHALLENGE 2 (450 XP) **PROFICIENCY BONUS** +2

Sunlight Sensitivity. While in sunlight, the memory thief has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The memory thief has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The memory thief makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Stolen Spell. The memory thief casts a spell it has stolen, using its Perfect Copy reaction, by making an Intelligence



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(Arcana) check with advantage (DC equal to 10 + the level of the spell). The memory thief retains the spell on a failed check. Their innate spellcasting ability score is Charisma (save DC 14, +6 to hit with spell attacks).

BONUS ACTIONS

Steal Memory. The memory thief attempts to steal a memory from one creature they can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw, or it temporarily loses one precious memory. The target has disadvantage on attack rolls, ability checks, or saving throws (memory thief's choice) until the end of its next turn. If the target is a spellcaster that fails the saving throw by 5 or more, it loses one random spell slot of 3rd level or lower until it finishes a long rest.

REACTIONS

Perfect Copy. Immediately after a creature casts a spell that targets the memory thief or includes them in its area of effect, the memory thief can force the creature to make a DC 15 saving throw with its spellcasting ability modifier. On a failed save, the memory thief negates the spell's effects and steals the knowledge of the spell. The memory thief knows the spell and can cast it using the Stolen Spell action. The memory thief forgets the spell after they cast it or after 8 hours have passed. They can only retain one spell at a time using this ability. The target can't cast a stolen spells until it finishes a long rest.

Molefolk

This small, black-furred humanoid has oversized clawed hands, clamped together in a nervous gesture. His tiny eyes stare at you from behind a pair of thick spectacles positioned on his long pink nose.

Very little is known about the secretive molefolk, and this reclusive race prefers it that way.

Subterranean Hermits. Molefolk are solitary creatures and fiercely defend their territories from intruders and other molefolk. These possessive individuals dig out intricate systems of tunnels to serve as their private strongholds. Every couple of years, a molefolk meets up with others of its species to mate, but otherwise, they are perfectly content to expand their underground homes in solitude.

Reluctant Guides. A molefolk's ability to quickly create underground tunnels fit for travel is unparalleled. This talent attracts interest from cunning or desperate travelers hoping to sneak into or out of dangerous regions. A molefolk can occasionally be convinced or coerced to offer their skills.



Molefolk

Small Humanoid (Molefolk), Neutral

ARMOR CLASS 13 (leather)

HIT POINTS 11 (2d6 + 4)

SPEED 20 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+1)

SKILLS Athletics +3, Stealth +4

SENSES tremorsense 30 ft., passive Perception 11

LANGUAGES Common, Umbral

CHALLENGE 1/4 (50 XP) **PROFICIENCY BONUS** +2

Burrow. Molefolk cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 5 feet in diameter.

Keen Smell. The molefolk has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Dirt Dive. The molefolk dives into the earth directly below them and can move up to their burrow speed. Moving in this manner does not provoke attacks of opportunity.

Moonshadow Catcher

A purple-skinned goblin with large green eyes effortlessly sticks to the wall, clutching a net woven from threads of pure shadow energy.

Moonshadow catchers are shadow goblins who have learned to magically bend the transitions between light and darkness.

Goblin Leaders. Moonshadow catchers are feared and respected by other shadow goblins and tend to hold leadership positions in goblin clans or settlements. Young shadow goblins are raised on tales of moonshadow catchers, stealing and devouring the shadows of children who disobey their elders.

Shadow Manipulation. Moonshadow catchers' powers rely entirely on manipulating their own shadow and the shadows attached to the creatures around them. By using their own shadows as an additional appendage, a catcher can cling to walls and other difficult surfaces, much like a spider.



Moonshadow Catcher

Small Humanoid (Goblinoid), Neutral Evil

ARMOR CLASS 13

HIT POINTS 81 (18d6 + 18)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	12 (+1)	10 (+0)

SKILLS Sleight of Hand +6, Stealth +6

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES Common, Elvish, Goblin, Umbral

CHALLENGE 2 (450 XP) **PROFICIENCY BONUS** +2

Shadow Camouflage. The moonshadow catcher has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Spider Climb. The moonshadow catcher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the moonshadow catcher has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The moonshadow catcher has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiattack. The moonshadow catcher makes two Shortsword attacks or two Hand Crossbow attacks. They can replace one of those attacks with either a Mooncatcher's Net attack or a Steal Shadow attack.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The target is no longer paralyzed if it takes damage or if another creature takes an action to shake it awake.

Mooncatcher's Net. *Ranged Weapon Attack:* +6 to hit, ranged 20/60 ft., one Medium or smaller creature. *Hit:* The target is restrained until it escapes the net. A creature can use its action to make a DC 16 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 14) frees the target.

Steal Shadow (Recharge 5–6). The moonshadow catcher targets a creature they can see within 60 feet, turning the

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target's own shadow against them. The target must make a DC 13 Strength saving throw. On a failed save, they are restrained until the end of the moonshadow catcher's next turn. On a successful save, they are grappled until the end of the moonshadow catcher's next turn.

BONUS ACTIONS

Nimble Escape. The moonshadow catcher takes the Disengage or Hide action.

Oma Rattenfanger, Keeper of the Plain

Oma Rattenfanger resembles a small, plump, motherly elf with a kind smile and cold, wicked eyes. She wears a well-made, clean but slightly worn dress with a large skirt and a matching bonnet-style cap.

Oma's slightly iridescent wings give away that she was once a pixie, though her time in the Shadow Realm has significantly changed her. The fey has a fondness for young lost souls who make their way to the Shadow Realm, and she eagerly takes them under her wing.

Tenebrous Plain. Oma Rattenfanger staked her claim in the Tenebrous Plain a great time ago. Since then, the plain has grown and shifted under her care, giving her orphans a home where they can thrive. With the addition of other creatures over the centuries, Oma's power in the Tenebrous Plain has only grown. Her home is a small, thatched hut that can appear wherever she wants on the plain.

OMA RATTENFANGER

Tiny Fey, Chaotic Neutral

ARMOR CLASS 17 (studded leather)

HIT POINTS 143 (26d4 + 78)

SPEED 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	17 (+3)	16 (+3)	15 (+2)	22 (+6)

SAVING THROWS Dex +9, Con +7, Wis +6

SKILLS Deception +10, Intimidation +10, Perception +6, Persuasion +10

CONDITION IMMUNITIES charmed, unconscious

SENSES truesight 60 ft., passive Perception 16

LANGUAGES Common, Elvish, Umbral

CHALLENGE 12 (8,400 XP) **PROFICIENCY BONUS** +4



Legendary Resistance (3/Day). If Oma fails a saving throw, she can choose to succeed instead.

Shadowy Weapons. Oma's weapon attacks are magical. When Oma hits with any weapon, the weapon deals an extra 2d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. Oma makes two Mentor's Cane attacks or one Mentor's Cane attack and one Scold attack.

Mentor's Cane. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 9 (2d8) necrotic damage.

Scold. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 14 (4d6) psychic damage.

Call Children (1/Day). Oma magically calls 2d4 **skeletons** or **zombies** or one **orphan of the black** (see *Tome of Beasts 2*). The called creatures arrive in 1d4 rounds, acting as allies of Oma and obeying her spoken commands. The creatures remain for 1 hour or until Oma dies or dismisses them as a bonus action.

Invisibility. Oma turns invisible until she attacks or uses Call Children or until her concentration ends (as if concentrating on a spell). Any equipment she wears or carries is invisible with her.

Spellcasting. Oma casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *charm person*, *command*, *create food and water*, *dancing lights*, *druidcraft*

3/day each: *bane*, *bless*, *confusion*, *detect thoughts*, *silence*, *zone of truth*

1/day each: *black tentacles*, *blight*, *plant growth*

BONUS ACTIONS

Keeper of the Children. Oma instructs one allied **skeleton**, **zombie**, or **orphan of the black** (see *Tome of Beasts 2*) within 30 feet of her to make one attack as a reaction against a creature Oma attacked this round.

LEGENDARY ACTIONS

Oma Rattenfanger can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Oma regains spent legendary actions at the start of her turn:

- ***Flight.*** Oma flies up to half her flying speed.
- ***Mentor's Cane.*** Oma makes one Mentor's Cane attack.
- ***Time to Play.*** Oma commands all **skeletons**, **zombies**, and **orphans of the black** (see *Tome of Beasts 2*) she controls within 60 feet of her to move up to half their speed. A creature that moves out of an enemy's reach because of this movement doesn't provoke an opportunity attack.
- ***Oma Knows Best (Costs 2 Actions).*** Oma targets one creature she can see within 30 feet of her. The target must succeed on a DC 18 Charisma saving throw or be charmed for 1 minute. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Oma Knows Best for the next 24 hours.

Radiant Lord

Poised in thoughtful contemplation is an androgenous, elfin figure holding an intricately wrought spyglass. White-gold curls fall to their shoulders, and their brow is encircled by motes of light that glow like stars. Their outfit is a crisp white suit but overlayed with a sash colored with the pink and orange ombré of a painted sky ready to greet the rising sun.

The honorably appointed Radiant Chancellor Ectius, ambassador to the stars, is a steadfast advisor to the Court of One Million Stars. The Radiant Chancellor has served the court since its inception, long before the ruling Prince Valendan ascended to rulership. While it is strange that such an ancient and capable fey would acquiesce to the dominion of another, anyone who meets Ectius immediately understands where their true ambition lies.

Pursuit of Knowledge. Ectius is obsessed with the beauty and radiant power given to stars. Over the thousands of years they have existed, Ectius has sacrificed material pleasures, social status, and personal identity to pursue ultimate cosmic knowledge. The chancellor's efforts have been rewarded, for they have learned hundreds of true names for the stars that hang in the heavens. With the acquisition of each name, Ectius grows in power, for to know a star's true name is to have dominion over them. For now, the Radiant Chancellor is content to serve and advise the members of the royal court.

Radiant Lord

Medium Fey, Neutral

ARMOR CLASS 18 (natural armor)

HIT POINTS 170 (20d8 + 80)

SPEED 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	18 (+4)	18 (+4)	18 (+4)	20 (+5)

SAVING THROWS Con +10, Wis +10, Cha +11

SKILLS Arcana +10, Perception +10

DAMAGE RESISTANCES cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

DAMAGE IMMUNITIES fire, radiant

CONDITION IMMUNITIES charmed, frightened, poisoned

SENSES blindsight 30 ft., darkvision 120 ft., passive Perception 20

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LANGUAGES Celestial, Common, Elvish, Sylvan, Umbral; telepathy 100 ft.

CHALLENGE 18 (20,000 XP) **PROFICIENCY BONUS** +6

Cloak of Dawn. When a creature that can see the radiant lord starts its turn within 60 feet of them, the radiant lord can force it to make a DC 19 Constitution saving throw if the radiant lord isn't incapacitated and can see the creature. If the saving throw fails, the creature is stunned until the beginning of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the radiant lord until the start of its next turn, when it can avert its eyes again. If the creature looks at the radiant lord in the meantime, it must immediately make the save.

Legendary Resistance (3/Day). If the radiant lord fails a saving throw, they can choose to succeed instead.

Lord of Light. Whenever the radiant lord deals damage, they can choose to change the damage type to radiant. Additionally, creatures that would normally be immune to radiant damage are only resistant to radiant damage dealt by the radiant lord.

Magic Resistance. The radiant lord has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The radiant lord makes two Starmetal Saber attacks or one Starmetal Saber attack and one Spellcasting attack.

Starmetal Saber. *Melee Weapon Attack:* +11 to hit, range 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage plus 10 (3d6) radiant damage. This is a magical weapon that counts as cold iron for the purpose of overcoming damage resistance.

Comet Shot. *Ranged Spell Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 27 (5d10) radiant damage, and the target begins to glow with starlight. The radiant lord has advantage on the next attack roll made against a glowing target.

Dazzling Presence. Each creature of the radiant lord's choice that is within 120 feet of the radiant lord and aware of them must succeed on a DC 19 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the radiant lord's Dazzling Presence for the next 24 hours.

Meteor Shower (Recharge 5–6). Falling stars hit the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point the radiant lord can see within 300 feet. Each creature in the cylinder must make a Dexterity saving throw, taking 28 (8d6) bludgeoning damage and 35 (10d6) radiant damage on a failed save or half as much damage on a successful one.



Spellcasting. The radiant lord casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *daylight*, *faerie fire*, *thaumaturgy*

3/day each: *enthrall*, *fireball*, *sunbeam*

1/day each: *sunburst*

LEGENDARY ACTIONS

Ectius can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ectius regains spent legendary actions at the start of their turn:

- ***Saber.*** Ectius makes a Starmetal Saber attack.
- ***Burn Away (2 actions).*** Ectius ends one spell, magical effect, or condition currently affecting them.
- ***Name the Stars (3 actions).*** Ectius invokes the true name of a star and summons a portion of its power. The star appears in an unoccupied space

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Ectius can see. The star is a 20-foot-radius sphere. When the star appears, each creature (other than Ectius) within its area must make a DC 19 Constitution saving throw, taking 33 (6d10) radiant damage on a failed save or half as much damage on a successful one. A creature trying to move while within the star must make a successful DC 19 Strength (Athletics) check to escape its gravitational pull. If it fails the check, it can't move. The star disappears on the next initiative count of 20.

Radiant Lord's Lair

Ectius dwells in a magnificent observatory built among the spires of the Starry Court. It is here that the radiant lord conducts never-ending research to discover the true name of each star in the heavens. The observatory is a beautiful structure forged from glass and gold, infused with Ectius's power.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ectius takes a lair action to cause one of the following effects. Ectius can't use the same effect 2 rounds in a row:

- Searing starlight rains down from the ceiling within the lair. Each creature of Ectius's choice within the lair takes radiant damage equal to its own Constitution score.
- The entirety of the lair is illuminated in sunlight. It reverts to normal light at the beginning of next initiative count 20.
- The ambient temperature of the lair rises drastically. All creatures in the lair who aren't immune to fire damage must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

River Giant

A tall, slender giant wades knee-deep through the river, holding a glowing fishing net in his hand.

Shorter and slimmer than most other giants, river giants are found living along riverbanks throughout the Shadow Realm and in the mortal world where waterways cross or run alongside the shadow roads.

River Travelers. Capable boat pilots, these introspective giants sometimes transport travelers up and down the rivers of the Shadow Realm in their wooden skiffs, but they are most often found wading through the water with their glistening *mooncatcher's nets* (see **Chapter 10**). The giants use the nets to pull bits of souls and memories from the river. These



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Styx Giants

River giants who wade in the rivers of the Shadow Realm for too long become transformed by the dark waters. These shadow-touched giants are known as Styx giants. A Styx giant is CR 8 and uses the river giant statistics with the following changes:

- The giant has 182 hp
- They have a Wisdom score of 18 (Wis saving throw +7; Perception +7, Survival +7; passive Perception 17)
- The giant can use Netted Strike trait twice on their turn

These giants have the following additional traits:

Confusing Memories. A creature trapped in the giant's Mooncatcher's Net makes a DC 15 Wisdom saving throw at the start of its turn. On a failed save, the creature is bamboozled as the memory fragments in the net mingle with its own memories. Roll a d6 and consult the table below to determine what it does during its current turn:

Confusing Memories	
1–2	The creature does nothing.
3–4	The creature casts a random spell if it is capable of doing so, targeting a random creature it can see. It does nothing if it cannot cast spells.
5–6	The creature makes a melee or ranged attack against a random creature it can see.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *chill touch* (as a 5th-level spell), *darkness*

1/Day: *control water, hypnotic pattern, modify memory*

BONUS ACTIONS

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the giant disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

REACTIONS

Shadow Cloak (3/Day). When the giant is targeted by an attack, it can cloak itself in shadows. Attacks against the giant are made at disadvantage, and it has resistance to radiant damage until the start of its next turn.

fragments are bottled and traded to wizards and alchemists who use them to make memory philters (see **Chapter 10**) and other potions.

River Giant

Large Giant, Neutral

ARMOR CLASS 14 (hide armor)

HIT POINTS 123 (13d10 + 52)

SPEED 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

SAVING THROWS Dex +5, Con +7 Wis +5

SKILLS Athletics +8, Perception +5, Survival +5

DAMAGE RESISTANCES cold

SENSES darkvision 60 ft., passive Perception 15

LANGUAGES Common, Giant, Umbral

CHALLENGE 6 (2,300 XP) **PROFICIENCY BONUS** +3

Hold Breath. The giant can hold their breath for 10 minutes.

Magic Resistance. The giant has advantage on saving throws against spells and other magical effects.

Mindful Wader. The giant is immune to the effects of dark water (see **Chapter 5** for more on dark water).

Netted Strike. Once per turn, the giant can deal an extra 10 (3d6) damage to a restrained creature the giant hits with a weapon attack.

ACTIONS

Multiattack. The giant makes a Mooncatcher's Net attack and then two Staff attacks.

Staff. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Mooncatcher's Net. *Ranged Weapon Attack:* +9 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. *Hit:* The target is restrained until it escapes the net. A creature can use its action to make a DC 16 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 14) frees the target.

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River Spirit

A charming grey cobblestone bridge arches over a stream of black brackish water. Crawling up and over the sides of the bridge, tendrils of thick black water coalesce into a helmed warrior bearing a sword—which it points toward you, as if daring you to use the bridge.

River spirits are fey guardians that defend bridges and other crossing points over bodies of water.

Stubborn Guardians. River spirits are called into existence by the magic between water and shore, and they often appear quite suddenly, claiming a crossing point without any warning. Some river spirits allow travelers to pass over their bridges freely, but possessive or ornery spirits might bring all crossing to a complete standstill with challenges or demands. Since river spirits cannot truly die once they have bound themselves to a bridge, getting them to leave inevitably requires negotiation or powerful banishing magic.

Unwavering Loyalty. While river spirits are difficult to reason with, particularly patient or persuasive creatures can forge a friendly bond with them. River spirits may adjust their demands or even agree to guard different crossing points at the request of such a friend. Those who forge such a relationship gain their unwavering loyalty, and such a stout guardian may defend a location often long after the instigating creature has died. Fey bard often name and know of particular river spirits.



River Spirit

Medium Fey, Lawful Neutral

ARMOR CLASS 16 (natural armor)

HIT POINTS 65 (10d8 + 20)

SPEED 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	15 (+2)

SKILLS Intimidation +6, Perception +6, Stealth +6

DAMAGE RESISTANCES cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

CONDITION IMMUNITIES grappled, restrained

SENSES darkvision 60 ft., passive Perception 16

LANGUAGES Common, Sylvan, Umbral

CHALLENGE 4 (1,100 XP) **PROFICIENCY BONUS** +2

Bridge Defender. When the river spirit hits a creature with an opportunity attack, the target's speed becomes 0 until the beginning of the target's next turn. In addition, a river spirit can make an opportunity attack against a creature even if they take the Disengage action before leaving their reach.

Duty Bound. The river spirit cannot willingly travel more than 300 feet away from the bridge or other location to which they are bound. If the river spirit if forcibly taken beyond this range, they burst into a spray of mist and instantly reappear, standing atop their bridge. If a river spirit is slain, they disappear for 24 hours and then reappear atop their bridge with full hit points.

Stepping-stones. Wherever the river spirit steps, a solid stepping-stone made of water appears. A river spirit can move in this manner in any direction as if they were flying. The stepping-stones created by the river spirit cannot support the weight of any other creatures, just the river spirit.

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ACTIONS

Multiattack. The river spirit makes two Longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Liquid Lash. *Ranged Spell Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 9 (1d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Dexterity saving throw or be pulled 25 feet closer to the river spirit.

Rose Golem

The creature stepping forward from the glazed clay pot is formed from thorny green vines twisted together in the shape of a humanoid torso. In its face, where eyes would be, are a set of perfect, lush roses.

Rose golems were first crafted by the fey to watch over the verdant gardens that adorn their palaces.

Gentle Watchers. Rose golems serve as ornamental caretakers of the gardens they protect, but they are also particularly suited to deal humanely with intruders. These golems do not kill unwelcome visitors but rather lull them into enchanted sleep before delivering them to their masters. Such delicate enchantments allow for the removal of nosy mortals and other garden pests.

Prized Creations. The creation of a rose golem is as much a matter of artistry as it is of magic. Fey, gnomes, and elves with a talent for floral arrangement spend a great deal of time weaving, arranging, and pruning these constructs to beautify them. This level of effort leads to a wide variety of rose golems, who sport different floral varietals, patterns, and colors. It is not uncommon for fey nobility to parade their rose golems around during summer garden parties.

Rose Golem

Large Construct, Unaligned

ARMOR CLASS 15 (natural armor)

HIT POINTS 136 (16d10 + 48)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (−1)	16 (+3)	5 (−3)	10 (+0)	7 (−2)

SKILLS Stealth +2

DAMAGE RESISTANCES bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine

DAMAGE IMMUNITIES poison, psychic

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 10

LANGUAGES understands the language of its creator, but can't speak

CHALLENGE 6 (2,300 XP) **PROFICIENCY BONUS** +3

False Appearance. While the golem remains motionless, it is indistinguishable from a hedge of rose bushes.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If this attack reduces a creature to 0 hit points, it is cursed with thorn's kiss curse (see below).

Soporific Scent. The golem releases an enchanting scent. Each creature that breathes within 60 feet of the golem must succeed on a DC 11 Constitution saving throw or immediately fall unconscious and into a magical slumber.

This slumber lasts for 1 hour or until the sleeper takes damage. The rose golem must take a bonus action on its subsequent turn to continue emitting the scent. It can stop creating the smell at any time. The scent can no longer affect creatures if the golem is incapacitated.

Each round the golem continues to emit the soporific scent makes the effect harder to resist. At the beginning of every round that the golem maintains the scent, the DC to resist its effects increases by 1 (DC 11 on the first round, DC 12 on the second round, DC 13 on the third round, and so on).

Thorn's Kiss

Creatures affected by this curse are rendered unconscious as they fall into a deep, magical sleep. If the creature is at 0 hit points when it contracts this curse, it becomes stable and regains hit points as it normally would if it remains asleep for the duration of a long rest. A sleeping creature eventually suffers the effects of starvation as it normally would.

A creature remains cursed until the curse is broken by a *remove curse* or *wish* spell. Creatures that cannot be put to sleep by magical means are immune to this curse.

Sable Elf

The elfin figure before you has plaited black hair and silver skin. She looks world-weary as she leans heavily on a staff of white wood topped with a mote of silver light. Everything about her feels faded and grey, as if washed out by the gloom of the world.

Sable elves have an innate affinity for arcane magic. Long ago, they were exiled from the dwindling elven empire, and now the survivors of this dying race wander the dark places of the world, searching for purpose.

Blood Affinity. Every sable elf is born with an affinity for magic. As a sable elf matures, it becomes clear which school of magic they are particularly suited to, and they gain the innate ability to cast spells from the associated school of magic.

Fallen to Shadow. The few sable elves that remain possess the last vestiges of powerful elven magic that helped shape the early phases of the world, and they guard their secrets in isolation. Their powerful capabilities allow these ancient elves to survive in almost any climate, and the dark forests of the Shadow Realm house a handful of these wanderers.

Sable Elf

Medium Humanoid (Sable Elf), Any Alignment

ARMOR CLASS 13 (leather)

HIT POINTS 13 (3d8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	11 (+0)	12 (+1)

SKILLS Arcana +4, Perception +2, Stealth +4

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES Common, Elvish, Sylvan, Umbral

CHALLENGE 1/4 (50 XP) **PROFICIENCY BONUS** +2

Fey Ancestry. The sable elf has advantage on saving throws against being charmed, and magic can't put the sable elf to sleep.



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ACTIONS

Multiattack. The sable elf makes two Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage.

Spellcasting. The sable elf casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *acid splash*

1/day each: *fog cloud*, *sleet storm*

Sable Elf Hierophant

A bald, silver-skinned elfin woman dressed in decorative robes made of layers of black, grey, and white gauze strikes an imposing figure before you. The top portion of her face is covered by a midnight-blue and silver mask that extends upward into an elaborate, feathered headdress. As her hands twist in an arcane gesture, you note the eyes tattooed upon her palms.

Sable elves who are discontent to wander in disgrace often seek to join the cult of Hecate, the goddess who presides over witchcraft.

Arcane Advisors. Hecate only grants the powers of hierophant to the most cunning, powerful, and charismatic of her worshippers. This combination of requirements makes a hierophant an attractive advisor and religious guide to magically inclined societies. Sable elf hierophants are often seen among the royal courts of the shadow fey or in other elite social circles.

Witch Queen. Hecate is regarded as one of the oldest of the gods, and her worship dates back before the elves settled the mortal world. While her popularity has waxed and waned over the epochs, small covens of practitioners who praise her name have consistently existed across all geographic regions and cultures.

Sable Elf Hierophant

Medium Humanoid (Sable Elf), Any Alignment

ARMOR CLASS 11 (14 with *mage armor*)

HIT POINTS 90 (20d8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	18 (+4)	11 (+0)	12 (+1)



SAVING THROWS Int +6, Wis +2

SKILLS Arcana +6, Perception +2, Stealth +3

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES Common, Elvish, Sylvan, Umbral

CHALLENGE 9 (5,000 XP) **PROFICIENCY BONUS** +4

Fey Ancestry. The sable elf has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The sable elf makes three Spellburn attacks.

Spellburn. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (5d10) force damage.

Spellcasting. The sable elf casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At will: *dancing lights*, *light*, *mage hand*, *prestidigitation*

2/day each: *dispel magic*, *lightning bolt*, *mage armor*, *web*

1/day each: *banishment*, *black tentacles*, *fire shield*, *hypnotic pattern*, *teleportation circle*

Voice of Hecate (1/Day). Hecate speaks profane words of power through the hierophant. All creatures within 300 feet of the sable elf must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Witch Eye. The sable elf can cast *detect magic* without expending a spell slot.

Shadow Fey Bandit

A grey-skinned elfin man steps from behind a black tree. He has a dagger held in his teeth and is casually juggling two more daggers. The figure's rough-looking traveling gear and leathers have clearly seen better days.

Shadow fey who live outside the courts find their skills are suited to waylaying travelers on the shadow roads.

Criminal Outcasts. Shadow fey who dwell at court obsessively pursue both leisure and politics, so they find the idea of professional crime boorish at best. Shadow fey finding themselves relying on banditry are often forced to make difficult decisions due to banishment or desperation.

Strength In Numbers. The Shadow Realm is a dangerous place to wander alone, so shadow fey bandits often keep company with a wide array of creatures. It is not uncommon to find shadow fey bandits working with darakhul, monstrous fey, or in the service of hags.

Shadow Fey Bandit

Medium Humanoid (Elf), Lawful Evil

ARMOR CLASS 15 (studded leather)

HIT POINTS 44 (8d8 + 8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

SKILLS Perception +4, Stealth +5

SENSES darkvision 60 ft., passive Perception 14

LANGUAGES Common, Elvish, Umbral

CHALLENGE 1 (200 XP) **PROFICIENCY BONUS** +2

Fey Ancestry. The shadow fey has advantage on saving throws against being charmed, and magic can't put them to sleep.

Sunlight Sensitivity. While in sunlight, the shadow fey has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Traveler in Darkness. The shadow fey has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

Shadow Fey Bandit Tactics and Nicknames

While shadow fey bandits are ruthless, they are often quite polite and dashing—the better to get their victims to comply with a robbery. They pretend to have confederates in the trees or claim their weapons are dosed with poison. Sometimes this is true, but more often, it is meant to provide a way for a victim to save face later.

Shadow fey bandit nicknames tend toward the lurid and lordly: "The Duke of Daggers," "The Laughing Princess," and "Quickpenny Jack" are fairly well-known figures. Occasionally, a new bandit will take up the name of an older bandit who has retired.

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ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shadow Cloak (Recharges after a Short or Long Rest). While in dim light or darkness, the shadow fey can magically turn invisible until they attack, they cast a spell, or their concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the shadow fey wears or carries is invisible with them.

BONUS ACTIONS

Shadow Traveler (3/Day). While in shadows, dim light, or darkness, the shadow fey disappears into the darkness and reappears in an unoccupied space it can see within 30 feet. A tendril of inky smoke appears at the origin and destination when it uses this trait.

Shadow Goblin Chieftain

A large, purple-skinned goblin lumbers toward you. He is easily twice the width, height, and weight of any typical goblin, and he clutches a heavy, bejeweled axe in his ham-sized fists.

Shadow goblin chieftains rule goblin groups with a hearty mix of intimidation and natural charisma.

Court Players. Shadow goblins thrive in the courts of the shadow fey and in their own courts and have built a complicated social network that mirrors fey politics. Shadow goblin chieftains are drawn from the ranks of the largest, eldest, and most cunning goblins.

Shadow Hierarchy. In shadow goblin clans or families, shadow goblin chieftains are second in power only to the moonshadow catchers, who wield strange and potent magic. Frequently a chieftain and a moonshadow catcher will work together to claim leadership of wealth or resources. This common arrangement is called a moon-chief clan. Others are either chieftain clans or moon-led clans.

Shadow Goblin Chieftain

Small Humanoid (Goblinoid), Neutral Evil

ARMOR CLASS 14 (chain shirt)

HIT POINTS 52 (8d6 + 24)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

SKILLS Deception +4, Insight +3, Intimidation +4, Sleight of Hand +3, Stealth +3

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES Common, Elvish, Goblin, Umbral

CHALLENGE 2 (450 XP) **PROFICIENCY BONUS** +2

Shadow Camouflage. The shadow goblin has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Sunlight Sensitivity. While in sunlight, the shadow goblin has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The shadow goblin has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Multiattack. The shadow goblin can make two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.



Carving Knife. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Stink Eye. The shadow goblin targets one creature they can see within 30 feet. If the target can hear and see the shadow goblin, it must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the shadow goblin's next turn.

REACTIONS

Minion Shield. When the shadow goblin is the target of an attack by a creature they can see, the shadow goblin can choose an ally within 5 feet of them. The two swap places, and the ally becomes the target of the attack instead.

Shadow Goblin Scribe

The boney, purple-skinned goblin with bright-yellow eyes pushes a pair of gold spectacles farther up on her long nose. She wears a flowy grey shirt stained with black blotches of ink. And she looks annoyed by the sudden interruption.

Shadow goblin scribes are the notaries and executors of deals brokered between shadow fey and mortals.

Contracts, Oaths & Consequences. Shadow fey nobility possess notoriously short attention spans and have come to rely on shadow goblin scribes to record and enforce the day-to-day drudgeries associated with complex contracts. After a fey accepts a bargain, they call upon the scribe to work out the exact terms, catalog them, and occasionally deal with those desperate enough to attempt to break a contract (see **shadow goblin chieftain** above for the consequences of goblins breaking some such contracts and oaths).



Limited Spellcasting. Shadow fey are careful not to teach their goblin servitors too much magic, but scribes learn a small selection of practical spells that allow them to deal with testy mortals. Scribes are often the messengers of bad news, and their magic allows them to subdue aggressive individuals long enough to accomplish their business.

Goblin Clan Politics

Shadow goblin clans are very tight-knit and loyal to their members. Even an evil shadow goblin chieftain will hesitate to betray or slight their direct kinfolk and families. Instead, their rage, trickery, and betrayals are directed at everyone not a member of the clan. The only exception is when a shadow goblin has sworn to accomplish some task (or just as often, not to undertake some foolish venture) and then breaks their word. "Broken words, broken fingers" refers to the chieftain's custom of smashing the hands or toes of those who cross the clan's interests.

Shadow Goblin Scribe

Small Humanoid (Goblinoid), Any Non-Chaotic Alignment

ARMOR CLASS 14 (leather)

HIT POINTS 21 (6d6)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	16 (+3)	11 (+0)	17 (+3)	12 (+1)	12 (+1)

SKILLS Arcana +5, History +5, Stealth +5

SENSES darkvision 60 ft., passive Perception 11

Eric Lindahl (Order #3184207)

LANGUAGES Common, Elvish, Goblin, Umbral

CHALLENGE 1 (200 XP) **PROFICIENCY BONUS** +2

Shadow Camouflage. The shadow goblin has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Sunlight Sensitivity. While in sunlight, the shadow goblin has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The shadow goblin has advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Quill. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Notarize (1/Day). The shadow goblin chooses one creature they can see within 60 feet and mystically marks it for 24 hours. While a creature is marked in this way, it rolls with disadvantage against any saving throws made to resist the shadow goblin's spells.

Spellcasting. The shadow goblin casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *acid splash*, *mage hand*

2/day each: *command*, *hold person*, *illusory script*

1/day: *suggestion*

Stink Eye. The shadow goblin targets one creature they can see within 30 feet. If the target can hear and see the scribe, it must succeed on a DC 11 Charisma saving throw or have disadvantage on the next ability check, attack roll, or saving throw it makes before the start of the scribe's next turn

BONUS ACTIONS

Nimble Escape. The shadow goblin takes the Disengage or Hide action.

REACTIONS

Vengeful Jinx. When the shadow goblin is hit by an attack from a creature they can see, they can curse the attacker. The target has disadvantage on attack rolls until the end of its next turn.

Shadowspider Swarm

This mass of fist-sized black spiders flows like a creeping mist. While they move like a shadow across the ground, they do not cast one themselves.

Born of Darkness. Shadowspiders are not alive in the traditional sense. A shadowspider swarm is a creeping mass of spiders formed out of the primordial darkness of the Shadow Realm itself. They are born in the oldest and darkest regions of the Shadow Realm, often in areas where the planar barriers have grown thin. Unable to survive outside of its swarm, a shadowspider separated from its swarm evaporates in a greasy swirl of black smoke.

Affinity with Undeath. While shadowspider swarms form in places where two planes are close, they are particularly common in regions where the Shadow Realm is coterminous with the Plane of Undeath. Because of this, shadowspider swarms are often found alongside the undead that sometimes spill forth in these regions.



Insatiable Hunger for Warmth. Shadowspider swarms are always hungry, especially for the warmth of mortals. When a shadowspider swarm senses the warmth of a living creature, it immediately moves to consume the creature.

SHADOWSPIDER SWARM

Large Swarm of Tiny Monstrosities, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	8 (−1)	10 (+0)	5 (−3)

DAMAGE RESISTANCES bludgeoning, piercing, slashing

DAMAGE IMMUNITIES cold, necrotic

CONDITION IMMUNITIES charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

SENSES darkvision 120 ft., passive Perception 10

LANGUAGES —

CHALLENGE 5 (1,800 XP) **PROFICIENCY BONUS** +3

Darkwalkers. While in darkness, the shadowspider swarm is invisible.

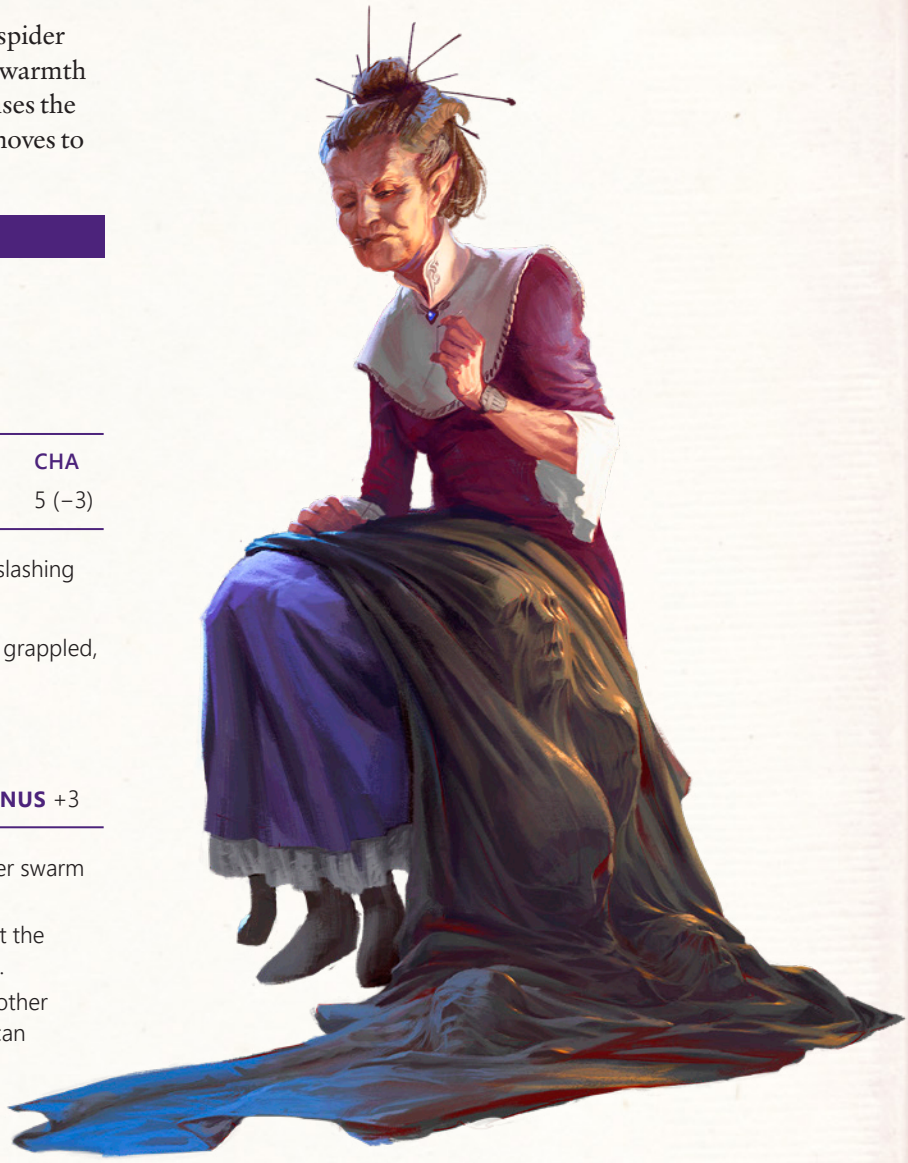
Sense Life. The shadowspider swarm can pinpoint the location of a warm, living creature within 30 feet.

Swarm. The shadowspider swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny shadowspider. The swarm can't regain hit points or gain temporary hit points.

Wasting Wave. A creature that enters the swarm's space for the first time on a turn or ends its turn in the swarm's space must succeed on a DC 14 Constitution saving throw or gain one level of shadow corruption (see *Midgard Worldbook*).

ACTIONS

Shadow Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage and 9 (2d8) cold damage on a failed save or half as much damage on a successful one.



Umbral Tailor

An elderly woman with wispy strands of grey hair is in the process of pulling up a black needle from a stitch made on the cloth that sits on the table before her. The black cloth shifts strangely as if something moves just beneath it.

Blessed by the fey of the Shadow Realm, umbral tailors are master crafters who repair far more than mundane clothing.

Niche Profession. Umbral tailors can only be found in the Shadow Realm, where their gifts for healing and repairing damage caused by corruption are most needed. For whatever reason, umbral tailors' soul stitching magic only works in the Shadow Realm.

Eric Lindahl (Order #31842079)

Soul Stitching. Umbral tailors can see the souls of living creatures (if they possess one), and this ability allows them to identify psychic and physical ailments affecting their clients. Much like a mundane tailor, umbral tailors can stitch together torn souls, use shadow ephemera to patch damaged areas, and occasionally enhance a healthy soul.

Healing Hearts. Bards and others sometimes tell tales of the "Umbral Tailor of Corremel," who is said to have been able to stitch together a broken heart, to mend the grief of a widow or widower, or to patch together the shredded soul of parents whose child has died. Few umbral tailors claim any such extraordinary level of skill, but the stories persist, and some tailors take advantage of those who seek hope and healing.

Umbral Tailor

Medium Humanoid (Any Race), Any Neutral Alignment

ARMOR CLASS 15 (studded leather)

HIT POINTS 44 (8d8 + 8)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	16 (+3)	15 (+2)

SAVING THROWS Wis +5, Cha +4

SKILLS Arcana +3, Insight +5, Sleight of Hand +5

SENSES darkvision 60 ft., passive Perception 13

LANGUAGES Common, Umbral

CHALLENGE 1 (200 XP) **PROFICIENCY BONUS** +2

Shadow Patch. The umbral tailor can conduct a ritual to undo the effects of shadow corruption. This ritual takes 1 hour to complete, uses 200 gp worth of components, and must be performed on a willing subject.

Sunlight Sensitivity. While in sunlight, the umbral tailor has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Unseelie Blessing. The umbral tailor has advantage on saving throws against being charmed, and magic can't put them to sleep.

Actions

Bone Needle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Soul Read. The umbral tailor can focus their mind on any one creature they can see within 30 feet. The umbral tailor learns the creature's current emotional state and whether the creature is diseased, corrupted, cursed, or under the effects of a spell. If the creature does not have a soul, it is unaffected.

Spellcasting. The umbral tailor casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance*, *mending*, *spare the dying*

3/day each: *lesser restoration*, *remove curse*

1/day each: *greater restoration* (casting time requires target to take a long rest)

Wandering Pond

A beautifully manicured garden pond sits before you, complete with a white marble bench. The surface of its crystal-blue water ripples gently, which seems odd, because there is no wind.

Wandering ponds are a curious variety of ooze that possess a modicum of fey magic.

Fairy Made. Wandering ponds are suspected of having originated in the fey realms where schemes to trap and humiliate wanderers are widespread pastimes. Certainly, the pond's unique ability to weave a glamour over itself indicates these creatures are no ordinary ooze.

Mysterious Motives. Wandering ponds always operate in the same way. A pond disguises itself to attract prey and then pulls them in. Once unconscious, the victim is teleported to a random body of water within the area. It is unclear what benefit the pond receives from such a scheme, but it is regarded as further evidence of fey involvement.

Sacred Needle of Charun's Tailor

Priests of the river god Charun say that they took a particularly skilled umbral tailor across the Styx into the afterlife—and were paid their fare with a single bone-white needle imbued with healing power. This needle has become an object of veneration in Charun's shrine at the Court of the Golden Oak.

Eric Pollard (Orbs - 5/8/2019)

Wandering Pond

Large Ooze, Chaotic Neutral

ARMOR CLASS 7

HIT POINTS 85 (10d10 + 30)

SPEED 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (−3)	16 (+3)	1 (−5)	6 (−2)	1 (−5)

DAMAGE IMMUNITIES acid, cold, lightning, slashing

CONDITION IMMUNITIES blinded, charmed, deafened, exhaustion, frightened, prone

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 8

LANGUAGES —

CHALLENGE 5 (1,800 XP) **PROFICIENCY BONUS** +3

Dowsing Sense. The wandering pond instinctively knows the direction, size, and location of all bodies of water containing at least 30 gallons of liquid within 1 mile of its location.

Faerie Glamour. While the wandering pond remains motionless, it is covered in an illusory glamour that makes it appear like a charming pond. The pond seems completely real, including sounds and smells appropriate to the depicted pond. Physical interaction with the pond reveals its nature, and the creatures who can see through illusion perceive the ooze for what it really is.

ACTIONS

Multiattack. The wandering pond makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage, and the target is grappled (escape DC 13).

Vortex. The wandering pond engulfs a Medium or smaller creature it is grappling. An engulfed creature is blinded and restrained, it has total cover against attacks and other effects outside the pond, and it takes 10 (3d6) acid damage at the start of each of the wandering pond's turns. A creature reduced to 0 hit points in this way becomes stable and is instantly teleported to a random body of water within 1 mile of the wandering pond.

The wandering pond can only have one creature swallowed at a time. While the pond isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the wandering pond dies, it likewise regurgitates a swallowed creature.



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10

Magic Items and Trickery

The Shadow Realm is known as a place where magic items, magic tricks, and the peculiar memory philters and illusion seeds are common. Other magical items found in the Shadow Realm are focused on navigating or surviving the dangers of the plane or are derived from the traditions of its goblin, fey, bearfolk, and human inhabitants.

Random Tables for Magic Items

Items marked with an asterisk (*) are from the core rules and are included here because they are found often in the Shadow Realm.

TABLE 10–1: APPAREL

d20	Item
1	*Bearskin cloak*
2	*Boots of dancing*
3	*Boots of elvenkind**
5	*Boots of shadow walking*
4	*Boots of striding and springing**
6	*Cloak of elvenkind**
7	*Cloak of splendor*
8	*Cloak of the bat**
9	*Cloak of the raven*
10	*Earrings of eclipse*
11	*Emerald goblet*
12	*Gloves of the walking shade*
13	*Glowstone helmet*
14	*Sealskin cloak*
15	*Styx boots*
16	*Trickster's boots*
17	*Whispering cloak*
18	*Winged boots**
19	*Wolfskin cloak*
20	GM's choice from the list

Eric Tinkhill [Orbs - 5183079]



TABLE 10–2: ARMOR

d20	Item
1	*Armor of the Black River*
2	*Armor of the white rose*
3	*Ebony beetle armor*
4	*Elven chain**
5	*Ghost armor*
6	*Glamoured studded leather**
7	*Midnight armor*
8	*Mithral armor**
9	*Moonbeam chain mail*
10	*Moonstone banded armor*
11	*Rattling armor*
12	*Road warden shield*
13	*Serpent hide*
14	*Shield of blinding*
15	*Shield of crows*
16	*Shield of dawn's herald*
17	*Shield of otters*
18	*Shield of swans*
19	*Umbral armor*
20	GM's choice from the list

TABLE 10–3: ILLUSION SEEDS

d20	Item
1	*Ale seed*
2	*Bonfire seed*
3	*Bridge seed*
4	*Dragon seed*
5	*Forest seed*
6	*Knightly seed*
7	*Messenger owl seed*
8	*Orchard seed*
9	*Rain and thunder seed*
10	*Road seed*
11	*Stallion seed*
12	*Tavern seed*
13–20	GM's choice from this list

TABLE 10–4: MEMORY PHILTERS

d10	Item
1	*Boundless joy*
2	*Deep despair*
3	*Enchanted fortune*
4	*Innocence*
5	*Loving kindness*
6	*Lust*
7	*Mercy*
8	*Righteous anger*
9	*Waking dreams*
10	GM's choice from this list

TABLE 10–5: POTIONS, SCROLLS, AND WONDROUS ITEMS

d20	Item
1	Apparel (see **Table 10–1**)
2	*Bag of beans**
3	*Book of Ebon Tides*
4	*Collapsible mountain*
5	*Crown of infinite midnight*
6	*Deck of illusions**
7	*Figurine of wondrous power (any)**
8	Illusion seed (see **Table 10–3**)
9	*Hecate's Lantern*
10	*Instant door*
11	*Labyrinth rope*
12	Memory philter (see **Table 10–4**)
13	*Moonseeker's lantern of safe returns*
14	*Pipes of haunting**
15	*Shadow portal scroll*
16	*Unerring dowsing rod*
17	*Wine of the starry void*
18	*Wine of the summer court*
19	*Wine of the winter court*
20	GM's choice from this list

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TABLE 10–6: RINGS, RODS, STAVES, AND WANDS

d20	Item
1	*Ring of dancing*
2	*Ring of daylight*
3	*Ring of invisibility**
4	*Ring of mind shielding**
5	*Ring of shooting stars**
6	*Ring of the ghouls*
7	*Ring of winter's kiss*
8	*Rod of alertness**
9	*Staff of charming**
10	*Staff of frost**
11	*Staff of swarming insects**
12	*Staff of withering**
13	*Staff of radiance*
14	*Staff of the void*
15	*Wand of binding**
16	*Wand of fear**
17	*Wand of shadows*
18	*Wand of tides*
19	*Wand of wonder**
20	GM's choice from the list

TABLE 10–7: WEAPONS

d20	Item
1	*Blade of grass*
2	*Dagger of venom**
3	*Dancing sword**
4	*Fey blade*
5	*Frostglow weapon*
6	*Hecate's dagger*
7	*Lunar lance*
8	*Mace of terror**
9	*Mooncatcher's net*
10	*Moonsteel weapon*
11	*Nine lives stealer**
12	*Oathbow**
13	*Quickstep weapon*
14	*Scepter weapon*
15	*Scimitar of speed**
16	*Sword of sharpness**
17	*Sword of wounding**
18	*Vicious weapon**
19	*Witchlight scimitar*
20	GM's choice from the list

Apparel

Magical apparel in the Shadow Realm focuses on making a powerful impression and frequently on shapeshifting. These items are described here.

Bearskin Cloak

Wondrous Item, Rare (Requires Attunement by a Barbarian, Druid, or Ranger)

While wearing this cloak, as an action, you can assume the form of a **brown bear**, gaining its attacks (including multiattack), AC, and speed (including climb speed). You retain your own ability scores, hit points, and saving throws.

Boots of Dancing

Wondrous Item, Uncommon

These boots make your every movement smoother, stealthier, and more elegant. You can leap up to 10 feet vertically without effort, and land safely, taking no damage, from falls up to 30 feet—merely landing in a rather dramatic manner.

When combined with a *ring of dancing*, you gain advantage on all Charisma ability checks.

Boots of Shadow Walking

Wondrous Item, Uncommon

Your movement is enhanced on shadow roads and across long distances. Your travel pace is double the normal rate, though your speed in combat is not affected.

Cloak of Splendor

Wondrous Item, Uncommon (Requires Attunement)

This cloak is made of fine ermine and often embellished with fasteners or trimmed with gold or embroidered orange candles, suns, or similar symbols. While wearing this cloak, you can grip it's edges and generate a *sunbeam* spell once per day. If you release the cloak's edges from your grasp, the light fades, and you cannot generate further lines of radiance.

In addition, while wearing the cloak, you can use your action to generate a set of 10 magical lights once per day, each as bright as a lantern and shedding full

sunlight in a 20-foot radius. As a bonus action on your turn, you can move any or all the lights up to 60 feet to a new spot within range. A light must be within 30 feet of another light created by this cloak, and a light winks out if travels more than 100 feet from you.

Cloak of the Raven

Wondrous Item, Uncommon

While wearing this cloak, you have advantage on Wisdom (Perception) checks. In an area of dim light or sunlight, you can grip the edges of the cloak with both hands and use it to fly at a speed of 30 feet. If you release the cloak's edges from your grasp while flying in this way or if you are no longer in dim light or sunlight, you lose this flying speed.

While wearing the cloak in an area of dim light or sunlight, you can use your action to cast *daylight* as a readied action. You may then fly or carry the *daylight* spell into any area of darkness. The cloak can't be used this way again until the next dawn.

Earrings of Eclipse

Wondrous Item, Uncommon

These two cubes of smoky quartz are mounted on simple, silver posts. While you are wearing these earrings, you can take the Hide action while you are motionless in an area of dim light or darkness even when a creature can see you or when you have nothing to obscure you from the sight of a creature that can see you. If you are in darkness when you use the Hide action, you have advantage on the Dexterity (Stealth) check. If you move, attack, cast a spell, or do anything other than remain motionless, you are no longer hidden and can be detected normally.

Emerald Goblet

Wondrous Item, Uncommon

This goblet's rim and stem are made of silver. The cup of the goblet is a single enormous chunk of emerald that allows a view of the liquid within. When filled with any liquid, it becomes a shining green vessel filled with a green potion. Any creature that drinks from the goblet is protected against shadow corruption for a day.

The protection grants several additional benefits: you have advantage on Wisdom (Survival) checks used to gather food within the Shadow Realm, and you gain darkvision to 30 feet or extend your existing dark vision by 30 feet.

Gloves of the Walking Shade

Wondrous Item, Very Rare (Requires Attunement)

Each glove is comprised of three black-ivory rings (fitting the thumb, middle finger, and pinkie) which are connected to each other. The rings are then connected to an intricately engraved onyx wrist cuff by a web of fine platinum chains and tiny diamonds.

While wearing these gloves, you gain the following:

- You have resistance to necrotic damage.
- You can spend one Hit Die during a short rest to remove one level of exhaustion instead of regaining hit points.
- You can use an action to become a living shadow. While you are a living shadow, you can move through a space as narrow as 1 inch wide without squeezing, and you can take the Hide action as a bonus action while you are in dim light or darkness. Once used, this property of the gloves can't be used again until the next nightfall.

Glowstone Helmet

Wondrous Item, Uncommon

Glowstone helmets are usually of gnomish manufacture. While wearing this helm, you can use an action to cast a particular cantrip associated with that helmet (often *dancing lights*, *light*, *mending*, or sometimes *produce flame*). When combined with a *frostglow weapon* or a *find the path* spell, this helmet allows you to sense the direction and distance to the nearest ley line, shadow road, radiant well, and similar arcane landmarks.

Sealskin Cloak

Wondrous Item, Uncommon (Requires Attunement)

While wearing this cloak, as an action, you can assume the form of a seal, gaining its bite attack (1d8 piercing damage), AC 12, and 40 ft swim speed. You retain your own ability scores, hit points, and saving throws.

Styx Boots

Wondrous item, rare

These boots are usually made of heavy, sturdy leather—perhaps it's demon hide or some other planar creature's hide. While wearing these boots, you can walk over any body of water as if it were normal terrain, and you can slide or skate over relatively calm waters, snow, ice, sand, magma, or other smooth

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surfaces at double your normal walking speed. If the snow or ice is on a hill, you move at triple your normal walking speed. You can still use the Dash action normally as well.

When combined with the *armor of the Black River*, the *Styx boots* permit you to use any branch of the River Styx and other planar waterways as a form of shadow road. Once per week, you can walk on such a planar waterway for 8 hours and arrive at any other plane of your choosing.

Trickster's Boots

Wondrous Item, Common

These boots are usually shaped with a bright leather: red, orange, or purple. While wearing these boots, you can leave the tracks of any other creature in the snow, as you choose, including animal, monster, or even dragon tracks. You can also leave tracks resembling footgear you have seen or worn in the past. Attempts to follow these tracks are made normally.

Whispering Cloak

Wondrous Item, Rare (Requires Attunement)

This cloak is made of black, brown, and white bat pelts sewn together. While wearing it, you have blindsight out to a range of 60 feet. While wearing this cloak with its hood up, you transform into a creature of pure shadow. While in shadow form, your AC increases by 2, you have advantage on Dexterity (Stealth) checks, and you can move through a space as narrow as 1 inch wide without squeezing. You can cast spells normally while in shadow form, but you can't make ranged or melee attacks with nonmagical weapons. In addition, you can't pick up objects, and you can't give objects you are wearing or carrying to others.

This effect lasts up to 1 hour. Deduct time spent in shadow form in increments of 1 minute from the total time. After it has been used for 1 hour, the cloak can't be used in this way again until the next dusk when its time limit resets. Pulling the hood up or down requires an action.

Wolfskin Cloak

Wondrous Item, Uncommon (Requires Attunement)

While wearing this cloak, as an action, you can assume the form of a **dire wolf**, gaining its bite attack, speed, and AC. You also gain its Keen Hearing and Smell trait. You retain your own ability scores, hit points, and saving throws.

Armor

Some items of magical armor and weaponry were either invented in the Shadow Realm or are found there more commonly than elsewhere.

Armor of the Black River

Armor (Heavy), Rare (Requires Attunement)

While wearing this armor, you gain a +1 bonus to AC, and you are immune to shadow corruption (see **Chapter 5**) and void taint (see *Midgard Worldbook*) while you wear this armor. Additionally, you can use an action to assume a ghostly form for 10 minutes (together with up to ten creatures you touch), or until you are no longer wearing the armor, gaining a flying speed of 200 feet. You cannot take actions other than movement while in this form. Once this special action is used, it can't be used again until the next dawn.

When combined with the *Styx boots*, the *armor of the Black River* permits you to use any branch of the River Styx or other planar waterways as a shadow road. Once per week, you can walk on such a planar waterway for 8 hours and arrive at any other plane of your choosing.

Armor of the White Rose

Armor (Heavy), Very Rare (Requires Attunement)

You are immune to necrotic and cold damage and vulnerable to fire and radiant damage while you wear this armor. Additionally, you are imbued with soul-devouring energy. When you hit with a melee attack, the target takes an extra 3d6 necrotic damage, and you regain 3d6 hit points. If you gain hit points above your maximum, you immediately gain a level of exhaustion, and the soul-devouring power of the armor ends until the next dawn.

Ebony Beetle Armor

Armor (Medium or Heavy), Rare

This glossy black armor is made from enchanted carrion beetle chitin by the darakhul. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the ebony beetle version of the armor doesn't. While wearing the armor, you are immune to slashing damage. It is half the weight of comparable metal armor.



Ghost Armor

Armor (Light or Medium), Rare (Requires Attunement)

While wearing this armor, you can speak its command word as a bonus action to move incorporeally for 1 round. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You can use this ability a number of rounds per day equal to your level.

Midnight Armor

Armor (Light or Hide), Very Rare (Requires Attunement)

Spun of pure shadow and invisible in sunlight, armor of this type is typically of shadow goblin or derro construction. While wearing it, you gain a +1 bonus to AC and resistance to radiant damage. In addition, you have advantage on Dexterity (Stealth) checks.

Moonbeam Chain Mail

Armor (Chain Mail), Very Rare (Requires Attunement by a Druid)

This armor is made of woven moonlight by the bearfolk. It weighs only 5 pounds and always glows with a gentle radiance. Its glow cannot be hidden by tunics or cloaks. While wearing this armor, you gain a +1 bonus to AC, increasing to +2 under moonlight. In addition, you gain an additional use of Wild Shape. You are considered proficient with this armor even if you lack proficiency with medium armor.

Moonstone Banded Armor

Armor (Heavy), Rare (Requires Attunement)

This armor is made of woven moonlight by the shadow goblins. It weighs half as much as comparable armor and always glows with a gentle radiance. While wearing this armor, you have advantage on saving throws against spells and effects involving radiant, cold, or necrotic damage.

Rattling Armor

Armor (Splint), Rare (Requires Attunement)

This armor is made of humanoid bones and enchanted with glamours of terror. While wearing this armor, you have resistance to necrotic damage. In addition, you can use an action to cast the *fear* spell. This property of the armor can't be used again until the next dawn.

Road Warden Shield

Armor (Shield), Common

While holding this shield, you can speak its command word to seal a portion of a shadow road, turning it into a looping path. Once that occurs, creatures walking the path always return to their starting point after 120 feet of movement. To end the looping effect, a creature on the looping path must step off the path. The effect also ends if the shield is destroyed or you speak the command word while holding the shield.

Serpent Hide

Armor (Hide), Rare (Requires Attunement)

While wearing this armor, you can speak its command word to take on the form of a **giant constrictor snake**. You retain this form as long as you like, but once you return to your normal form, you cannot use it again until after a long rest.

Shield of Blinding

Armor (Shield), Uncommon

While holding this shield, you can speak its command word and choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is blinded for 1 minute. At the end of each of its turns, the target can make a new saving throw to regain their sight.

Shield of Crows

Armor (Shield), Common

While holding this shield, you can speak its command work to summon a **swarm of ravens**. For up to 12 hours, these birds will scout terrain, warn you of enemies, and keep watch while you sleep. They do not engage in combat on your behalf and flee if attacked or threatened. After the duration, the shield cannot summon another swarm until after you have left a loaf of bread, bits of dried meat, or similar food on the shield during a short rest.

In addition, while holding the shield, you gain the ability to speak with crows and other corvids.

Shield of Dawn's Herald

Armor (Shield), Very Rare (Requires Attunement)

The shield has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding this shield, you can expend 1 charge to create a beam of light 10 feet

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wide and 120 feet long to illuminate everything in front of the shield. All creatures in this beam of light appear in their true form: shapeshifters appear as their unshifted forms, illusions fail to disguise their users, and so on. You can maintain this beam for up to 1 minute, requiring concentration.

Additionally, undead in the beam take 1d6 radiant damage each round they remain in the beam.

Shield of Otters

Armor (Shield), Uncommon

While holding this shield, you can speak its command word to summon a pair of otters (use **giant weasel** statistics). For up to 12 hours, these aquatic mammals will scout aquatic and riparian terrain, warn you of enemies, and keep watch while you sleep. They do not engage in combat on your behalf and flee if attacked or threatened. After the duration, the shield cannot summon another otter pair until after you have left fish, shellfish, or similar food on the shield during a short rest.

In addition, while holding the shield, you gain the ability to speak with otters and other aquatic mammals, such seals.

Shield of Swans

Armor (Shield), Common

This shield has 3 charges, and it regains 1d3 expended charges daily at dawn. When you speak its command word and expend one charge, you gain a fly speed of 60 feet for 1d4 rounds (and you know when this ends).

In addition, while holding this shield you can speak with swans and other aquatic birds.

Umbral Armor

Armor (Light, Medium, Or Heavy), Rare

This armor is a dull gray, marked with flecks of gold or silver and sometimes filigreed in luminous purple swirls. While wearing this armor, you emit a trail of shadows that obscures your passage, wiping away tracks and hiding your movement. All attempts to track you are made with disadvantage, and all ranged attacks against you are also made with disadvantage. However, bright light (such as from sunlight or the *daylight* spell) negates both effects and makes this armor easy to see. In these conditions, all attacks made against you gain a +2 to the attack roll.

Illusion Seeds

Illusion seeds are wondrous items first created in the Shadow Realm and reliant on a supply of shadow matter to power their effects—each such seed generates an illusion and those illusions can take quite powerful forms. While illusion seeds are fairly permanent in the Shadow Realm, where there is shadow matter to empower and sustain the illusions, they are notably less permanent anywhere else. In the mortal world and on other planes, the effects of illusion seeds last for 2d12 hours and then crumble away in a small burst of glittering light and shadows.

To use an illusion seed, its owner merely needs to throw it 5 feet or more from themselves (to avoid being caught in the magical effect). Once expended, their effects are permanent (in the Shadow Realm), though they can be unraveled using *dispel magic* (DC 13).

Ale Seed

Wondrous Item, Common

When thrown, this illusion seed turns into a small cask of wholesome ale, roughly 4 gallons worth, together with 4 tankards. It is often used by shadow goblins or porters to avoid carrying heavy, full-sized casks.

Bonfire Seed

Wondrous Item, Common

When thrown, this illusion seed turns into a roaring bonfire about 5 feet across, complete with large and small timbers and hot coals. If thrown into a space where a creature is standing, you must make a ranged attack. If the attack misses, the creature knocks the seed into any neighboring space. If it hits, the bonfire does 2d6 fire damage to any creature standing in it at the start of its turn. The bonfire burns out normally in 1d4 hours, depending on rain and other conditions.

Bridge Seed

Wondrous Item, Uncommon

When thrown, this illusion seed turns into a wooden bridge with stone piers, covering a stream, moat, chasm, gorge, or river up to 40 feet across. If thrown into a space where a creature is standing or swimming, that creature finds itself standing on the bridge decking without suffering any ill effect. The bridge can be undermined by flooding or burnt by fire normally. Otherwise, it remains standing for decades, slowing decaying.

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Dragon Seed

Wondrous Item, Very Rare

When thrown, this illusion seed turns into a dragon of some kind, though the exact type is known only to its creator. Roll on the table below.

d20	Dragon Type	Charisma DC
1–2	Lantern dragonette (see *Tome of Beasts*)	8
3–4	Wind dragon wyrmling (see *Tome of Beasts*)	9
5–6	White dragon wyrmling	10
7	Lindwurm (see *Tome of Beasts*)	10
8	Red dragon wyrmling	11
9	Young white dragon	11
10	Young mithral dragon (see *Tome of Beasts*)	12
11	Young brass dragon	13
12	Young copper dragon	14
13	Young blue dragon	15
14	Young green dragon	16
15	Young flame dragon (see *Tome of Beasts*)	17
16	Young gold dragon	18
17	Adult white dragon	19
18	Adult mithral dragon (see *Tome of Beasts*)	20
19	Adult silver dragon	21
20	Adult red dragon	22

The dragon created by the illusion seed considers you to be a friend, and it speaks with you and keeps you company for at least 24 hours. During that time, the dragon defends itself and may defend you. After each additional 24 hours, you must make a Charisma saving throw as shown on the table above. When the check fails, the illusory dragon vanishes.

Forest Seed

Wondrous Item, Rare

When thrown, this illusion seed turns into a forest, depending on your learning and natural understanding. Make either an Intelligence (Nature) or Wisdom (Survival) check and see the table below.

Check	Result
10 or less	A small copse of leafy trees about 50 feet across appears. A single bird nests there.
11–15	A grove of pine trees about 500 feet across appears with a single path through it that only the user knows or sees. Only a few birds and insects inhabit it.
16–19	A large forest of mixed types of trees about 1 mile across appears with several hollow trees, small ponds, streams, and 1d6 + 1 paths through it that only the user knows or sees. Many birds, small woodland animals, and deer or boar live in it.
20+	A vast and varied woodland more than 50 miles across appears. It contains rich wildlife appropriate to the climate. A single treant lives in this forest and is friendly to the owner of the seed.



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Fire of any kind can unravel the forest newly created by an illusion seed. While a campfire or even bonfire does little harm, the burning of a whole tree unravels the forest's magic: the trees, paths, and wildlife all turn to smoke and drift away in 10 minutes. This unraveling only happens if the forest is less than 1 month old.

Knightly Seed

Wondrous Item, Uncommon

You must crack this seed and throw it—greater skill gains greater results. Make a Strength (Athletics) or Dexterity (Acrobatics) check and consult the table below. The creature that appears serves you as a knight and steed for a week and a day. If you are already a titled knight, the creature and steed serve as a squire.

Check	Result
10 or less	**Knight** with **warhorse**
11–15	**Green knight of the woods** (see *Creature Codex*) with **warhorse**
16–19	**Wyvern knight** (see *Creature Codex*) with **war wyvern** (see *Creature Codex*)
20+	**Infernal knight** (devil) (see *Creature Codex*) on **nightmare**

Messenger Owl Seed

Wondrous Item, Common

When thrown, the seed turns into a normal owl with an Intelligence score of 14 and the ability to speak Common and Umbral. It will carry a spoken message and any object weighing up to 1 pound for a distance of up to 30 miles, delivering them to a particular person, a creature with a particular title or station (such as the "guard at the east gate of the Court of Golden Oak" or "the Baron of Grenstad"), or to a particular place ("the queen's bedchamber" or "the Hedgehog Tavern").

Once its mission is accomplished, the messenger owl waits for up to 4 hours for a return message or object to carry back to you. If no object or message is provided, it flies away and disappears.

Orchard Seed

Wondrous Item, Uncommon

When thrown, this illusion seeds turns into a well-tended orchard of fruit or nut trees, depending on your learning and natural understanding. All its fruit is ripe and rich in flavor. Make either an Intelligence (Nature) or Wisdom (Survival) check and consult the table below.

Check	Result
10 or less	A pair of nut trees appears, such as hazelnut, walnut, or chestnut.
11–15	A set of 1d6 + 4 fruit trees appears, all of a single type, such as cherry, apple, or pear. They provide a full day's nourishment to anyone who eats from them.
16–19	A large orchard of 3d6 fruit trees appears, ready for harvest. The fruits all act as the *goodberry* spell, healing up to 10 hp total from the orchard and providing a day's nourishment on the first day it appears.
20+	An enormous orchard of 3d12 fruit trees appears, ready for harvest. The fruit provides a day's nourishment, acts as a long rest, and heals up to 10 hp per creature for the first day it appears.

Fire of any kind can unravel the orchard newly created by an illusion seed. While a campfire or even bonfire does little harm, the burning of a whole tree unravels the forest's magic: the trees, paths, and harvest all turn into smoke and drift away in 10 minutes. This unravelling only happens if the orchard is less than 1 month old.

Rain and Thunder Seed

Wondrous Item, Common

This seed must be used outdoors, and when thrown, you gain control of the weather within a 5-mile radius for up to 1d8 hours. You can change precipitation, temperature, and wind, shifting the weather within 30 minutes, for instance, from a clear day to a cloudy and rainy one, from warm to arctic cold, and from moderate winds to a storm. The effects of a *rain and thunder seed* must always make the weather less pleasant than they were before: colder, rainier, and windier, never the reverse. While the seed often produces thunder, any lightning does not strike near you, but neither is the lightning under your control.

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The effects of a *rain and thunder seed* can be countered or dispelled by either a *control weather* or *counterspell* spell.

Road Seed

Wondrous Item, Uncommon

This seed must be used outdoors, and when thrown, it creates a well-built road through any terrain, up to 5 miles long. The road includes up to one bridge crossing for a stream or chasm up to 50 feet across, and it may likewise include supports, log causeways, or leveled sections along a single section of marsh, hillside, or even mountainous terrain.

A *road seed* combined with a *tavern seed* can generate a road twice as long as a *road seed* alone. A *road seed* can be countered or removed with an *earthquake* or *shadow walk* spell.

Stallion Seed

Wondrous Item, Common

When thrown, the seed turns into a magical, swift courser with an Intelligence score of 14 and the ability to speak Common and Umbral. It will carry you for up to 30 miles, delivering you to a particular place or following a particular road or path.

If engaged in combat, the stallion acts as a normal warhorse. It flees (with you) at the first opportunity.

Tavern Seed

Wondrous Item, Uncommon

A *tavern seed* must be used outdoors, and when thrown, it creates a small, snug tavern of stone and wood, roughly 40 feet by 20 feet, with a lower public floor and an upper floor devoted to the staff bedchambers, storage, and a single room for rent. The entire building takes on an outward style of architecture, materials, roofing, and appearance as suits the region where it stands. It has a staff of three: a cook, a bartender, and a servant, of a type typical of the region (so humans in a human realm, shadow fey in the Shadow Realm, goblins in the wastelands, and so on).

Using a tavern seed in an existing settlement creates a snug tavern as normal, magically shifting two buildings to either side slightly to make room. The new structure is certainly notable and surprising to residents of the place.

A *tavern seed* combined with a *road seed* always includes a set of warm, secure stables as well as the tavern building itself.

Memory Philters

First distilled by gnomes in the Court of Midnight Teeth, memory philters have since gained a large following among the fey. Each such philter contains a distilled emotion, specific memories, or a particular moment in time. The sable elves, shadow fey, shadow goblins, and wyrd gnomes all prize these ersatz memories, and the longer-lived fey in particular prize the memories of the young as a way of reliving fresh, youthful emotion. Some of these philters have game effects while others are prized more for their value as status items, entertainment, or simply for the smug sense of having stolen passionate moments from mortals.

All memory philters superficially resemble potions: they are contained in flasks or small vials, often quite beautifully shaped or painted to hint at the contents. Their ability to transfer memories makes them also useful to a GM to dispense clues or story elements to players (as in a memory that reveals a secret door, a plot point, or a murderer's identity).

Philter of Boundless Joy

Potion, Uncommon

As you imbibe this potion, you remember a time of pure happiness and joy, usually related to love, parenthood, or some other enormous, life-altering event—the specific memories depend on the philter's creator. You have advantage on Charisma ability checks for 1 hour and immediately gain the effects of a short rest.

The effects of this philter cancel the effects of a *philter of deep despair*.

Philter of Deep Despair

Potion, Rare

As you imbibe this potion, you remember a time of heart-rending sorrow, grief, and despair related to death, loss, or failure—the specific memories depend on the philter's creator. You have advantage on Wisdom saving throws for 1 hour but cannot take bonus actions of any kind during that time.

The effects of this philter cancel the effects of a *philter of boundless joy*.

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Philter of Enchanted Fortune

Potion, Rare

As you imbibe this potion, you remember a time of staggering good fortune, accomplishment, and success—the specific memories depend on the philter's creator. You have advantage on the next three ability checks, attack rolls, or saving throws you make (including death saving throws).

Philter of Innocence

Potion, Rare

As you imbibe this potion, you return to a childlike state, remembering your life as it was in your formative years—the specific memories depend on the philter's creator. You have resistance to psychic damage for 1 hour and have advantage on Constitution ability checks during that time.

Philter of Loving Kindness

Potion, Rare

As you imbibe this potion, you remember a time of love and acceptance—the specific memories depend on the philter's creator. You cannot be affected by spells from the school of enchantment for 1 hour.

Philter of Lust

Potion, Uncommon

As you imbibe this potion, you are overtaken with memories and feelings from a time of physical desire—the specific memories depend on the philter's creator. You must succeed on a DC 13 Wisdom saving throw or be overcome by a fit of lust for 1 minute. While in a fit of lust, you seek out either a person whose affection you desire or, more rarely, an object of consuming passion (usually a token, trophy, or fetish of some kind) to claim for yourself. On a successful saving throw, only the memories are passed to you. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.

Philter of Mercy

Potion, Rare

As you imbibe this potion, you remember a time of mercy, atonement, and forgiveness—the specific memories depend on the philter's creator. You are immune to being frightened for 1 hour and have advantage on Wisdom ability checks during that time.

The effects of this philter cancel the effects of a *philter of righteous anger*.

Philter of Righteous Anger

Potion, Uncommon

As you imbibe this potion, you are overtaken with feelings of anger and memories of justice denied, betrayals, or blasphemy—the specific memories depend on the philter's creator. You must succeed on a DC 13 Wisdom saving throw or be overcome by a fit of rage for 1 minute. While in a fit of rage, you have advantage on melee attack rolls, and your melee weapon attacks deal an extra 3 (1d6) damage. You cannot distinguish friend from foe and must attack the nearest creature. If no creatures are nearby, you must dash in the direction of the nearest living creature. If no other creature is near enough to move to and attack, you stalk off in a random direction, seeking a target for your anger. On a successful saving throw, only the memories are passed to you. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.

The effects of this philter cancel the effects of a *philter of mercy*.

Philter of Waking Dreams

Potion, Uncommon

As you imbibe this potion, you remember a particular scene of importance, such as aduel, kiss, theft, betrayal, murder, or funeral—the specific memories depend on the philter's creator. You can take no action for 1 round while caught up in these memories and thereafter cannot forget these events: any creature seen in such a memory will be remembered, as well as their name, by you as someone you have seen before. With a successful DC 13 Wisdom (Insight) check, you may note details of importance within the waking dream, including the relationships of people within the dream, their status, and the location of the dream.

False memories cannot be created via a *philter of waking dreams*, though what the imbiber remembers may be colored by time or strong emotion.

Potions, Scrolls, and Wondrous Items

The items listed here are either created exclusively in the Shadow Realm or simply more common there than elsewhere.

Book of Ebon Tides

Wondrous Item, Very Rare
(Requires Attunement by a Wizard)

This strange twilight-hued tome was written on pages of pure shadow weave, bound in traditional birch-board covers, wrapped with shadow goblin hide, and imbued with the memories of forests in the Shadow Realm. Its covers often dance with shadows as if it were resting in a forest grove, and some owners swear that a goblin face appears on them now and again. The sturdy lock on one side opens only for wizards, elves, and shadow fey (see *Tome of Beasts*).

The book has 15 charges, and it regains 2d6 + 3 expended charges daily in the twilight before dawn. If you expend the last charge, roll a d20. On a 1, the book retains its Ebon Tides and Shadow Lore properties but loses its Spells property.

Ebon Tides. If you spend 100 hours over a period of 30 days or more studying the volume, you can perform a magical ritual to shift the structure of the Shadow Realm in particular ways. At any point after your study completes, you can expend 5 of the book's charges while spending 1 minute concentrating and performing invocations to transform the terrain near you. You don't need to repeat the study to use this property again. When the magic ritual completes, make an Intelligence (Arcana) check and consult the table below for the appropriate DCs. You can change the terrain in any one way listed at your result or lower. For example, if your result was 17, you could turn a small forest up to 30 feet across into a grassland, create a grove of trees up to 240 feet across, create a 6-foot-wide flowing stream, overgrow 1,500 feet of an existing road, or other similar option. Only natural terrain you can see can be affected. Built structures, such as homes or castles, remain untouched, though roads and trails can be overgrown or hidden. On a failure, the terrain is unchanged. On a 1, an **overshadow** (see *Tome of Beasts* 2) also appears and attacks you. On a 20, you can choose two options.

Deities, fey lords and ladies (see *Tome of Beasts*), archdevils, demon lords, and other powerful rulers in the Shadow Realm can prevent these terrain modifications from happening in their presence or anywhere within their respective domains.

Shadow Lore. If you spend 10 minutes referencing this book while researching the Shadow Realm or its creatures, you double your proficiency bonus on Arcana, History, and Religion checks to recall lore about such subjects for the next 24 hours. If you don't have proficiency in these skills, you instead gain proficiency in them for the next 24 hours, but you are only proficient when recalling information about the subjects of your research. This research can be done during a short rest.

Spells. While holding the book, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *cloak of shadow** (1 charge), *darkness* (2 charges), *mirror image* (2 charges), *phantasmal killer* (4 charges), *see invisibility* (2 charges), *seeming* (5 charges), *shadow gateway** (5 charges), *shadow step** (4 charges), or *slither** (2 charges). You can also use an action to cast the *douse light** or *minor illusion* cantrips from the book without using any charges. (Spells marked with an asterisk are from *Deep Magic*.)

Retributive Shadows. You can use an action to speak a special command word and rip the book in half. The book is destroyed and releases its remaining magic in a wave of shadow magic. Four 10-foot cubes of shadow move outward from the book in the cardinal directions, and each cube moves up to 20 feet each round, away from the point where the book was destroyed. This effect works like the *creeping darkness* (see *Deep Magic*) spell, except it creates four cubes instead of three, and the necrotic damage dealt by the spell increases by 1d6

Ebon Tides In Midgard

Written by an elven princess at the Court of Silver Words, this volume encodes her understanding and mastery of shadow. Whimsical illusions suffuse every page, animating its illuminated capital letters and ornamental figures. The book is a famous work among the sable elves of the Shadow Realm, and it opens to the touch of any elfmarked or sable elf character.

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for each charge remaining in the book. At the GM's discretion, this effect can work like the *incendiary cloud* spell instead of the *creeping darkness* spell, except the cloud is a cloud of shadow that deals necrotic damage instead of fire damage, is centered on you, and the damage dealt by the spell increases by 1d4 for each charge remaining in the book.

DC	Effect
8	Obscure a path and remove all signs of passage (30 feet per point over 7).
10	Create a grove of trees (30 feet across per point over 9).
11	Create or dry up a lake or pond (1 foot wide per point over 11).
12	Create a flowing stream (1 foot wide per point over 11).
13	Overgrow an existing road with brush or trees (300 feet per point over 12).
14	Shift a river to a new course (300 feet per point over 13).
15	Move a forest (300 feet per point over 14).
16	Create a small hill, riverbank, or cliff (10 feet tall per point over 15).
17	Turn a small forest into grassland or clearing or vice versa (30 feet across per point over 16).
18	Create a new river (10 feet wide per point over 17).
19	Turn a large forest into grassland or vice versa (300 feet across per point over 19).
20	Create a new mountain (1,000 feet high per point over 19).
22	Shrink an existing hill or mountain (reducing 1,000 feet per point over 21).

Collapsible Mountain

Wondrous Item, Legendary (Requires Attunement)

This small statuette of a snow-topped, forested mountain seems remarkably detailed, yet it stands only about 4 inches tall. Stories tell that it was a gift from the bearfolk to the shadow fey priests of Hecate when they first came to the Shadow Realm and that it was once merely a *collapsible hill*. Over time, its power has grown as it travels from one owner to another. The priests of Hecate say no one can retain it for more than a year.

When you hold the *collapsible mountain*, you may take an action to speak its command word to instantaneously create a pine-covered mountain, fully 2,500 feet tall. You may choose to either have the mountain rise under you or to have the mountain rise under another creature you can see at least 120 feet away. In the first case, other creatures nearby may wind up hundreds of feet below you (and combat ends between any two non-adjacent creatures). Groups of creatures move roughly 2d6 × 100 feet apart. If you have the mountain rise under another creature, you and adjacent creatures see the mountain grow rapidly nearby, but you remain at the altitude you started at. A small spring or brook usually appears nearby in this instance.

Each day, the mountain's land and streams provide simple food and fresh, cold water sufficient to nourish 15 humanoids or five steeds.

Speaking the command word again collapses the mountain. Any creature standing on it is not harmed (the descent is swift but not dangerous). Creatures who enter combat unaware of the nature of the *collapsible mountain* are treated as if surprised by the sudden change.

Crown of Infinite Midnight

Wondrous Item, Very Rare (Requires Attunement)

This dazzling helm is set with 1d12 sapphires, 2d12 black opals, and 3d12 obsidians. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing it:

- You can use an action to cast one of the following spells (save DC 17), using one of the helm's gems of the specified type as a component: *darkness* (obsidian), *vampiric touch* (black opal), or *wall of ice* (sapphire). The gem is destroyed when the spell is cast and disappears from the helm.
- As long as it has at least one sapphire, you have blindsight to 120 feet. Any living creature that starts its turn in that area takes 1d6 necrotic damage.
- As long as the helm has at least one black opal, you have resistance to necrotic damage.
- As long as the helm has at least one piece of obsidian, you can use an action and speak a command word to cause one weapon you are holding to sizzle with black flames. The flames are harmless to you and to the weapon. When you hit with an attack using the blazing weapon, the target

takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Roll a d20 if you are wearing the helm and take necrotic damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits shadowy purple rays from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking necrotic damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

Hecate's Lantern

Wondrous Item, Legendary
(Requires Attunement by a Cleric or Wizard)

Hecate's lantern is said to have been used to divide darkness and light during the creation of the Shadow Realm. It is made of gold and mithral with panes of amber and clear crystal, and it can be held by an ornate loop at its top. A single ever-burning candle shines within, though the panes of the lantern often make it appear as three candles.

You must be brandishing the lantern to use it. This lantern has 12 charges for the following properties. It regains 1d12 + 1 expended charges daily at dawn. If you expend the lantern's last charge, roll a d20. On a 1, the lantern vanishes and returns to a high priestess of Hecate or to the goddess herself.

Create Mire. As an action, you can expend 5 charges to create shadow mire (see **Chapter 5**) with a 40-foot radius centered on you.

Force Shift. As an action, you can expend 3 charges to force any shapeshifter you can see within 120 feet to shift their form. If unwilling, the target gains a DC 13 Charisma saving throw to negate the effect.

Spells. As an action, you can cast the *moonbeam* spell (2 charges) with a range encompassing any point you can see or the *child of light and darkness* spell (8 charges, see **Chapter 4**).

Instant Door

Wondrous Item, Uncommon

This item resembles an ornate key of bright copper, often inset with semi-precious stones or detailed with engraved filigree scrollwork and ornaments. While holding the key, you can make a turning motion to create a door in any wall within 5 feet of you. This door goes through a wall up to 5 feet thick, creating an exit that remains until you remove it. Turning the key in the opposite direction turns any normal, non-magical door into a section of stone or other material matching the wall to either side (wood, wattle, plaster, and so on).

Labyrinth Rope

Wondrous Item, Common

When you speak a command word, this rope slithers like a snake toward the nearest exit out of any maze, dungeon, or labyrinth for 1 hour at a speed of 20 feet per round. When it reaches the exit, it coils itself up and waits for you to retrieve it.

Moonseeker's Lantern of Safe Returns

Wondrous item, rare (requires attunement)

This pyramid-shaped lantern has clear crystal sides and is made of black iron woven with sparkling silver.

While holding the lantern, you can use an action to speak its command word. The lantern floats 2 feet away from you at shoulder height, and sheds bright light in a 30-foot-radius sphere and dim light for an additional 30 feet. You and any of your companions within 30 feet of the lantern while it is shedding light can't be surprised, except when incapacitated by something other than nonmagical sleep. When you are in the Shadow Realm, the lantern also emits a pinpoint of light in the direction of Corremel, City of Lanterns.

Shadow Portal Scroll

Scroll, Rare

Written on black leather in letters of glowing white, a *shadow portal scroll* opens a portal as a form of invitation from a fey enchanter, goblin shaman, or other powerful arcanist of the Shadow Realm. All creatures within 10 feet of you when the scroll is read are transported to the Shadow Realm, usually near the scroll maker's residence.

Unerring Dowsing Rod

Wondrous Item, Rare

This gnarled willow root is worn and smooth. The wood is dark from long centuries spent absorbing the living darkness of the Shadow Realm.

When you hold this rod in both hands by its short, forked branches, you feel it gently tugging you toward the closest source of fresh water. If the closest source of fresh water is located underground, the dowsing rod directs you to a spot above the source and then

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dips its tip down toward the ground. When you use this dowsing rod on the Material Plane, it directs you to bodies of water, such as creeks and ponds. When you use it in the Shadow Realm, where fresh water is much more difficult to find, it directs you to bodies of water, but it might also direct you toward homes with freshwater barrels or to creatures with containers of fresh water on them.

Wine of the Starry Void

Potion, Rare

Found largely in the realms of the Court of a Million Stars and in the hands of disciples of the Void, this wine enables you to see the future—for a time. Roll 10d20 and apply each resulting die in any order when ability checks, attack rolls, saving throws, or even death saving throws are required. However, all ten results must be applied before any normal rolls can resume.

Wine of the Summer Court

Potion, Rare

This white wine is slightly pink from the rose petals added to the grapes prior to the crush. It is light and airy and evaporates within an hour if left exposed to the air. The wine tastes of peach, grapefruit, and your first kiss. Drinking it fills you with giddy thoughts of dancing, romance, and adventure.

When you drink this wine, you have advantage on Charisma ability checks for 1 hour, and you can reroll one failed ability check, attack roll, or saving throw during that time.

Wine of the Winter Court

Potion, Uncommon

This wine, so dark red in color it is nearly black, pours from its bottle in a syrupy flow. When you drink it, you taste notes of sour apple, bitter ash, and jealousy, and your thoughts are occupied with vivid memories of heartbreak and loss.

When you drink this wine, you have disadvantage on Charisma ability checks for 1 hour, but you are immune to being charmed and can add your proficiency bonus to Wisdom saving throws for the duration. If you already add your proficiency bonus to Wisdom saving throws, your bonus is instead doubled for the duration.

Rings, Rods, Staves, and Wands

Items with a substantial degree of work invested in their creation—rings, rods, staves, and wands—are very popular as status items among the shadow fey, shadow goblins, and umbral humans, even for those who cannot use their powers.

Ring of Dancing

Ring, Uncommon

When you dance, caper, or perform for an audience, your movements are especially thrilling and graceful. You have advantage on all Charisma (Persuasion) checks with any fey, giant, or humanoid who has watched such a performance of yours within 24 hours. When worn with *boots of dancing* (see above), you instead have advantage on all Charisma ability checks.

Shadow Fey Wine

Grapes do not grow easily or well in the Shadow Realm. The few grapes that do mature are jealously guarded and harvested by skilled vintners who handpick the precious fruit themselves. These vintners are loath to share their secrets with outsiders.

A batch of Winter Court wine takes approximately a decade to go from the crush to bottling with most of its time spent mellowing in ash casks. The rarer and more fragile Summer Court wine takes a century or more to reach completion. The arbutus casks that hold the wine are considered works of art in and of themselves and are often carved with scenes of rapturous dancing and feasting.

The faster and lighter grapes of the Starry Void wine mature in as little as 5 years. However, it is rarely found outside the realms of the Court of a Million Stars or in the cloisters of void cultists.

Harming a shadow fey vintner is a capital crime in the Shadow Realm. The perpetrators are slowly skinned, coated in molasses, and left tied and exposed in areas populated with biting insects.

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Ring of Daylight

Ring, Rare (Requires Attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. By speaking the command word, you can make the ring shed light in a 60-foot-radius sphere for 1 hour. The sphere is bright light and sheds dim light for an additional 60 feet. If you close your fist, put on a glove, or otherwise cover your ring hand completely, you block the light. If any of this light's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

In addition, melee or ranged attacks you make while wearing the *ring of daylight* deal radiant damage rather than their normal type.

Ring of the Ghouls

Ring, Rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, when you make a successful melee attack and use your reaction to expend 1 of the ring's charges, the target must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Ring of Winter's Kiss

Ring, Rare (Requires Attunement)

When you suffer cold damage while wearing the *ring of winter's kiss*, you take damage normally. However, on your next turn, you can target any creature within 30 feet, making an attack roll with a +7 bonus. On a hit, the target takes the same cold damage you took.

Staff of Radiance

Staff, Very Rare (Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

This staff of yarrow wood is often bleached white with points of glowing golden warmth embedded in the wood. You have resistance to radiant damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *burning radiance** (4 charges), *daylight* (2 charges), *searing sun** (3 charges), or *sunburst* (5 charges). You may cast the *douse light** or *light* cantrips without expending a charge. (Spells marked with an asterisk are from *Deep Magic*.)

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to a cloud of fireflies and is destroyed.

Staff of the Void

Staff, Very Rare (Requires Attunement by a Cleric, Sorcerer, Warlock, or Wizard)

This staff of ironwood is often cracked and gnarled with points of purple, wriggling movement seemingly moving through the wood. You have resistance to psychic damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *life drain** (5 charges), *living shadows** (4 charges), *maddening whispers** (2 charges), or *void strike** (3 charges). You may cast the *word of misfortune** cantrip without expending a charge. (Spells marked with an asterisk are from *Deep Magic*.)

The staff regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff turns to ash and is destroyed.

Wand of Shadows

Wand, Uncommon (Requires Attunement by a Spellcaster)

This wand has 5 charges. While holding it, you have advantage on Dexterity (Stealth) checks against creatures that rely on sight. You can also use an action to expend 1 or more of its charges to cast the *darkbolt* spell (save DC 15, see *Deep Magic*) from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the wand turns to ash and is destroyed.

Wand of Tides

Wand, Uncommon (Requires Attunement by a Spellcaster)

This wand has 5 charges. While holding it, you cannot be paralyzed. You can also use an action to expend 1 or more of its charges to warp space around you, filling it with tangible shadows. All creatures moving toward you move as if they are in difficult terrain. Attack rolls against you have disadvantage. The shadows last for 3 rounds or until you choose to end them.

The wand regains 1d4 + 1 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the wand turns to ash and is destroyed.

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Weapons

These weapons are all found more often in the Shadow Realm than in the mortal world, and many were first created there. Racial weapons of the bearfolk, fey, and ghouls are all included.

Blade of Grass

Weapon (Sword or Axe), Uncommon (Requires Attunement by a Druid or Cleric)

This magic weapon has 7 charges. While holding it, you can use a bonus action and expend 1 charge to conjure a thick patch of shrubs, grasses, aboveground roots, and even small saplings in a 10-foot radius. The area becomes difficult terrain, and the foliage is thick enough to provide cover against ranged attacks. The growth is permanent unless you speak the command word again.

The weapon regains all expended charges after a short or long rest.

Fey Blade

Weapon (Sword or Axe), Uncommon

This weapon is lightweight and portable and can easily fit into a dagger sheath, even if a two-handed weapon or polearm. You can draw it from the sheath or replace it as a bonus action.

Frostglow Weapon

Weapon (Rapier or Dagger), Rare (Requires Attunement)

These mithral weapons are commonly found among gnomes and quicksteps, who prize their power to shed a chilling blue light on command. You can use a bonus action to speak this weapon's command word, and all creatures within 30 feet must succeed on a DC 15 Constitution saving throw, becoming paralyzed for 1 round on a failed saving throw and having their speed reduced to zero for 1 round on a successful one. The effect ends at the beginning of your next turn. This action cannot be used again until the next dawn.

Hecate's Dagger

Weapon (Dagger), Legendary (Requires Attunement by a Cleric or Wizard)

This adamantine dagger has a blue leather hilt wrapped with gold wire, a star opal as its pommel. Its blade is etched with the phases of the moon and a triangle similar to Hecate's holy symbol. It is said to be one of the daggers the goddess used when she parted and shaped raw shadow to create the Shadow Realm for her devoted followers. Several such daggers may exist.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Counterspell. When you speak Hecate's name while wielding the dagger, your counterspell rolls are all made with advantage.

Geas. Once per day, you may cast the *geas* spell on any cleric, paladin, or devout follower of Hecate.

Control Shadows. Once per day, you may cast either the *ebon tide* spell (see **Chapter 4**) or the *dimension door* spell.

Lunar Lance

Weapon (Any Polearm), Uncommon

Made by shadow goblins to keep larger foes at a distance, *lunar lances* are often given to goblins on battlements or other vantage points. They weigh literally nothing but are as sharp as any dagger. This weapon adds 10 feet to your reach when attacking with it.

Mooncatcher's Net

Weapon (Net), Rare (Requires Attunement)

Used by the river giants to harvest memory fragments from the dark waters of the Shadow Realm, *mooncatcher's nets* are woven by the priests of Hecate or by moonshadow catcher goblins.

You have a +1 bonus on attack rolls with this magic weapon. It has the normal effects of a net but is very tough. A creature must succeed on a DC 16 Strength check to free itself or another creature from the net. Dealing 15 slashing damage to the net also frees the creature. The net has AC 14 and 25 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the net drops to 0 hit points, it is destroyed.

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As well as using the net as a weapon, you can drag the net through dark water (see **Chapter 5**) to harvest 1d4 random memory fragments. Roll 1d10 on the table below for each fragment to determine the memory fragment captured. Each memory fragment can be used as component in creating a memory philter (see **Memory Philters** above) of the type listed in parentheses. You must make a successful DC 15 Dexterity (Sleight of Hand) check to transfer each memory fragment from the net into a suitable container or it is lost.

d10	Memory fragment
1	Happy time with a friend (*philter of boundless joy*)
2	Embarrassing failure (*philter of deep despair*)
3	Glorious success (*philter of enchanted fortune*)
4	Favored childhood memory (*philter of innocence*)
5	Act of kindness (*philter of loving kindness*)
6	Romantic partner (*philter of lust*)
7	Deceased loved one (*philter of mercy*)
8	Great victory in battle (*philter of righteous wrath*)
9	A dream (*philter of waking dreams*)
10	Roll twice

Moonsteel Weapon

Weapon (Rapier or Dagger), Rare

The blade of this magic weapon seems to shine from within with a pale white light. The weapon deals an extra 1d6 radiant damage to any creature it hits. If the creature is not in its true form, it becomes frightened until the start of your next turn. At the start of its turn, a creature frightened in this way must succeed on a DC 13 Charisma saving throw or immediately return to its true form.

Quickstep Weapon

Weapon (Rapier or Dagger), Uncommon (Requires Attunement)

When you wield this weapon and a creature you can see targets you with an attack, you can use your reaction to move to an unoccupied space within 5 feet of your position without provoking opportunity attacks. If this movement would put you out of reach of the attacker, the attack is at disadvantage.

Scepter Weapon

Weapon (Club, Hammer, Mace, or Staff), Rare (Requires Attunement)

By speaking this weapon's command word as a bonus action, you activate a harsh purple light. While this light shines, you have advantage on Charisma (Intimidate) checks made to interact with beasts, dragons, fey, giants, humanoids, and monstrosities.

In addition, any foe or object you strike with a *scepter weapon* glows, shedding dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Witchlight Scimitar

Weapon (Scimitar), Rare (Requires Attunement)

You can use a bonus action to speak this magic scimitar's command word, causing golden radiance to spring from the blade. It sheds bright light in a 30-foot-radius sphere and dim light for an additional 30 feet. While the scimitar is ablaze, it deals an extra 2d6 radiant damage to any target it hits. The witchlight glow lasts until you use a bonus action to speak the command word again or until you drop or sheathe the scimitar.

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Appendix: Life in the Shadow Realm

The Shadow Realm is a grand, strange domain of fey magics and hungry shadows.

Magic of the Fey

Items listed here are magical but rarely in a way that is useful in combat. They are meant to enhance the user's appearance, provide entertainment, or display status. The owner of one or more such items gains +1 Status while visiting a fey court.

LESSER UMBRAL ITEMS OF THE SHADOW FEY

d20	Umbral Items
1	***Dancing Shadow Amulet.*** Wearing this amulet makes your shadow dance and caper in amusing ways.
2	***Shadow Umbrella.*** This parasol floats near you, protecting you from direct sunlight or from rain.
3	***Floating Hat.*** This is a normal hat that always floats a handspan above your head. It tips itself courteously to ladies and gentlemen.
4	***Animated Goblet.*** This fine silver goblet floats above the table and will go refill itself from a cask or spring when ordered. It comes when called.
5	***Animated Cutlery.*** This fine silver—a knife, fork, and spoon set—will dance for you, create ringing noise (as before a toast), and even carve a roast or stir soup or tea for you.
6	***Glittering Shadow Powder.*** This powder adds luminous green, blue, or purple sparkles to your shadow.
7	***Glimmering Hair Comb.*** While this comb remains in your locks, your hair shines and reflects light almost as bright as sunlight on water.
8	***Flawless Raiment.*** These clothes are always clean, dry, fashionable, and well-tailored.
9	***Purifying Canteen.*** The water poured from this canteen is always free of shadow corruption.
10	***Umbral Incense.*** This incense draws shadows together in a 5-foot radius and burns for up to 15 minutes. Even in blazing sunlight, the conditions more closely resemble dim light.
11	***Dawn Alarm.*** When the moons rise (or the sun, in the mortal realm or Summer Lands), this pale-white stone glows bright yellow, and a songbird sings.
12	***Gilded Shadow.*** Your shadow is not black and gray but gold and silver. Your Dexterity (Stealth) checks are all at disadvantage.
13	***Sunlight Candle.*** This candle burns with the full light of the sun in a 10-foot radius for 2 hours.
14	***Phantasmal Tapestry.*** A traditional tapestry, often showing a unicorn, hippogriff, dragon, hunting party, or similar scene—but animated and often staring at the viewer. Depending on the subject, rabbits twitch, birds wheel about, waves crash on the shore, and wind sways the woven trees.
15	***Perfumed Bath Tent.*** This tent resembles a bedroll or small rucksack. When shaken, it becomes a 10-by-10-foot tent complete with a wooden tub of hot water, fragrant pine or rose scents, and towels. It is far too thin to provide much protection against wind, cold, or rain, but it makes a fine way to remove the mud of roads and fields.
16	***Everblooming Vase.*** Flowers placed in this vase never fade or wither.
17	***Spider Silk Rope.*** With a sticky end as effective as a grappling hook and a weight of mere ounces, this 50-foot rope assists climbers with foot loops and can fit into a small pocket.
18	***Watchful Bat.*** This small bat statue takes on the coloration of its perch and can watch for a particular person, creature, or event. When that person or event is witnessed, it finds you and tell you about it.
19	***Icy Wind Fan.*** With a cooling breeze, the icy wind fan provides comfort on summer days.
20	GM's Choice from the list.



GREATER UMBRAL ITEMS OF THE SHADOW FEY

d20	Umbral Items
1	***Moon Helmet.*** This helmet is made entirely of transparent metal, so your vision is not obstructed.
2	***Ebony Scabbard.*** A scabbard of purest darkness, it helps you gather shadows about yourself. You may attempt to hide while in plain sight once per day.
3	***Animated Banner.*** This banner shows a moving, ferocious form of your heraldic crest, such as a lion rampant or a dragon breathing fire.
4	***Umbral Palanquin.*** This palanquin seats one person and is carried by invisible forces. You need never walk anywhere.
5	***Ephemeral Tent.*** This tent appears fully set when called, complete with brazier of coals, a pair of comfortable beds, and a small table set with nourishing food. It provides limited protection against bitter cold, storm winds, and heavy rain. Poor conditions may shred it.
6	***Shadow Reins.*** These black reins with silver bells are hardly visible, but they are highly effective in transmitting your wishes to a mount. All Wisdom (Animal Handling) checks when dealing with a mount fitted with shadow reins have advantage.
7	***Mooncatcher's Delight.*** This small amulet always draws moonlight to you. You'll never stand in darkness.
8	***Phantasmal Feast.*** A deep-red tablecloth woven of shadows, it creates enough nutritious food for two creatures when placed on a table.
9	***Dog Shadow.*** Your shadow resembles a faithful dog, which is watchful and barks when creatures approach. You cannot be surprised.
10	***Sunlight Lantern.*** This hooded lantern burns with the full light of the sun in a 30-foot radius with dim light for an additional 30 feet. It burns for 6 hours on enchanted oil and can be damped to a 5-foot radius as needed.
11	***Umbral Hunting Hounds.*** Two shadowy hounds that come when called. You have advantage on Wisdom (Survival) checks to follow a trail using scent.
12	***Shadow Fanfare.*** A set of silver trumpets announces your arrival every time you enter a room.
13	***Spider Silk Boat.*** The size of a handkerchief, it becomes a small, two-person rowboat when shaken out. It must be rowed normally but can be returned to kerchief size once you reach shore.
14	***Ghost Jar.*** This jar can hold one ghost or phantom, which answers questions or moans hauntingly from time to time. If a second question is asked on any given day, a successful DC 14 Charisma (Persuasion) check is required, or the ghost departs.
15	***Whispering Pebble.*** A small stone that whispers nonsense without pause. If left alone in a room, it always sounds as if a conversation is happening, but the gist of it is never clear. If addressed, the stone falls silent.
16	***Illusory Tower.*** This gleaming, transparent stone tower contains a single set of spiral stairs up to a height of about 50 feet. At the top, a flat platform and battlements provide an excellent view in all directions. The tower provides no cover or protection but is useful for seeing into the distance.
17	***Evergroomed Kit.*** This pouch is made of oiled leather and holds various grooming products: such as shampoo, hair oil, a comb, a shaving razor, pressed powder, and a hand mirror. On spending 1 minute grooming yourself with the items from this kit, you are clean and fresh, hair perfectly styled, makeup party ready.
18	***Feline Ring.*** This silver band creates an adorable illusory kitten. The kitten appears from behind a chair, someone's leg, or other cover and frolics and tumbles about. If approached, it flees and disappears once it's behind total cover.
19	***Spectral Kestrel.*** This translucent bird of prey perches on your shoulder or wrist, keen-eyed and waiting. It can follow simple commands (such as fly, return, fetch, and harry) and has advantage on Wisdom (Perception) checks.
20	GM's Choice from the list.

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Trickery and Whimsy

The items in this section are tricks, art, and illusions done for show or to discomfit a rival without injury. These are performed with cantrip-level magic for the most part, though some merely use oils, scents, or ventriloquism. The fey gifts and glamours are charms or knacks sometimes bestowed as boons by fey lords and ladies to their followers or favorites. These gifts can be rescinded from those who fall out of favor.

TRICKS AND PRANKS OF THE GNOMES AND SHADOW GOBLINS

d12	Tricks and Pranks
1	***Frosty Frown.*** Your facial expression is frozen in a scowl for at least 1 hour. A DC 11 Constitution saving throw negates this.
2	***Hidden Door.*** An important chamber's doorway is hidden behind an illusion. Courtiers seem to pass through the wall when they enter or leave this way.
3	***Living Statue.*** A statue speaks and moves, mocking visitors or commenting on their choice of apparel.
4	***Irritated Guard.*** Words are put in a guard's mouth, such as "You're not allowed here" or "Her majesty wishes you to leave the court at once." These are lies, but the guard is either paralyzed or silenced and cannot correct the statement verbally.
5	***Sewer Stench of Garlic.*** A particular set of boots or a cloak is infused with a rancid smell. Magic or several washings are required to get it out.
6	***Rotting Garments.*** Your clothes are made to look moth-eaten, worn, patched, or otherwise slipshod.
7	***Sliding Carpet.*** A carpet is infused with grease or oil that is not visible. Stepping on it requires a DC 14 Dexterity saving throw, or you fall prone (no damage except to dignity). When placed on a staircase, 1d6 falling damage may apply.
8	***Enormous Belch.*** A huge belch seems to come from a genteel fey or human.
9	***Stampede!*** A herd of sheep, goats, oxen, or cattle seems to be rushing down the hallway. Those who stand in its way are not injured, but goblins laugh at anyone who is startled.
10	***Tiny Thieves.*** Trained crows, ravens, or even squirrels take food or small objects (such as buttons, laces, or hair pins) away from a creature and scamper off to the nearest tree or tower with their haul.
11	***Storm Cloud.*** A small rain cloud follows you, drizzling on you (and only you) and leaving you damp.
12	GM's Choice from the list.





GIFTS AND GLAMOURS OF THE FEY

d12	Gifts and Glamours
1	***Scent of Lemons and Roses.*** You smell of roses and lemons, even in the dead of winter or other unlikely times.
2	***Flower Clothing.*** Your clothes are embroidered with flowers that sway in an unfelt breeze and that blossom, close, and turn to seed in a swift-flowing cycle of a few minutes.
3	***Cloud of Kind Lights.*** You are surrounded by a cloud of wispy lights that always display you to advantage.
4	***Deep Eyes like Pools.*** Your eyes are entrancing. If you succeed with a Wisdom (Insight) check, you can always catch another creature's eyes within 30 feet.
5	***Entrancing Voice.*** Your voice is sweet or resonant; if you succeed with a Charisma (Performance) check, you can always gather the attention of creatures within 30 feet.
6	***Artist's Eye.*** You can describe any creature in detail or sketch it with uncanny accuracy.
7	***A Fey Kiss.*** If a creature permits you to kiss it, your lips leave a lasting memory. Creatures you have kissed always remember you fondly, even if they never see you again.
8	***Beguiling Caper.*** You dance with grace and beauty. At any party or festival where you dance, others stop to watch you.
9	***Elegant Speech.*** Your rhetoric is sublime. You make Charisma (Persuasion) checks with advantage when first meeting a creature you share a language with.
10	***Swift Rider.*** You can spur any mount to extraordinary speed. Your mount's Dash actions always add both your own speed and the mount's speed.
11	***Follow Me.*** When you crook a finger at another creature, it often feels inspired to follow you. This applies as much to hounds and horses as it does to humanoids, fey, and giants. Sometimes, however, the charm fails; if counterspelled by an arcanist or resisted by a powerful fey, you may be compelled to move toward the creature that you sought to draw close to yourself.
12	GM's Choice from the list.

BELOVED ILLUSIONS OF THE FEY COURTS

d12	Illusory Effects
1	***Enchanted Forest.*** A great hall or audience chamber resembles a lush forest of fragrant trees, ferns, and similar growth. Trees may hide doorways or balconies. It is difficult to tell what is a pillar and what is a tree.
2	***Moonlit Hallway.*** An indoor hallway is lit by clear beams of moonlight.
3	***Starry Carpet.*** The carpet resembles an open void filled with stars, comets, and moonlight. The carpet is disquieting to walk on.
4	***Distant Towers.*** A set of tall, shining towers is visible from a balcony or window, but it is impossible to visit them. They are illusions near the horizon.
5	***Silent Parade.*** A favorite of gnomes and fey children, a silent parade involves elves, goblins, bearfolk and erina, all marching and singing, shouting, playing trumpets, or pounding drums—but completely silent. Humans tend to find it eerie rather than hilarious.
6	***Living Tapestry.*** Though similar to a phantasmal tapestry (see **Lesser Umbral Items of the Shadow Fey** above), these feature unicorns, hippogriffs, lions, or other animals that can exit the tapestry, wandering within 120 feet of it, fully alive.
7	***Speaking Doors.*** A door with a metal knocker speaks and argues with those seeking to pass through it.
8	***Infinite Hallway.*** The hallway seems to lead to a golden doorway, but walking down it never brings you any closer to the end.
9	***Bed Monsters.*** Growling and hissing can be heard beneath a particular bed. When investigated, the space is empty.
10	***Beehives.*** A section of window seems to be a transparent beehive with the bees themselves always visible.
11	***Phantom Orchestra.*** Light chamber music drifts on the air without any obvious source, as if played by some small group always just out of sight.
12	GM's Choice from the list.

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Life in Shadows

The peoples of the Shadow Realm have adapted and thrived in a wide assortment of ways, stamping their own personalities and dreams into the realm.

FASHIONS OF THE COURTS

d12	Apparel
1	***Shadow Silk Cloak.*** Woven out of darkness itself, a shadow silk cloak is a simple yet impressive accessory. This silky garment floats about you as if in a breeze and evaporates when removed, leaving behind nothing but the clasp until it is donned again.
2	***Gossamer Veil.*** This veil is made from strands of gossamer and starlight, light as air and delicate as a dream.
3	***Redcap.*** Found often in the shadow goblin courts, a redcap is a hat of any style dyed a deep, blood red. Those who hold to tradition dye their cap by soaking it in the fresh blood of a slain foe on a regular basis, bur that custom has largely fallen out of favor—though the darakhul have taken up the tradition.
4	***Heavens' Weave Clothing.*** Clothes made from heavens' weave fabric are black or dark blue and shimmer with constellations and star patterns of the mortal world.
5	***Glass Gatorskin Accessories.*** Once tanned and dyed, the translucent skin of the glass gator becomes partially opaque, lending it a fascinating, crystal-like appearance, and it has the added benefit of being completely waterproof. Boots and gloves made of this material are especially popular with the shadow fey of all social classes, though only the nobility can readily afford them.
6	***Sun-Stitched Raiment.*** Created and prized by the bearfolk of the Shadow Realm, these clothes are stitched over with luminous golden thread. The cloth is warm to the touch, as if laid out in the sun, and has a bolstering effect on your emotional state.
7	***Moon Sable Fur Mantelet.*** Commonly considered a more feminine accessory, this short cape is made of the pure-white fur of the moon sable and is worn more for style rather than utility.
8	***Living Tattoo.*** While not technically alive, these intricate tattoos are infused with illusion magic, allowing them to move and shift over your skin, and they can even travel from one part of the body to another based on your whims.
9	***Sackcloth Clothing.*** Resembling prison garb, sackcloth clothing is a sign that you have been exiled from a court or city. Often a punishment in lieu of death, offending parties are stripped of belongings, dressed in sackcloth, and run out of town. Some wear the uncomfortable apparel as a form of atonement for their transgressions.
10	***Moonglow Jewelry.*** The glowing gems in these elaborate accessories are made of moonlight, captured and cut into dazzling jewels.
11	***Starlight Coronet.*** Tiny, shimmering motes of light encircle your head or sit nestled within your hair.
12	GM's choice from this list.

BELOVED PETS OF THE SHADOWS

d12	Strange Creatures
1	***Shimmer Serpent.*** This snake is 3–5 feet long but remains slender and delicate. The serpent is a solid, glossy black except for its belly, which features a shimmering, spangled pattern that resembles a starry night sky.
2	***Moon Sable.*** A sleek, keen-eyed musteline with pure-white fur and the ability to convey simple emotions via empathic projection.
3	***Umbraling.*** This piece of living shadow can be as small as a mouse or as large as a cat, and it takes on the form of whatever animal is most pleasing to its owner, though it has no features beyond a black silhouette.
4	***Weal Bug.*** This jewel-green, cricket-like insect is often carried in a tiny, elaborate cage tied to the owner's belt or scabbard or even carried by a servant. It is said that its chirp draws good fortune to its owner and that it goes silent to warn of ill luck nearby.
5	***Wolpertinger.*** A tiny creature, the **wolpertinger** (see *Creature Codex*) resembles a fanged rabbit with wings and horns. There are many breeds, from raven-black wolpertingers with a single spiral horn to the more common mottled-brown, deer-antlered variety.
6	***Midnight Dragonette.*** Also known as the twilight dragonling, this tiny, dragon-like creature has an uncanny intelligence and a fondness for shiny trinkets. Its coloration tends toward blacks, greys, purples, and deep blues with the occasional hint of the deep reds of sunset. Its pupils are shaped like starbursts, and it breathes wreaths of purple vapor when happy.
7	***Umbral Hunting Hound Puppies.*** A pair of shadowy puppies that come when called. They wrestle with each other, chase shadows, and are otherwise cute and cuddly.
8	***Pocket Pig.*** This diminutive blue piglet is small enough to fit in a pouch or backpack. It is prized by some households for its ability to sniff out rare culinary ingredients.
9	***Flutterby.*** This feline creature resembles a common housecat with large butterfly wings. Though only able to fly for short distances, it is a prized pet in many noble fey households.
10	***Aetherfish.*** This shimmering fish "swims" in the air around its owner, its long, fan-like fins rippling gently in an unseen current. It occasionally takes on a ghostly appearance or momentarily disappears altogether as it passes too close to the border of the ethereal plane.
11	***Lamplark.*** This diminutive songbird has soft gray-brown feathers and two distinctive black crescents just beneath its eyes. Belying its somewhat lackluster appearance, the lamplark sings beautiful and elaborate songs but only at night. When it sings, the lamplark glows like a golden beacon, shedding bright light in a 15-foot radius.
12	***Snapdragon.*** A curious, sentient plant, the snapdragon has a long stem, broad leaves, and a vivid blossom that comes in a variety of colors. It is content to remain potted and indoors, though it can turn grumpy and brown if it outgrows its pot or if the pot is too plain for its tastes. An unhappy snapdragon has the tendency to bite.



Eric Lindahl (Order #31842079)

FOODS OF THE SHADOW REALM

d12	Dishes and Delicacies
1	***Twilight Venison Stew.*** This hearty stew is made from the meat of the deer that wander the Shadow Realm, cooked in a rich, thick gravy with white and purple root vegetables. It is enjoyed by all classes and creatures within the Realm.
2	***Air and Darkness Chiffon Cake.*** This fluffy, airy cake is flavored with a dark, bitter chocolate and topped with powdered sugar and black walnuts.
3	***Fried Scuttles.*** Scuttles are a white beetle found feasting on deadfall in shadowy forests. Once fried, they become tender yet their shells crispy, and they're often served with a side of stinging nettle sauce for dipping. This dish is favored by the shadow goblins, erina, and some alseid.
4	***Sautéed Midnight Morels.*** Conical black mushrooms cooked in butter and topped with shadow salts. Raw, this fungus is toxic, but cooked properly, it takes on a nutty, earthy flavor.
5	***Golden Nightjar.*** Dusk-singing whip-poor-will roasted in a crust of saffron. Each chef adds additional spices to create a custom version of the dish, and the requisite saffron turns the skin and meat of the cooked bird a deep yellow.
6	***Dreamingwine.*** A sweet dessert wine, this deep-red digestif is made with grapes that have been exposed to noble rot and the daydreams of young lovers. A small family of wyrd gnomes have begun developing a new vintage, made with white grapes and the bitter regrets of one dying of old age.
7	***Candied Twilight Pears.*** This purple fruit is sliced thin and simmered in honey. It's served warm with a side of clotted cream. Consuming it conveys a temporary sense of mild euphoria.
8	***Stygian Swill.*** A cheap and heady spirit made by distilling wheat or other grain with waters from the Styx or Lethe. It is highly potent and extremely bitter, and those not native to the Shadow Realm often find they wake the next day with memories that do not belong to them.
9	***Whisper Blossom Pods.*** The long, finger-shaped seed pods of the whisper blossom are a versatile and delicious side dish. They can be battered and fried, sautéed in butter, or even added to stews and soups to add a dash of spice and melancholy.
10	***Glass Gator Sweetbreads.*** The breaded and fried glands and organs of the glass gator are a particular delicacy in many noble households. The transparent nature of the creature and its meat make it difficult to hunt and butcher, making this a costly offering.
11	***Steamed Shadowspider Legs.*** While the legs of the shadowspider matron are black and spiney, the meat within is light and flakey when steamed. This dish is often served with clarified butter seasoned with black truffle.
12	GM's choice from this list.

CANTRIPS OF THE FEY

d12	Cantrip Effects
1	***Eldritch Blast.*** Your *eldritch blast* briefly leaves behind a lingering trail of illusory flower petals, falling leaves, or butterflies in the color of your choice.
2	***Light.*** Though your *light* spell provides the same illumination as always, it appears as a purple-black glow casting off dark rainbows.
3	***Spare the Dying.*** When you cast *spare the dying*, shadows pour from your mouth and fingers and sink into your target's chest.
4	***Resistance.*** When you cast *resistance*, your target is surrounded by iridescent, sparkling motes that remain until the spell ends.
5	***Mage Hand.*** Your *mage hand* appears as a knobby, twisted hag's hand.
6	***Message.*** When you cast *message*, your voice arrives at the target's ear, discordant and disconcerting, with whispered echoes and strange voices layered among your own.
7	***Produce Flame.*** When you cast *produce flame*, the fire appears as black, blue, pink, or purple.
8	***Mending.*** When you cast *mending*, dozens of tiny, shimmering spectral beetles envelop the damaged area, dissipating into glittering smoke when the spell is complete.
9	***Dancing Lights.*** Your *dancing lights* appear as swarms of blue and purple fireflies, spectral glowing goblin skulls, or tiny illusory moons.
10	***Shillelagh.*** When you cast *shillelagh*, the wood of your staff or club becomes twisted and black and glowing, wicked-looking thorns emerge from it.
11	***Guidance.*** When you cast *guidance*, your target's eyes are briefly framed by glowing purple or smoky black butterfly wings.
12	GM's choice from this list.

OMENS OF THE SHADOWS

d12	Omens
1	***Raven Feather.*** A single black raven feather in your path means death will find you soon.
2	***Dancing Stars.*** Occasionally, a star may reorient itself in the heavens, moving from one point in the sky to another. This indicates shifting allegiances—either one that is already in place or one that should be strongly considered.
3	***Backward-Flowing River.*** If you stumble upon a portion of the Styx or Lethe that is flowing in the wrong direction, the spirits are unquiet or displeased with your current course of action.
4	***Rotten Fruit.*** If you bite into a piece of fruit and find it rotten, someone close to you will soon betray you.
5	***Colored Flame.*** If your candle or fire burns blue, the time is ripe for you to act. If it burns black, beware a blade in the dark. If it burns purple, you'll have a visitor soon. If it burns green, good news is on its way.
6	***Cracked Cauldron.*** A crack appearing in your cauldron or other dishware means you'll soon meet your love.
7	***Stryx Shadow.*** A stryx shadow crossing over you means your current path leads to tragedy.
8	***Phantom Knock.*** If you hear a knocking but find no one there, a known secret must be kept at all costs.
9	***Thick Mist.*** A heavy mist or fog means the spirits are trying to convey a message. It is the ideal time to attempt to contact the dead.
10	***Spilled Wine.*** If someone spills their wine at dinner, they will die within two nights. If you spill someone else's wine, their death will be your fault.
11	***Spare Tooth.*** If you discover an unexpected tooth—in your food, on the ground, or even in your own mouth—good luck is with you.
12	GM's choice from this list.

Eric Lindahl (Order #3184279)

MOUNTS IN THE SHADOWS

d12	Mounts (Large unless noted otherwise)
1	***Lesser Unicorn.*** Also known as a false unicorn, this creature resembles a slender white horse with split hooves and a single shimmering horn on its forehead. It lacks the intelligence and magical abilities of a true unicorn but can use an action to teleport up to 60 feet when in moonlight. Its speed is 50 feet.
2	***Valravn.*** This mount has the body of a wolf with the head and wings of a raven. It has a speed (including flying) of 50 feet.
3	***Horned Frog.*** This black and purple amphibian has two unicorn-like horns that protrude just above its eyes. With a speed (including swimming) of 40 feet, a long jump of 30 feet, and a high jump of 20 feet, this mount is especially advantageous in areas of uneven terrain.
4	***Racing Snail.*** This large snail's spiraling conical shell comes in a variety of hues, and the top breeders pride themselves on creating new and unique color combinations. The racing snail has a speed (including climbing) of 50 feet and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
5	***Giant White Rook.*** This white bird has dark eyes and a keen intelligence. It has a speed of 10 feet and a fly speed of 60 feet. It can follow simple instructions and can mimic short phrases of six words or less.
6	***Sylvan Hare.*** Also known as a sylvie, this Medium rabbit has feather-soft fur—in black, dark gray, or white—red eyes, and overlong ears. It has a speed of 40 feet, a long jump of 30 feet, and a high jump of 20 feet, and it has advantage on Wisdom (Perception) checks related to sound. Halflings in the Shadow Realm prefer sylvies as their mounts.
7	***Aquileona.*** A white and gold lion with a thick mane and broad, eagle-like wings, the aquileona is a fierce and terrifying mount. It has a speed (including flying) of 50 feet.
8	***Marbled Widow.*** A mottled black and white spider, the marbled widow has slender legs, a bulbous abdomen, and paralyzing venom (DC 15 Constitution saving throw or be paralyzed for 1 minute). Though its speed is only 40 feet, it can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and it has advantage on Dexterity (Stealth) rolls.
9	***Onyx Moa.*** This Medium flightless bird has jet-black feathers, wicked talons, and a broad, razor-sharp beak. With a speed of 60 feet, it's able to outpace many creatures and is the favored mount of the Shadow Realm's goblins and gnomes.
10	***Reitenhund.*** A sleek black and brown canine, the reitenhund is the ideal mount for hunters and trackers. It moves quickly, with a speed of 60 feet, and has advantage on Wisdom (Survival) checks when tracking prey.
11	***Kalong.*** A fuzzy black bat with a foxlike face, the kalong is awkward and slow on the ground but particularly quick and agile in the air. It has a speed of 10 feet and a fly speed of 60 feet, and it has blindsight to 60 feet.
12	GM's choice from this list.



STRANGE SERVANTS OF THE SHADOWS

d12	Servants
1	***Knitter.*** Appearing as a humanoid or fey woman with overlarge solid-black eyes, a knitter has two extra sets of arms that she normally keeps hidden beneath her clothes. Knitters are highly proficient in dexterous tasks, including sewing, mending, weaving, and crochet, but her extra arms come in handy for all sorts of jobs.
2	***Shadow Attendant.*** This shadowy, humanoid form coalesces out of the darkness when called and returns to the shadows when dismissed. It can perform simple tasks, like tending to a fire, cleaning, serving drinks, and carrying written messages.
3	***Chatterbox.*** A 2-foot-tall, white-skinned humanoid with a too-wide mouth and vacant eyes, the chatterbox makes a magical record of any conversation it hears and can repeat it back verbatim later. They often replace scribes for nobles who need to constantly jot down lists or reminders—and the opportunities for spies are endless.
4	***Pyreflies.*** These Tiny insects flit from room to room, kindling fires in hearths and lighting candles as darkness falls.
5	***Nanny Goat.*** This goatlike humanoid has horizontal, rectangular pupils, two small, curved horns, and is quick and agile on their hooved feet. They're often employed as an assistant to nursemaids and governesses to shadow fey children.
6	***House Brownie.*** Tiny and shy, the house brownie is very rarely seen, but the fruits of its labor manifest as mysteriously completed household tasks. A fireplace cleaned, floors scrubbed, and pots and pans sparkling in the drying rack are all evidence of a house brownie. While it only requires payment of milk and honey, those who go out of their way to befriend a house brownie find their kindness repaid in unexpected ways.
7	***Skullery Maid.*** This Small skeleton walks on two legs but does not resemble any of the known humanoids in the Shadow Realm. Its head is a horse's skull, and its eyes burn with white fire. It cleans, mends, and does simple chores in exchange for the ashes from the hearth, which it consumes with gusto.
8	***Teacup Fairy.*** So named because they're small enough to sleep in a teacup, this Tiny, winged fey cultivates tea and other herbs in the kitchen garden. They bite anyone who interferes with their work, gets in their way, or otherwise annoys them.
9	***Shadow Watchman.*** This guard blends neatly with the darkness, standing at its post atop ramparts, parapets, or even outside a chamber door, alert for any encroaching danger. It requires no sleep or food, making it the ideal guard.
10	***Umbral Butler.*** Punctual, tidy, and unfailingly polite, the umbral butler is the ideal head servant. If the other servants resent working beneath a creature made entirely of smoke and shadow, they never show it.
11	***Silent Squire.*** A humanoid with white skin, hair, and eyes, the silent squire is perfectly attentive to a knight's every need, ready with shield, sword, or lance. Just don't look too deeply into their eyes—lest they look back.
12	GM's choice from this list.

Eric Lindahl (Order #31842079)

SECRETS OF THE COURTS

d12	NPC Secrets
1	***Lightweight.*** They cannot hold their liquor, and they spill others' secrets when drunk.
2	***Dalliance.*** They are carrying on a secret affair with someone scandalous.
3	***Blackmailer.*** They know someone else's secret and are blackmailing them to keep it quiet.
4	***Indebted.*** They are not nearly as wealthy as they appear to be. They are heavily in debt to unscrupulous moneylenders or are pawning off old family heirlooms in order to afford the newer fashions.
5	***Parricide.*** They killed a family member, either through an arranged killing or by their own hand.
6	***Imposter.*** They are not who they say they are.
7	***Conspirator.*** They are part of a plot to unseat the ruling monarch of their court.
8	***Allergy.*** They are deathly allergic to a common food.
9	***Sticky Fingers.*** They steal things. A lot. It could be small trinkets, large amounts of coin, or even priceless heirlooms.
10	***Star-Crossed.*** They are in love with someone they can never be with.
11	***Illusory Appearance.*** They heavily modify their appearance with illusions and enchantments, far past what is considered socially acceptable.
12	GM's choice from this list.

TREASURES AND TRINKETS OF THE SHADOWS

d12	Treasures and Trinkets
1	***Memento Mori Music Box.*** This palm-sized music box is made of etched silver. When wound, it plays an eerie and entrancing melody. The inside of the lid holds a lock of black hair set behind glass.
2	***Gemstone-Studded Fan.*** This fan is made from teal ostrich feathers, held together at the base by gilded ribs adorned with onyx cabochons.
3	***Bloodletting Brooch.*** This tiny and extremely sharp dagger is disguised as a fashionable accessory, hidden within the design of a silver and garnet brooch. It can easily be carried into an event where weapons are frowned upon.
4	***Pressed Memories.*** A 3-inch-square frame holds five different colored blossoms pressed between glass. Each blossom is an important memory, removed from the owner's mind and preserved—and promptly forgotten.
5	***Everlight.*** This handheld taper burns with a warm golden glow and never gets any shorter.
6	***Book of Secrets.*** A small journal bound in strange black leather, its pages are filled with fine writing in elegant calligraphy—and it's completely encoded. It holds the secrets of dozens of luminaries and other important beings but requires the cypher to translate, and it resists magical means to bypass the code.
7	***Gilded Hummingbird Nest.*** This tiny accessory is created by harvesting a real hummingbird nest and coating it in gold, silver, or bronze—eggs and all. It is then worn in the hair or hung by a chain around the neck.
8	***Kintsugi Teapot.*** An elegant black stoneware teapot that has been shattered and repaired with gold.
9	***Porcelain Unicorn.*** This tiny, delicate statuette bears an uncanny resemblance to the real thing, having perfectly rendered features.
10	***Shadowsphere Pendent.*** This marble-sized glass sphere holds a tiny, shifting wisp of shadow or black smoke. The wisp is constantly moving and changing.
11	***Luminous Shard.*** This crystalline shard is 1 foot long and sharp as a knife. It glows softly whenever music is played in its vicinity.
12	GM's choice from this list.

Eric Pollard (Orbs - 5183079)



LORE OF THE BEARFOLK DRUIDS

d12	Lore
1	***The Cracked Oak Circle.*** This bearfolk grove is built around a massive, broken oak tree in the center of their settlement. Green and alive when the bearfolk settled here, the oak was split by dark lightning some decades ago from a darakhul sorcerer locked in battle with the grove's elder. The sorcerer ultimately escaped, the elder died, and the tree never recovered. The bearfolk who train here are educated on the ways of the darakhul and their undead, all the better to destroy them.
2	***The Banshee-Haunted Grove.*** This tiny grove rests on the edge of an ancient battlefield. The site was initially chosen in order to watch for any undead, and when a banshee arose, she was immediately destroyed by the druids. However, she rose again the next night and was put down again—only to rise once more the night after that, and the night after that. After more than a week of this cycle, the bearfolk realized she had no intention of harming anyone within the grove if left alone, and they have instead taken to studying her pathways through the forests and fields in the hopes of discovering her origins and putting her to rest.
3	***The Circle of Song.*** The natural stone henge of the Circle of Song is a curiosity. Carved by the wind whistling through the hillsides, on a gusty day, the stones of the grove sing as air passes through dozens of holes and passageways. Its strange geography also seems to be a focus for magic, and the druids of the Circle of Song can channel their abilities and shape the natural flow of the Shadow Realm around them with ease. They have learned to harmonize their own singing with the songs of the stones, creating a unique form of ritual.
4	***The Moonshadow Grove.*** The druids here are attuned to the shadows and can pass between the pools of darkness with ease. Recently, however, something has infested their grove's shadows, and those who attempt to step between them do not always reappear.
5	***The Moonfire Circle.*** In the center of this druid grove stands a brazier filled with cold-burning fire. The flame gives off a hollow white light and no warmth. It is harmless to living creatures from the mortal world but burns undead and those native to the Shadow Realm. Unfortunately, due to its nature, the druids have been unable to get the flame to grow or spread—it does not ignite wood, paper, or other flammables like true fire does. If they can learn how to manipulate it, it would be a powerful weapon indeed. So far, they have managed to keep its existence a secret from other Shadow Realm denizens, for surely such a tool would never be allowed to remain in bearfolk hands if the shadow fey had any say over it. But it is only a matter of time until word gets out and armies descend upon them.
6	***The Grove of the Three Rivers.*** This grove is built in and around a fork of three small tributaries that branch off from the Styx and empty into three small pools. The bearfolk tend to these shadowy waters, attempting to commune with the souls trapped within. They have met with moderate success and have thus far "rescued" roughly 20 souls, encouraging them to pass on in some cases and sending them off as Stygian shades to discover the manner of their death and the secrets of their life in others. The druids here call themselves shade whisperers and find that violence is not the only answer to the evils of the Shadow Realm.
7	***The Bent Tree Grove.*** The druids of this grove have created an intricate, living housing system created by coaxing the trees to grow in certain designs and directions. Though they are patient when it comes to home construction, the druids are merciless in their training of shadow gnawers and have no hesitation when it comes to cutting out the rot of shadow corruption wherever they find it.
8	***The Circle of the Seven Sisters.*** Established by seven sisters who arrived in the Shadow Realm from the Arbonesse Forest, the Circle of the Seven Sisters has a tenuous connection to the mortal world. A pool of clear, fresh water stands in the center of the grove. The pool is fiercely guarded, both as a source of untainted water and as a pathway between the realms. Creatures who submerge themselves completely in the pool and swim directly toward the bottom for 1 minute emerge in the mortal world in Riverbend within the Arbonesse. Following the pathway back into the Shadow Realm is trickier however since the way through the river is only open during certain phases of the moon.
9	***The Hearthollow Grove.*** Once a grove with many students and teachers, the Hearthollow Grove is now all but abandoned. Only the caretaker, Umalla, remains, and no bearfolk travel here anymore. Recently, even communication with Umalla has gone silent, and none of the bearfolk know the reason for the loss of this stronghold.

Eric Lindahl (Order #31842079)

d12	Lore
10	***The Blackwater Grove.*** Nestled on the banks of a massive lake, the druids of the Blackwater Grove have pulled something curious coffin from the shadowy waters. The box is made of heavy iron and etched with runes, and though it seems old, it shows no signs of rust or other degradation. Still, *something* is within, and the bearfolk here argue about whether they should open it, guard it, or return it to the lake. So far, Ellar Dannos, the bearfolk leader of this grove, has been content to study it in quiet contemplation for endless hours.
11	***The Circle of the Gloomflower.*** Once a massive grove of gloomflowers, a large swath of forest was cleansed by bearfolk druids who established the Circle of the Gloomflower. Though a latent psychic scream still pierces the air periodically, an echo of a memory of darker times in the land, this grove has known relative peace for some time now. Not long ago, however, the patrolling druids discovered some strange silver seeds that buffeted them with corrupting visions when touched. The gloomflower grove may be returning—either through natural means or by someone's hand.
12	GM's choice from this list.

Appendix: Shadow Realm Encounters

You never can quite know what you'll run across in the Shadow Realms. Walk softly.

ENCOUNTERS IN THE FORESTS (CR 1–4)

d12	Encounter
1	The ruins of a crumbling stone palace stand before you. Partially collapsed walls hide whatever treasures may lie within. PCs who indulge their curiosity and enter the ruins are attacked by two **cobblestorms** (see *Tome of Beasts*), masquerading as the stone floor.
2	A gruesome scene of violence lies in the clearing just ahead. Several corpses picked entirely clean lay on the ground, but one in the clearing center is covered in dozens of black butterflies. The butterflies are a **death butterfly swarm** (see *Tome of Beasts*) that attacks if the corpses are disturbed.
3	Painful groans alert the PCs to a **sable elf** (see **Chapter 9**) bound to a tree. The **lunarchidna** (see *Tome of Beasts* 2) that wrapped the elf waits above in the tree to ambush any rescuers.
4	A small fire alerts you to a camp occupied by eight **shadow fey forest hunters** (see *Tome of Beasts*). The fey are happy to share their fire with polite travelers and warn them that an unusual amount of lycanthropes have been seen in this region of the forest.
5	A **giant elk** bearing a **far darrig** (see *Tome of Beasts*) bounds onto the path. The far darrig is under orders to guard this path and demands the PCs turn back. If the PCs do not comply, both the elk and its rider attack.
6	The PC with the highest passive Perception hears a tiny voice call out from the ground. The voice belongs to an enchanted snail who would like to be placed on a tall branch just above. A character who helps the snail gains the benefits of the *bless* spell for 24 hours. A character who harms or kills the snail has the penalty of a *bane* spell for 24 hours.
7	The PCs step into a grove covered in booby traps left by a tribe of **moss lurkers** (see *Tome of Beasts*).
8	A bedraggled **veteran** stumbles onto the path and begs the PCs to help end its torment. The veteran slew a bird while hunting for food and has become the target of a vengeful **pombero** (see *Tome of Beasts*)
9	A clearing in the forest admits the shining silver light of the moons above. In the center of the clearing stands a solitary **gloomflower** (see *Creature Codex*), illuminated by a beam of moonlight.
10	A **shadow blight** (see *Creature Codex*) has found its way to this part of the forest, searching for dead trees to infect with its taint. It stands motionless next to one such tree, waiting for the PCs to pass.
11	A lumbering bear comes into view. It raises its head, and its deer-like antlers and burning red eyes mark it as more than a normal bear. The **spawn of Chernobog** (see *Creature Codex*) roars and attacks.
12	A **wolpertinger** (see *Creature Codex*) sits in the party's path. It hops once, then twice, off the path and into the underbrush. If the party follows, it leads them to their destination in half the time. If the party attacks, it flees.

Eric Tindall [Orbs - 5/8/2019]

ENCOUNTERS IN THE FORESTS (CR 5–9)

d12	Encounter
1	A trio of **deathwisps** (see *Tome of Beasts*) begins to stalk the party. These wisps are born of three murdered shadow fey who mistakenly believe the PCs are the adventurers responsible for their death.
2	The party is approached by a **bearfolk druid** (see **Chapter 9**), tracking a creature corrupted by shadow. The druid offers the party information or a safe place to shelter for the night in exchange for assistance in hunting the beast.
3	A chorus of barks heralds the arrival of two **hounds of the night** (see *Tome of Beasts*) followed by a **keeper of hounds** (see **Chapter 9**). The keeper is training the dogs to hunt humanoids, and they are delighted to sick the dogs on such vulnerable prey.
4	Haunting rustling carries on the wind as two **birch sirens** (see **Chapter 9**) have flanked the party, hoping to ensnare them with enchantment.
5	The corpse of an enormous bear lies in the clearing ahead, ensnared by a bear trap. The trap is a **gnarkjak** (see *Tome of Beasts*), hoping to prey on any creature inspecting the corpse.
6	A chorus of voices leads you to an overgrown black chapel. Inside, four **owl harpies** (see *Tome of Beasts*) sing hymns praising **Alquam** (see *Tome of Beasts*), the demon lord of night.
7	The PCs are ambushed by a pair of **malphas** (see *Tome of Beasts*), assassins ordered to kill the party at the behest of their mysterious shadow fey lord.
8	The path ahead is filled with black webbing. A successful DC 18 Wisdom (Survival) check reveals these webs aren't from a spider, and if the DC is exceeded by 5 or more, it is identified as webbing from a **somberweave** (see *Tome of Beasts* 2).
9	The PCs hear sobbing cries for help. If they investigate, they discover a shadow fey trapped in the cage atop the head of a lumbering **chuhaister** (see *Creature Codex*). The giant entered the Shadow Realm to destroy the fey on their home turf and has been harrying nearby villages.
10	A pile of armor and other belongings can be seen through the trees. The items lie beneath a **goliath longlegs** (see *Creature Codex*) that attacks with its Paralytic Web when the PCs are within range.
11	An **alseid grovekeeper** (see *Tome of Beasts*) and three **alseid** (see *Tome of Beasts*) circle the party and demand to know why they are in their woods.
12	Three **mylings** approach the party for help in finding their final rest. They lead the PCs to a dense copse of corpse-white trees, where they attempt to drag the PCs into the ground.



Eric Lindahl (Order #31842079)

ENCOUNTERS IN THE FORESTS (CR 10+)

d12	Encounter
1	Profane chanting comes from the grove just beyond where five **druids** conduct an evil ritual under the guidance of a **lunar devil** (see *Tome of Beasts*). If the devil is destroyed, the corrupting enchantments on the druids are broken, and they are horrified by their actions.
2	A wounded **berstuc** (see *Tome of Beasts*) stumbles onto the path with two **treants** following closely behind. The berstuc pretends to be a treant, running from the shadow-corrupted treants, and begs the party to help fight off the pursuers. If the PCs fall for this trick and the berstuc survives, it immediately turns its attack on the party.
3	Baying hounds and rallying horn blasts ring through the night as the **Lord of the Hunt** (see *Tome of Beasts*) passes through the wood. Every humanoid that can hear the horn must succeed on a DC 15 Charisma saving throw or be compelled to follow the lord through the night.
4	The party happens upon a **mavka** (see *Tome of Beasts*), setting fire to a huge swath of forest. She gives the party one chance to walk away, no questions asked, but attacks if they interfere.
5	The earth groans as something massive moves far below your feet, sudden tremors rock the ground, and ancient trees fall into a widening chasm in the earth. The PCs must succeed on a DC 18 Strength (Athletics) check to outrun the fissure, or they fall 100 feet into the dark.
6	The sounds of tinkling music and laughter draw you toward a garden party on the lawns of a glittering marble estate. The shadow fey and gnomish nobles in attendance are delighted to introduce inquiring PCs to the host, the **Mistress of Midnight Teeth** (see *Tome of Beasts*).
7	You catch glimpses of dark figures just beyond the tree line. PCs who take a closer look discover the figures are overgrown stone statues that look remarkably like the characters.
8	Tinkling music comes from above as a breeze stirs through the trees. You see hundreds of chimes made from humanoid teeth are hanging from the tall branches.
9	An **ancient mandriano** (see *Creature Codex*) and three **mandriano** (see *Creature Codex*) lurk near a forgotten burial ground. When the PCs pass nearby, they attack. When one of the PCs dies or the ancient mandriano drops to 25 hp, it uses its Call the Dead ability to raise the PC's corpse or one of the bodies in the burial ground.
10	A **bearfolk chieftain** (see *Creature Codex*) and four **bearfolk** (see *Tome of Beasts*) charge into view, pursuing three **umbral vampires** (see *Tome of Beasts*). If the PCs aid the bearfolk in destroying the vampires, he thanks them with gifts of fresh food and water and an open invitation to his grove.
11	A **ravenfolk doom croaker** (see *Tome of Beasts*) and two **ravenfolk warriors** (see *Tome of Beasts*) make their way through the forest. They ask to accompany the PCs for a time and share a campfire before going their own way.
12	A swarm of **nyctli** (see *Tome of Beasts 2*) stalks the party for as long as it can without being spotted, spying for their mistress. If spotted, the swarm attacks.



ENCOUNTERS IN THE MARSHES AND RIVERS (CR 1–4)

d12	Encounter
1	A trio of **shadow fey bandits** (see **Chapter 9**) are camped beside a ramshackle dock on the edge of a river. They offer to ferry the PCs across the river for a hefty sum of coin. If the party refuses, the bandits attack, planning to loot their corpses before pushing them into the river.
2	A group of merchants (**commoners**) stands arguing in a cluster just in front of a stone bridge, crossing a black river. A **river spirit** (see **Chapter 9**) has recently taken possession of the bridge and won't allow anyone to pass until a champion defeats it in single combat.
3	The sound of flapping wings fills the air as three **stryx** (see *Tome of Beasts*) land on the rocky shore ahead. The stryx are collecting information for the **Moonlit King** (see *Tome of Beasts* and **Chapter 6**), and they ask the PCs a series of odd questions before flying away.
4	The PC with the highest passive Perception notices that two **swarms of ravens** have been following the party for the last hour. If the party does nothing, the ravens continue to watch the party while they remain in the area. If the party harms or interferes with the ravens, a **keeper of ravens** (see **Chapter 9**) appears to dole out justice.
5	One of the PCs has unwittingly caught the eye of a jealous shadow fey noble who sends a **sluagh swarm** (see *Tome of Beasts*) to dispose of them.
6	A ball of gentle blue light appears in the distance, parting the oppressive gloom. It patiently bobs in place as if waiting for you to follow. The light is a friendly **witchlight** (see *Tome of Beasts*) that guides the party safely to their destination if followed.
7	The PCs unwittingly catch the notice of a **woe siphon** (see *Tome of Beasts 2*) that begins to stalk them. The party begins to experience an increasing series of annoyances and misfortunes until the woe siphon grows strong enough to attack or the PCs catch on to the presence of the creature.
8	A **green hag** disguised as a lost traveler approaches the party asking for help. If the situation turns hostile, four **nyctli** (see *Tome of Beasts 2*) spring out of hiding to help their mistress.
9	Three **shadow skeletons** (see *Creature Codex*) lie motionless beside the black waters of a shadowy river, waiting to ambush travelers.
10	A hungry **lou caracohl** (see *Creature Codex*) has extended its six tongues in a 60-foot-radius around itself. As the PCs pass near, they must make a DC 13 Dexterity saving throw or become restrained (as per the creature's Sticky Tongues ability). If all the PCs avoid the tongues, it attacks.
11	A **glass gator** waits at the edge of the water, nearly invisible in the gloom.
12	Three **miremals** (see *Tome of Beasts*) offer to lead the party safely through the swamp but instead lure them deeper into the muck and mire until the PCs are lost and confused, and then they attack.



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ENCOUNTERS IN THE MARSHES AND RIVERS (CR 5–9)

d12	Encounter
1	A dwarf stumbles out of a nearby bank of reeds and professes to have no memory of who they are or what they are doing here. This dwarf is one of many victims of a local **memory thief** (see **Chapter 9**) who has been stalking victims and staging them to think they've fallen into memory-leeching waters of the realm.
2	After miles of fetid bogs and brackish water, you spot a clear blue pond full of fresh water. The pond is a **wandering pond** (see **Chapter 9**) disguised as the only drinkable water amidst the marsh.
3	A **shadow fey enchantress** (see *Tome of Beasts*) suddenly appears before you in a puff of smoke. The enchantress was recently banished from court and is interested in recruiting the PCs to help restore her position.
4	Far in the distance, the party sees a flickering purple figure, depositing something on a marshy bank before it disappears. PCs who investigate the spot find a series of stones arranged to spell "Behind You." The **shadow beast** (see *Tome of Beasts*) who left the message materializes to attack.
5	Characters who succeed on a DC 15 Wisdom (Perception) check are alerted to the sound of squelching boots. Characters who fail this check are surprised as a group of three **redcaps** (see *Tome of Beasts*) spring to attack from the reeds.
6	Through the dense mist, you see a hunched figure, rooting through the mud. If the PCs attract any attention to themselves, the **faceless wanderer** (see *Tome of Beasts 2*) moves to attack.
7	Sticking out of the water, you spot a black **crystalline monolith** (see *Tome of Beasts 2*) covered in bizarre symbols. Anyone who speaks Void Speech recognizes the symbols as part of a prophecy heralding the return of an elder god.
8	You stumble upon a series of flat rocks laid out with a sumptuous feast. PCs who examine the scene notice a bright-yellow flower sprouted beside the table. The flower is a **swamp lily** (see *Tome of Beasts 2*), and the feast is its poisonous trap.
9	As the PCs travel near a river, the waters churn and erupt as a **shadow river lord** (see *Creature Codex*) returns from the mortal world with a freshly reaped soul.
10	A beautiful elven woman steps out of the shadows between trees. Her edges are hazy and indistinct, but her eyes are intense and beguiling. The **moon nymph** (see *Creature Codex*) smiles and attacks.
11	As the PCs travel through the marshland, flickering ghostlights and shimmering clouds can be seen, always in the distance. A **foxfire ooze** creeps closer to the party, using its natural camouflage to approach unseen.
12	Partially submerged ruins jut from the mud and water. An **elder shadow drake** (see *Tome of Beasts*) does not take kindly to the party intruding into its territory, and it attacks.



ENCOUNTERS IN THE PLAINS, HILLS, AND MOUNTAINS (CR 1–4)

d12	Encounter
1	From its hiding place, a **domovoi** (see *Tome of Beasts*) calls to the party, demanding that they pay a fine for trespassing on private property. The estate that once stood here is long gone, but the domovoi will not be pacified unless it receives something of value as payment.
2	An irate **molefolk** (see **Chapter 9**) pops out of the ground, demanding to know why the PCs are making such a racket right above their home.
3	The PCs run into two **darakhul** (see *Tome of Beasts*), hunting for fresh meat.
4	A **shadhavar** (see *Tome of Beasts*) has just escaped its cruel shadow fey master and tentatively approaches the party, hoping they can help it get to safety.
5	You come upon a circle of tall stones arranged in a circle. Something sparkles in the grass at the center. The sparkling object in a shiny rock laying atop a **carnivorous sod** (see *Tome of Beasts 2*) disguised as grass.
6	Tucked amidst the rolling hills is a gated square surrounded by high stone walls. PCs who enter (the gate lock has long since rusted away) find the remains of a monastery garden kept by a lonely **dancing foliage** (see *Tome of Beasts 2*).
7	Glass marbles are hurled at you from twisted briars just beyond. An **orphan of the black** (see *Tome of Beasts 2*) creeps through the brambles, hoping the party wants to play.
8	Two **shadow fey forest hunters** (see *Tome of Beasts*) come running down the hillside toward you, pursued by an oozing black **overshadow** (see *Tome of Beasts 2*).
9	A **dark father** (see *Creature Codex*) has begun trailing the party. It is not hostile until attacked, and it instead watches them from a distance, though always within view.
10	Six **bucca** (see *Tome of Beasts*) emerge from a nearby cave to attack the passing PCs.
11	A silent, cloaked figure approaches the party through the gloom. It does not answer any shouted inquiries, nor does it remove its hood. The figure is a **mindrot thrall** (see *Tome of Beasts*) that continues toward the group until it is close enough to engulf most of the party with its Acid Breath.
12	A massive, horned beetle rushes toward the party. The beetle is actually a **skitterhaunt** (see *Tome of Beasts*), infesting the carcass of a giant beetle.



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ENCOUNTERS IN THE PLAINS, HILLS, AND MOUNTAINS (CR 5–9)

d12	Encounter
1	A sudden explosion draws attention to a ramshackle building—and it is engulfed in flames. Two squabbling **gnomish distillers** (see **Chapter 9**) run outside their laboratory and attack each other if the party does not intervene.
2	A **knight of shadows** (see **Chapter 9**) has grown bored while patrolling the region and approaches the party for some entertainment (torment).
3	You nearly trip over a human sleeping in the grass. A **rose golem** (see **Chapter 9**) guards the ruins of a nearby estate and has put several recent passersby to sleep.
4	Raucous laughter and music drift down the hillside from a camp of 13 **satyrs**. The satyrs are happy to wine and dine the party but intend to slit their throats and rob any PCs who let down their guard.
5	The PCs run into two **iron ghouls** (see *Tome of Beasts*), hunting for fresh meat.
6	On the hill just beyond, you can see the smashed remains of a massive stone gate. PCs who succeed on a DC 15 Intelligence (Arcana) check know that this gate was once a giant portal to the mortal world. Only a creature of immense power could have completely destroyed such a structure.
7	Sharp hissing is the only warning given before the party is swarmed by two **umbral vampires** (see *Tome of Beasts*).
8	Sounds of clattering and pickaxes alert you to a mining operation just over the next ridge. PCs who investigate find a band of darakhul led by a **darakhul captain** (see *Tome of Beasts*), forcing a band of enslaved **commoners** to dig out a collapsed cavern.
9	A **shadow fey knight of the road** (see *Creature Codex*), riding a **lou carcohl** (see *Creature Codex*), blocks the PCs' path and demands payment for passage through her territory. If the PCs refuse, she and her mount attack.
10	A **moon drake** (see *Creature Codex*) soars overhead. If the party follows it, they lose sight of it at an ancient circle of standing stones.
11	Six **flesh reavers** (see *Creature Codex*) have managed to get free of their handlers and are hunting the hillsides for living flesh. They converge on the party as soon as they are spotted.
12	A portion of the sod shifts and moves toward the party as a **corrupting ooze** (see *Tome of Beasts*) slinks along the ground to attack.



ENCOUNTERS ON THE ROAD (CR 1–4)

d12	Encounter
1	A group of **commoners** led by a **bearfolk thunderstomper** (see **Chapter 9**) approaches from farther down the road. The bearfolk is escorting this group of settlers to the Moonlit Glades and offers to bring the PCs along.
2	A **moonshadow catcher** (see **Chapter 9**) and their three **shadow goblin** minions (see *Creature Codex*) ambush the PCs, attempting to incapacitate them and take them to a local fey looking for test subjects.
3	Hooting and jeering comes from just ahead where a crowd of goblins watches two **shadow goblin chieftains** fight. If the PCs watch the action, the losing chieftain offers the party a fortune to help him kill the winning chieftain. If the party accepts the offer, four **shadow goblins** (see *Creature Codex*) loyal to the winning chieftain join the fight.
4	A **sable elf hierophant** (see **Chapter 9**), escorted by two **sable elf** (see **Chapter 9**) handmaidens, takes an interest in one of the characters. She extends an invitation for the PC to visit her at her patron's mansion.
5	A rowdy pair of **shadow fey duelists** (see *Tome of Beasts*), escorted by a **shadow fey guardian** (see *Tome of Beasts*), waylay any travelers they meet along the road.
6	The road before you is stained with slashes of black-crusted blood. The grisly trail leads to a flipped-over cart that has been torn apart. There are no signs of the cart's owners.
7	A solitary **ravenfolk** (see *Tome of Beasts*) dressed in black robes waves down the party. It politely asks for one of the PCs to sing a song. If the PCs oblige, the ravenfolk listens, whispers, "That's not the one," and hands the singer some gold for their time.
8	A recently exiled **scrofin** (see *Tome of Beasts* 2) sits drinking on the side of the road. It waves over passersbys, eager to share its bottle and discuss its troubles with fey politics.
9	A piercing shriek fills the air and continues unabated until the PCs investigate or leave the area. If the PCs investigate, they find a young basket-carrying shadow fey unconscious beside an uprooted **great mandrake** (see *Creature Codex*). The mandrake continues to use its Shriek ability and attacks any creature that come within 10 feet of it.
10	An inebriated **dhampir** (see *Creature Codex*) stumbles upon the party and begs their help in finding his signet ring, which he lost in a drunken scuffle with a shadow fey.
11	A dirty and scarred book lies abandoned on the side of the road. It might be a spellbook but will require more study to decode. An **inkling** (see *Creature Codex*) hides within, waiting until it is put in a bag with other books to explore its new surroundings and devour the ink on their pages.
12	A quiet, bookish shadow fey recently passed away, and his **lantern dragonette** (see *Tome of Beasts*) found itself on the streets. It approaches the party, asking for candles it can eat. If they're kind and feed it, it accompanies them for a time.



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ENCOUNTERS ON THE ROAD (CR 5–9)

d12	Encounter
1	The imposing figure of a **monolith champion** (see *Tome of Beasts*) greets you as it paces in front of a shrine just off the road.
2	A **fardorocha** (see *Tome of Beasts 2*) approaches the party, bearing an invitation to a nearby fey estate.
3	A **fey revenant** (see *Tome of Beasts 2*) has been given leave to hunt humanoids as a birthday present from the Queen of Night and Magic. The PCs are selected as the revenant's first quarry.
4	Just ahead, villagers crowd around a hastily constructed stage. The people look on in horror as a **jack of strings** (see *Tome of Beasts 2*) uses their magic to force a young man to beat himself.
5	A carriage with blackened windows pulls up alongside the PCs. Its occupants are two **lunarians** (see *Tome of Beasts 2*), hoping to get directions to the closest **umbral tailor** (see **Chapter 9**). The lunarians hope the tailor can cure them of their curse, but they welcome any interested PCs to join them on their journey.
6	A gargantuan wall of thorns completely blocks the road. The PCs must leave the safety of the road to go around the thorns or confront the **thornheart guardian** (see *Tome of Beasts 2*) that has created the blockage.
7	After a long stretch of travel through the cold fog, you see a stone guardhouse built along the roadside. It appears to be empty and to be a perfect place to rest. If the PCs take a rest in the guardhouse, they are attacked mid-sleep by one of the walls, which is a **walled horror** (see *Tome of Beasts 2*).
8	Thunderous hoofbeats come from behind as two **knights of shadow** (see **Chapter 9**) ride to destroy a trio of **werynax** (see *Tome of Beasts 2*), causing havoc on the road up ahead. PCs who assist the knights in their hunt have the opportunity to garner favor with the courts.
9	A **karakura** (see *Creature Codex*) lurks in the shadows just off the road. As the PCs pass by, it uses its Shroud of Darkness ability on the last PC in the group. Since the PCs are already in the Shadow Realm, if the PC fails their Charisma saving throw, they are instead engulfed in an invulnerable cocoon of shadow until the effect ends.
10	A **mirror hag** (see *Tome of Beasts*) has begun plaguing a nearby shadow fey town, delighting in causing chaos among the self-absorbed fey nobles. The hag disguises herself as an elderly fey and targets the PC with the highest Charisma score with her Reconfiguring Curse.
11	A miserable-looking dog approaches the party. The dog is a **hulking welp** (see *Tome of Beasts*) in search of friendship. If the PCs treat it kindly, it accompanies them as long as they allow it. If they harm or are otherwise cruel to it, it uses its Unleashed Emotion ability to grow in size and then attacks.
12	A **kikimora** (see *Tome of Beasts*) has recently been forcibly evicted from the home it was plaguing. It spots the party and begs them to help it find new lodgings, where it will cause misery and destruction.



ENCOUNTERS ON THE ROAD (CR 10+)

d12	Encounter
1	The roads buckle beneath your feet as a flickering, gigantic figure phases into view. The figure is an irate **shadow giant** (see *Tome of Beasts 2*), looking for any excuse to take out its frustration.
2	The mists part to reveal an abandoned village just off the road. The villagers fell prey to an **incarnate gloom** (see *Tome of Beasts 2*), eager to make the PCs its next meal.
3	A disguised **luck leech** (see *Tome of Beasts 2*) approaches the PCs, challenging them to a "friendly" game of chance. If the luck leech begins to lose, it chooses to attack the victor and rob them.
4	A gleaming **repository** (see *Tome of Beasts 2*) emerges from the mists, bearing an invitation for the PCs to dine with its **psychic vampire** (see *Tome of Beasts 2*) master. If the party accepts, the repository leads them to the vampire's nearby subterranean estate.
5	A team of **deep gnomes** has pulled off the side of the road to repair their broken **steam golem** (see *Tome of Beasts*). The golem is a gift to the **Queen of Night and Magic** (see *Tome of Beasts*), and the gnomes are desperate for help repairing it.
6	Screaming comes from just ahead as a squad of four **darakhul** are being chased by a hungry **gug** (see *Tome of Beasts*).
7	Trails of smoke drift toward you from a burned-down village. Anyone who approaches sees a mountain of bodies blazing at its center. The village is actually an illusory haunt, and the bodies are a **corpse mound** (see *Tome of Beasts*), which attacks anyone who comes close.
8	A being of shining golden light suddenly falls from the sky and lands before you. The **Radiant Lord** (see **Chapter 9**) introduces themselves and politely asks if the PCs have seen any locations in their travels that would be fit for constructing an observation tower.
9	Hoofbeats can be heard as a **vampire patrician** (see *Creature Codex*), his three **vampire spawn** escorts, and their mounts draw near to the PCs on the road. The vampire patrician will stop and exchange pleasantries with the party, for he's interested in their business in the Shadow Realm. The vampires are not hostile and only attack if attacked first.
10	An enraged **shadow fey ambassador** (see *Creature Codex*) and her **dream squire** (see *Creature Codex*) stand at the side of the road, robbed of their goods. The ambassador hails the PCs and demands they pursue the three **shadow fey knights of the road** (see *Creature Codex*) and retrieve their stolen belongings.
11	A **dullahan** (see *Tome of Beasts*) gallops down the road, preparing to cut down the party and any who stand in their way.
12	A **fear smith** (see *Tome of Beasts*), accompanied by a **shadow fey guardian** (see *Tome of Beasts*), confronts the characters in a dark alley or lonely road.



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Appendix: Shadow Realm Creatures by Terrain

A non-exhaustive list of possible creatures that you may encounter in the Shadow Realm is provided here, organized by terrain and challenge rating and with options provided from the core rules and from *Tome of Beasts* (TOB), *Creature Codex* (CC), and *Tome of Beasts 2* (TOB2)—and from this volume, *Book of Ebon Tides* (see **Chapter 9**).

FORESTS

CR 0

Awakened Shrub
Badger
Commoner
Deer
Owl

CR 1/8

Bandit
Giant Weasel
Kobold
Leonino (CC)
Mastiff
Poisonous Snake
Stirge
Stryx (TOB)

CR 1/4

Blink Dog
Boar
Elk
Erina Scrounger (TOB)
Forest Falcon (TOB2)
Giant Badger
Giant Bat
Giant Owl
Giant Poisonous Snake
Giant Wolf Spider
Goblin
Grove Bear (TOB2)
Nyctli (TOB2)
Pixie
Pseudodragon
Shadow Fey (Elves) (TOB)
Sootwing Giant Moth (CC)
Sprite
Suturefly (TOB)
Swarm of Ravens
Treacle (TOB)
Witchlight (TOB)
Wolf
Wolpertinger (CC)

CR 1/2

Alseid (TOB)
Black Bear
Foxin (CC)
Giant Wasp
Hobgoblin
Lantern Dragonette (TOB)
Ravenfolk Scout (TOB)
Sable Elf (see **Chapter 9**)
Satyr
Swarm of Insects
Woodwose (CC)
Worg

CR 1

Albino Death Weasel (CC)
Brown Bear
Bugbear
Bulbous Violet (TOB2)
Carbuncle (CC)
Child of the Briar (TOB)
Crimson Drake (TOB)
Dire Wolf
Dogmole (TOB)
Dryad
Erina Defender (TOB)
Giant Spider
Giant Toad
Harpy
Leshy (TOB)
Molefolk (see **Chapter 9**)
Moss Lurker (TOB)
Serpentine Lamia (CC)
Shadow Blight (CC)
Shadow Fey Bandit (see **Chapter 9**)
Shockwing Giant Moth (CC)
Wirbeln Fungi (CC)

CR 2

Ankheg
Awakened Tree
Bandit Captain
Cave Bear
Centaur
Ettercap
Forest Drake (CC)
Giant Boar
Giant Elk
Giant Vampire Bat (CC)
Green Dragon Wyrmling
Grick
Lunarchidna, Lesser (TOB2)
Ogre
Pegasus
Rageipede (CC)
Shadhavar (TOB)
Shadow Goblin Chieftain (see **Chapter 9**)
Shadow Skeleton (CC)
Swarm of Poisonous Snakes
Wererat (Lycanthrope)
White Stag (CC)
Will-o'-wisp
Wind Weasel (CC)



CR 3

Alseid Grovekeeper (TOB)
Amphiptere (TOB)
Bagiennik (TOB)
Basilisk
Bearfolk (TOB)
Duskthorn Dryad (TOB)
Fang of the Great Wolf (Worg) (CC)
Far Darrig (TOB)
Giant Albino Bat (CC)
Goat-Man (TOB)
Gold Dragon Wyrmling
Green Hag
Korrigan (CC)
Millitaur (TOB)
Moonshadow Catcher (see **Chapter 9**)
Owlbear
Peluda Drake (CC)
Phase Spider
Pombero (TOB)
Prismatic Beetle Swarm (TOB)
Ravenfolk Warrior (TOB)
Veteran
Vine Golem (TOB2)
Werewolf (Lycanthrope)

CR 4

Amber Ooze (TOB2)
Azeban (CC)
Bearfolk Ley Walker (see **Chapter 9**)
Dancing Foliage (TOB2)
Death Butterfly Swarm (TOB)
Deathcap Myconid (TOB)
Domovoi (TOB)
Forest Marauder (TOB)
Lunarchidna, Greater (TOB2)
Overshadow (TOB2)
Sap Demon (TOB)
Wereboar (Lycanthrope)

CR 5

Asanbosam (TOB)
Centaur Chieftain (CC)
Gorgon
Lindwurm (TOB)
Mandriano (CC)
Moon Drake (CC)
Owl Harpy (TOB)
Quickstep (CC)
Ravenala (TOB)
Ravenfolk Doom Croaker (TOB)
Razorleaf (CC)
Revenant
Sable Elf Hierophant (see **Chapter 9**)
Serpentine Lamia Matriarch (CC)
Shadow Fey Forest Hunter (Elves) (TOB)
Shambling Mound
Troll
Unicorn
Vila (TOB)
Werebear (Lycanthrope)
Xiphus (CC)
Zmey Headling (TOB)

CR 6

Bearfolk Druid (see **Chapter 9**)
Bloom Hydra (TOB2)
Child of Yggdrasil (CC)
Death Butterfly Swarm, Greater (TOB)
Green Knight of the Woods (CC)
Gulon (CC)
Likho (TOB)
Piasa (CC)
Redcap (TOB)
Transcendent Lunarchidna (TOB2)
Weeping Treant (TOB)
Wolf Spirit Swarm (TOB)

CR 7

Chuhaister (CC)
Goliath Longlegs (CC)
Shadow Beast (TOB)
Shadow Drake, Elder (TOB)
Shadow Fey Enchantress (Elves) (TOB)
Ulnorya (TOB2)

CR 8

Arborcyte (CC)
Dragonleaf Tree (TOB)
Green Dragon, Young
Mandriano, Ancient (CC)
Savager (TOB)
Vines of Nemthyr (CC)

CR 9

Bukavac (TOB)
Flame-Scourged Scion (CC)
Ghostwalk Spider (TOB)
Knight of Shadows (see **Chapter 9**)
Kulmking (CC)
Shadow Fey Ambassador (Elves) (CC)
Shadow River Lord (CC)
Treant
Wickerman (CC)
Wraith Bear (TOB2)

CR 10

Birch Siren (see **Chapter 9**)
Chameleon Hydra (TOB2)
Colláis (TOB2)
Foxfire Ooze (CC)
Gold Dragon, Young
Nyctli Swarm (TOB2)

CR 11

Ychen Bannog (TOB)

CR 12

Derendian Moth Abomination (TOB2)
Bear King (Fey Lord) (TOB)
Reynard (Fey Lord) (CC)
Horned Serpent (CC)

CR 14

Zmey (TOB)

CR 15

Green Dragon, Adult

CR 16

Berchta (Fey Lady) (CC)

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GRASSLANDS AND PLAINS

CR 0

Commoner
Deer
Eagle
Goat
Vulture

CR 1/8

Flying Snake
Giant Weasel
Kobold
Poisonous Snake
Pony
Stirge

CR 1/4

Alliumite (CC)
Boar
Elk
Erina Scrounger (TOB)
Giant Poisonous Snake
Giant Wolf Spider
Goblin
Riding Horse
Sable Elf (see **Chapter 9**)
Shadow Fey (Elves) (TOB)
Sootwing Giant Moth (CC)
Witchlight (TOB)
Wolf

CR 1/2

Burrowling (TOB)
Cockatrice
Giant Goat
Giant Wasp
Hobgoblin
Swarm of Insects
Worg

CR 1

Bugbear
Erina Defender (TOB)
Giant Eagle
Giant Vulture
Goblin Boss
Hippogriff
Scarecrow
Shockwing Giant Moth (CC)
Wind Dragon Wyrmling (TOB)

CR 2

Ankheg
Centaur
Eala (TOB)
Giant Boar
Giant Elk
Giant Vampire Bat (CC)
Griffon
Ogre
Pegasus
Roggenwolf (CC)
Shadhavar (CC)
Shadow Goblin Chieftain (see **Chapter 9**)

CR 3

Darakhul (Ghoul) (TOB)
Fang of the Great Wolf (Worg) (CC)
Far Darrig (TOB)
Ghost Boar (CC)
Giant Albino Bat (CC)
Manticore
Phase Spider
Veteran

CR 4

Death Butterfly Swarm (TOB)
Frostveil (TOB)
Mammoth
Mngwa (TOB)
Overshadow (TOB2)
Serpopard (TOB)
Tusked Skyfish (TOB)
Wereboar (Lycanthrope)

CR 5

Bulette
Centaur Chieftain (CC)
Gorgon
Hound of the Night (TOB)
Sleipnir (CC)
Three-Headed Cobra (CC)
Tusked Crimson Ogre (CC)
Vapor Lynx (TOB)
Wandering Pond (see **Chapter 9**)

CR 6

Bearfolk Druid (see **Chapter 9**)
Chimera
Cyclops
Death Butterfly Swarm, Greater (TOB)
Dracotaur (CC)
Ghost Boar, Elder (CC)
Werynax (TOB2)
Wind Dragon, Young (TOB)
Wolf Spirit Swarm (TOB)
Zouyu (TOB2)

CR 7

Giant Sloth (CC)

CR 8

Arborcyte (CC)
Degenerate Titan (TOB)
Neophron Demon (CC)
Oliphaunt (CC)
Savager (TOB)
Vines of Nemthyr (CC)

CR 9

Fulminar (CC)
Kulmking (CC)

CR 10

Foxfire Ooze (CC)
Gold Dragon, Young

CR 12

Horned Serpent (CC)

CR 13

Bonespitter (TOB2)
Noth-Norren (TOB2)

CR 17

Gold Dragon, Adult
Wind Dragon, Adult (TOB)

CR 20+

Jotun Giant (TOB)

Eric Tindall [Orbs - 5/8/2019]



HILLS AND MOUNTAINS

CR 0

Eagle
Goat
Raven
Vulture

CR 1/8

Bandit
Blood Hawk
Giant Moth (CC)
Giant Weasel
Guard
Mule
Shroud (TOB)
Stirge

CR 1/4

Azza Gremlin (TOB)
Boar
Elk
Erina Scrounger (TOB)
Giant Owl
Giant Wolf Spider
Goblin
Living Shade (CC)
Panther
Pseudodragon
Shadow Fey (Elves) (TOB)
Skull Lantern (CC)
Snow Cat (CC)
Sootwing Giant Moth (CC)
Swarm of Bats
Swarm of Ravens
Witchlight (TOB)
Wolf

CR 1/2

Alkonost (CC)
Bucca (TOB)
Fraughashar (TOB)
Giant Goat
Hobgoblin
Orc
Ravenfolk Scout (TOB)
Skin bat (TOB)
Storm Spirit (CC)
Void Cultist (CC)
Worg

CR 1

Brown Bear
Copper Dragon Wyrmling
Dark Servant (Dark Folk) (CC)
Dire Wolf
Dogmole (TOB)
Erina Defender (TOB)
Eye of the Gods Angel (CC)
Giant Eagle
Goblin Boss
Harpy
Hippogriff
Mountain Strider (TOB2)
Phantom (CC)
Serpentine Lamia (CC)

CR 2

Beli (TOB)
Eala (TOB)
Fear Liath (CC)
Giant Boar
Giant Elk
Giant Vampire Bat (CC)
Griffon
Kot Bayun (TOB)
Lady in White (CC)
Light Dragon Wyrmling (CC)
Noctiny (TOB)
Ogre
Pegasus
Peryton
Saber-Toothed Tiger
Scitalis (CC)
Shadhavar (TOB)
Silver Dragon Wyrmling
Trollkin Grunt (CC)
Vampire Thrall (CC)
Vile Barber (TOB)
Void Dragon Wyrmling (TOB)
Wind Demon (CC)
Wind Eater (CC)

CR 3

Abbanith Giant (TOB2)
Basilisk
Cave Drake (TOB2)
Dark Eye (Dark Folk) (CC)
Elvish Veteran Archer (TOB)
Flame Dragon Wyrmling (TOB)
Giant Albino Bat (CC)
Gloomflower (CC)
Goat-Man (TOB)
Green Hag
Hell Hound
Manticore
Phase Spider
Ravenfolk Warrior (TOB)
Skull Drake (CC)
Sluagh Swarm (TOB)
Spire Walker (TOB)
Thursir Giant (TOB)
Veteran
Werebat (Lycanthrope) (CC)
Werewolf (Lycanthrope)

CR 4

Ash Drake (TOB)
Bereginyas (TOB)
Carrion Beetle (TOB)
Ettin
Firebird (TOB)
Flab Giant (TOB)
Frostveil (TOB)
Lich Hound (TOB)
Overshadow (TOB2)
Red Dragon Wyrmling
Shadow Fey Guardian (Elves) (TOB)
Trollkin Reaver (TOB)
Trollkin Shaman (CC)
Unhatched (CC)
Wereboar
Wind's Harp Devil (CC)

CR 5

Air Elemental
Aridni (TOB)
Black Knight Commander (TOB)
Bulette

Eric Lindahl (Order #3184207)

Corrupting Ooze (TOB)
Dark Voice (Dark Folk) (CC)
Dogmole Juggernaut (TOB)
Dream Wraith (CC)
Fellforged (TOB)
Gorgon
Hill Giant
Hound of the Night (TOB)
Hulking Whelp (TOB)
Lamia Serpentine Matriarch (CC)
Lindwurm (TOB)
Ravenfolk Doom Croaker (TOB)
Sandman (TOB)
Shadow Fey Forest Hunter (Elves) (TOB)
Shadow Fey Knight of the Road (Elves) (CC)
Sleipnir (CC)
Troll
Werebear (Lycanthrope)
Wyvern Knight (CC)

CR 6

Bearfolk Chieftain (CC)
Chimera
Corrupted Ogre Chieftain (TOB)
Crimson Mist (CC)
Elf Deathsworn (CC)
Fate Eater (TOB)
Fext (TOB)
Fey Drake (CC)
Ghost Knight (TOB)
Haunted Giant (CC)
Malphas (TOB)
Mirror Hag (TOB)
Mithral Dragon, Young (TOB)
Mountain Nymph (TOB2)
Necromancer (CC)
Nichny (TOB)
Pixiu (CC)
Redcap (TOB)
Rotting Wind (TOB)
Scheznyki (TOB)
Shadow Fey Duelist (Elves) (TOB)
Wind Dragon, Young (TOB)
Wyvern

CR 7

Alabaster Tree (Planar Flora) (CC)
Blood Mage (CC)
Copper Dragon, Young
Deathwisp (TOB)
Dhampir Commander (CC)
Elf Enchanter (CC)
Fire Dancer Swarm (TOB)
Giant Sloth (CC)
Red Hag (TOB)
Sarsaok (TOB2)
Shadow Fey Enchantress (Elves) (TOB)
Spark (TOB)
Stone Giant
Two-Headed Eagle (CC)
Umbral Vampire (TOB)
Vellso Demon (CC)
Void Speaker (CC)
War Wyvern (CC)

CR 8

Ala (TOB)
Ankou Soul Seeker (CC)
Blemmyes (TOB)
Blood Giant (CC)
Bone Collective (TOB)
Chained Angel (TOB)
Frost Giant
Hoard Drake (TOB2)
Liosalfar (TOB)
Nachzehrer (CC)
Qwyllion (TOB)
Voidwracked Mage (CC)

CR 9

Cloud Giant
Fire Giant
Flame Dragon, Young (TOB)
Lich Hierophant (CC)
Monarch Skeleton (CC)
Silver Dragon, Young
Vine Troll Skeleton (TOB)
Void Dragon, Young (TOB)

CR 10

Bone Swarm (TOB)
Elf Alchemist Archer (CC)
Fear Smith (TOB)
Grave Behemoth (CC)
Nightgaunt (CC)
Red Dragon, Young

CR 11

Abominable Beauty (TOB)
Blood Hag (TOB)
Corpse Mound (TOB)
Dullahan (TOB)
Ghost Dragon (CC)
Grim Jester (TOB)
Mountain Dryad (TOB2)
Roc
Vampiric Knight (CC)
Void Giant (CC)
Voidling (TOB)
Wendigo (CC)
Ychen Bannog (TOB)

CR 12

Ancient Titan (TOB)
Bear King (Fey Lord) (TOB)
Flutterflesh (TOB)
Skein Witch (TOB)

CR 13

Mask Wight (TOB)
Storm Giant
Stuhac (TOB)
Vampire Warlock (Variant) (TOB)

CR 14

Cherufe (TOB2)
Copper Dragon, Adult
Void Dragon, Adult (TOB)

CR 15

Commander of Horn and Gold (Fey Lord) (TOB2)
Drake, Star (TOB)
Purple Worm
Slow Storm (TOB)



CR 16

Silver Dragon, Adult
Snow Queen (Fey Lady) (TOB)

CR 17

Moonlit King (Fey Lord) (TOB)
Queen of Witches (Fey Lady) (TOB)
Red Dragon, Adult
Wind Dragon, Adult (TOB)

CR 18

Lord of the Hunt (Fey Lord) (TOB)

MARSHES

CR 1/8

Giant Rat
Kobold
Lone Sluagh (Sluagh Swarm) (TOB)
Poisonous Snake
Shroud (TOB)
Stirge

CR 1/4

Constrictor Snake
Corpse Thief (CC)
Exploding Toad (CC)
Giant Frog
Giant Lizard
Giant Poisonous Snake
Living Shade (CC)
Mud Mephit
Otterfolk (TOB2)
Resinous Frog (TOB2)
Shadow Fey (Elves) (TOB)
Skull Lantern (CC)
Swamp Adder (Snake) (TOB)
Swarm of Rats
Swarm of Ravens
Witchlight (TOB)

CR 1/2

Cackling Skeleton (TOB2)
Corrupted Pixie (TOB2)
Crocodile
Execrable Shrub (Planar Flora) (CC)
Flesh Reaver (CC)
Fraughashar (TOB)
Hallowed Reed (Planar Flora) (CC)
Husk (TOB2)
Lizardfolk
Orc
Shadow Goblin (CC)
Skin bat (TOB)
Swarm of Insects
Void Cultist (CC)

CR 1

Anophiloi (CC)
Boloti (TOB)
Dark Servant (Dark Folk) (CC)
Ghoul
Giant Spider
Giant Toad
Glass Gator (TOB)
Phantom (CC)
Sporous Crab (TOB2)
Spurred Water Skate (TOB2)
Trollkin Raider (TOB2)
Wirbeln Fungi (CC)

CR 2

Beli (TOB)
Black Dragon Wyrmling
Blood Zombie (CC)
Dragon Skeleton (TOB2)
Eala (TOB)
Egret Harpy (TOB2)
Gargoyle
Ghast
Giant Constrictor Snake
Lady in White (CC)
Leech Swarm (TOB2)
Light Dragon, Wyrmling (CC)
Lou Carcolh
Moonshadow Catcher (see **Chapter 9**)
Ogre
Putrid Haunt (TOB)
Rotsam (TOB2)
Scrag, Lesser (CC)
Shadhavar (TOB)
Shadow Goblin Chieftain (see **Chapter 9**)
Shadow Skeleton (CC)
Swampgas Bubble (TOB2)
Swarm of Poisonous Snakes
Trollkin Grunt (CC)
Vampire Thrall (CC)
Vile Barber (TOB)
Will-o'-wisp
Wind Eater (CC)
Yumerai (TOB2)

CR 3

Bagiennik (TOB)
Bloodsapper (TOB2)
Carrier Mosquito (TOB2)
Dark Eye (Dark Folk) (CC)
Drake, Skull (CC)
Gloomflower (CC)
Green Hag
Lazavik (TOB2)
Mold Zombie (CC)
Purple Slime (CC)
Sluagh Swarm (TOB)
Swordbreaker Skeleton (TOB2)
Viiret (TOB2)
Wight

CR 4

Bandit Lord (TOB)
Battle Mage (CC)
Brachyura Shambler (TOB2)
Firebird (TOB)
Lich Hound (TOB)
Lunar Devil, Lesser (see **Chapter 9**)
Mari Lwyd (TOB2)
Quickserpent (TOB2)
Rattok Demon (CC)
Serpopard (TOB)
Servant of the Unsated God (TOB2)
Shadow Fey Guardian (Elves) (TOB)
Trollkin Reaver (TOB)
Trollkin Shaman (CC)
Unhatched (CC)
Venom Elemental (CC)

Eric Lindahl (Order #3184207)

CR 5

Aridni (TOB)
Befouled Weird (TOB2)
Bouda (TOB)
Cipactli (Demon) (CC)
Corrupting Ooze (TOB)
Dark Voice (Dark Folk) (CC)
Eleinomae (TOB)
Fellforged (TOB)
Fleshdreg (TOB2)
Giant Crocodile
Lord Zombie (CC)
Otyugh
Revenant
Scarlet Ibis (TOB2)
Shadow Fey Forest Hunter (Elves) (TOB)
Shadow Fey Knight of the Road (Elves) (CC)
Shambling Mound
Somberweave (TOB2)
Troll
Wandering Pond (see **Chapter 9**)
Water Elemental
Willowhaunt (TOB2)
Zmey headling (TOB)

CR 6

Crimson Mist (CC)
Doomspeaker (CC)
Drake, Fey (CC)
Fext (TOB)
Ghost Knight (TOB)
Malphas (TOB)
Mirror Hag (TOB)
Moonchild Naga (CC)
Necromancer (CC)
Nichny (TOB)
Ogrepede (TOB2)
Primal Oozer (TOB2)
River Giant (see **Chapter 9**)
Rotsam Swarm (TOB2)
Rotting Wind (TOB)
Shadow Fey Duelist (Elves) (TOB)
Spectral Guardian (TOB)
Swamp Naga (TOB2)
Tar Ooze (TOB2)

CR 7

Alabaster Tree (Planar Flora) (CC)
Black Dragon, Young
Blood Mage (CC)
Deathwisp (TOB)
Dhampir Commander (CC)
Fire Dancers Swarm (TOB)
Graveyard Dragon (TOB2)
Herald of Darkness (TOB)
Lambent Witchfyre (TOB2)
Mangrove Treant (TOB2)
Red Hag (TOB)
Risen Weaver (TOB)
Scrag, Greater (CC)
Shadow Fey Enchantress (Elves) (TOB)
Spark (TOB)
Swamp Lily (TOB2)
Umbral Vampire (TOB)
Void Speaker (CC)

CR 8

Blood Giant (CC)
Hydra
Liosalfar (TOB)
Lunar Devil (TOB)
Marsh Dire (TOB2)
Nachzehrer (CC)
Qwyllion (TOB)
Voidwracked Mage (CC)
War Priest (CC)
Xhkarsh (TOB)

CR 9

Bukavac (TOB)
Hierophant Lich (CC)
Monarch Skeleton (CC)
Murgrik (TOB2)
Plague Spirit (TOB2)
Vine Troll Skeleton (TOB)

CR 10

Bone Swarm (TOB)
Dragon Zombie (TOB2)
Fear Smith (TOB)
Foxfire Ooze (CC)
Nightgaunt (CC)
Peat Mammoth (TOB2)

CR 11

Abominable Beauty (TOB)
Ghost Dragon (CC)
Herald of Undeath (CC)
Vampiric Knight (CC)
Void Giant (CC)
Voidling (TOB)

CR 12

Culicoid Demon (TOB2)
Flutterflesh (TOB)
Venom Maw Hydra (CC)

CR 13

Mask Wight (TOB)
Pustulent Shambler (TOB2)
Vampire Warlock (Variant) (TOB)

CR 14

Black Dragon, Adult

CR 16

Infernal Knight (Devil) (CC)

CR 17

Moonlit King (Fey Lord) (TOB)

CR 18

Lord of the Hunt (Fey Lord) (TOB)

RIVERS AND OTHER WATERWAYS

CR 0

Commoner
Crab
Eagle
Octopus
Quipper
Sea Horse

CR 1/8

Bandit
Blood Hawk
Giant Crab

Eric Pollard [Order 5183079]



Guard
Kobold
Leonino (CC)
Merfolk
Poisonous Snake
Stirge
Wharfling (TOB)

CR 1/4

Garroter Crab (TOB)
Giant Lizard
Giant Wolf Spider
Pseudodragon
Steam Mephit

CR 1/2

Bone Crab (TOB)
Giant Sea Horse
Morphoi (TOB)
Reef Shark
Rum Gremlin (TOB)
Sahuagin

CR 1

Gerridae (TOB)
Giant Eagle
Giant Octopus
Giant Toad
Glass Gator (TOB)
Grindylow (CC)
Harpy
Swarm of Quippers

CR 2

Bandit Captain
Bearmit Crab (CC)
Berserker
Bronze Dragon Wyrmling
Deep Ones (TOB)
Eel Hound (TOB)
Giant Constrictor Snake
Griffon
Hunter Shark
Merrow
Ogre
Scrag, Lesser (CC)
Sea Dragon Wyrmling (TOB)
Sea Hag
Shadow Skeleton (CC)
Shellycoat (TOB)
Yann-An-Oed (CC)

CR 3

Blue Dragon Wyrmling
Kelp Drake (TOB2)
Killer Whale
Mahoru (TOB)
Manticore
Purple Slime (CC)
Veteran (NPC)

CR 4

Deep One Hybrid Priest (TOB)
Giant Water Scorpion (TOB2)
Laestrigonian Giant (CC)
River Spirit (see **Chapter 9**)
Shoreline Scrapper (CC)
Water Horse (CC)
Water Leaper (TOB)
Wharfling Swarm (TOB)

CR 5

Drowned Maiden (TOB)
Gargoctopus (CC)
Garroter Crab, Giant (TOB)
Giant Shark
Lorelei (TOB)
Subek (TOB)
Undine (CC)
Water Elemental
Wereshark (Lycanthrope) (TOB2)
Windy Wailer (TOB2)

CR 6

River Giant (see **Chapter 9**)
Rusalka (TOB)
Tidehunter (TOB2)

CR 7

Coral Drake (TOB)
Haleshi (TOB2)
Lake Troll (TOB)
Light Dragon, Young (CC)
Scrag, Greater (CC)
Two-Headed Eagle (CC)

CR 8

Bronze Dragon, Young
Deep One Archimandrite (TOB)
Ikuchi (TOB2)
Ziphius (CC)

CR 9

Blue Dragon, Young
Keelbreaker Crab (TOB2)
Sea Dragon, Young (TOB)
Shadow River Lord (CC)

CR 10

Aboleth

CR 11

Roc

CR 12

Dragon Eel (TOB)

CR 13

Devil Shark (CC)
Storm Giant
Storm Lord (Elemental) (CC)

CR 14

Isonade (TOB)
Krake Spawn (TOB)

CR 15

Bronze Dragon, Adult

CR 16

Blue Dragon, Adult
Light Dragon, Adult (CC)
River King (Fey Lord) (TOB)
Sea Dragon, Adult (TOB)

Eric Lindahl (Order #3184279)

CR 17

Dragon Turtle

CR 23

Kraken

SHADOW ROADS

CR 1/8

Lone Sluagh (Sluagh Swarm) (TOB)
Shroud (TOB)
Stryx (TOB)

CR 1/4

Alliumite (CC)
Clurichaun (TOB)
Erina Scrounger (TOB)
Goreling (CC)
Living Shade (CC)
Living Wick (TOB)
Molefolk (see **Chapter 9**)
Ramag (TOB)
Ratfolk (TOB)
Roachling Skirmisher (TOB)
Shadow Fey (Elves) (TOB)
Treacle (TOB)
Witchlight (TOB)

CR 1/2

Alehouse Drake (TOB)
Beggar Ghoul (TOB)
Bucca (TOB)
Burrowling (TOB)
Chupacabra (CC)
Clockwork Beetle (TOB)
Corpse Thief (CC)
Empty Cloak (TOB)
Execrable Shrub (Planar Flora) (CC)
Fire Imp (Devil) (CC)
Flesh Reaver (CC)
Foxin (CC)
Fraughashar (TOB)
Keyhole Dragonette (TOB2)
Kobold Spellclerk (TOB2)
Nalusa Falaya (CC)
Nkosi (TOB)
Ravenfolk Scout (TOB)
Rubble Swarm (Shard Swarm) (CC)
Shard Swarm (CC)
Skin bat (TOB)
Sooze (Shoth) (CC)
Tosculi Drone (TOB)
Void Cultist (CC)
Weirding Scroll (CC)

CR 1

Alchemical Apprentice Ooze (CC)
Chernomoi (TOB)
Dark Servant (Dark Folk) (CC)
Dhampir (CC)
Dragonborn Light Cavalry (CC)
Elite Kobold (CC)
Emerald Eye (TOB)
Eonic Drifter (TOB)
Erina Defender (TOB)
Flithidir (TOB2)
Kobold Trapsmith (TOB)
Nodosaurus (Dinosaur) (CC)
Pact Drake (CC)
Phantom (CC)
Ratfolk Rogue (TOB)
Ratfolk Warlock (CC)
Serpentfolk of Yig (CC)
Suppurating Ooze (CC)
Wind Dragon, Wyrmling (TOB)

CR 2

Beli (TOB)
Clockwork Hound (TOB)
Cobbleswarm (TOB)
Doppelrat (TOB)
Dragonborn Elementalist (CC)
Dragonborn Heavy Cavalry (CC)
Dream Squire (CC)
Eala (TOB)
Firegeist (TOB)
Folk of Leng (TOB)
Ink Devil (TOB)
Kitsune (CC)
Kobold Alchemist (TOB)
Kobold Junk Shaman (CC)
Lady in White (CC)
Light Dragon Wyrmling (CC)
Lystrosaurus (Dinosaur) (CC)
Myling (TOB)
Noctiny (TOB)
Paper Drake (TOB)
Ratfolk Mercenary (CC)
Roachling Lord (TOB)
Roachling Scout (CC)
Scitalis (CC)
Seeping Death Skeleton (CC)
Shadhavar (TOB)
Shadow Fey Pattern Dancer (Elves) (CC)
Sigilian (CC)
Spider Thief (TOB)
Tosculi Warriors (TOB)
Trollkin Grunt (CC)
Uraeus (TOB)
Vampire Thrall (CC)
Vile Barber (TOB)
Wind Demon (CC)
Wind Eater (CC)

On the Road

An extremely wide range of creatures from lowly stryx to Demon lords may be found on the Shadow Roads. Surprisingly, the more dangerous they are, the more often they seem to be in a hurry to get somewhere. Some encounters on a Shadow Road are nothing more than a passing nod to Camazotz, Demon Lord of Bats, as he flutters past.

Eric Tindall (Orbs - 5183079)



CR 3

Ahu-Nixta (CC)
Bleakheart (TOB2)
Bloody Bones (CC)
Bronze Golem (CC)
Catscratch (TOB2)
Clockwork Huntsman (TOB)
Dark Eye Dark Folk (CC)
Dragonborn Edjet (CC)
Elvish Veteran Archer (TOB)
Fang of the Great Wolf (Worg) (CC)
Far Darrig (TOB)
Far Wanderer (CC)
Ghast of Leng (CC)
Ghost Boar (CC)
Lesser Wood Golem (CC)
Mbielu (Dinosaur) (TOB)
Monolith Footman (TOB)
Orthrus (CC)
Plaresh Demon (CC)
Preta (Hungry Ghost) (CC)
Shadow Boxer (TOB2)
Shadow Freezing Ooze (CC)
Shadow Ooze (CC)
Skull Drake (CC)
Snake with a Hundred Mage Hands (TOB2)
Thursir Giant (TOB)
War Chaplain (CC)
Werebat (Lycanthrope) (CC)
Werehyena (Lycanthrope) (CC)
Wolf Reaver Dwarf (TOB)

CR 4

Ash Drake (TOB)
Bandit Lord (TOB)
Battle Mage (CC)
Cats of Ulthar (CC)
City Watch Captain (TOB)
Death Butterfly Swarm (TOB)
Dwarf Graveslayer (CC)
Firebird (TOB)
Gear Mage (CC)
Gremlin Rum Lord (TOB2)
Ink Guardian Ooze (CC)
Kobold Chieftain (TOB)
Lich Hound (TOB)
Necrophage Ghast (Ghoul) (CC)
Nkosi Pridelord (TOB)
Ortifex (TOB2)
Philosopher's Ghost (CC)
Ratatosk (TOB)
Rattok Demon (CC)
Servant of Yig (CC)
Shadow Fey Guardian (Elves) (TOB)
Tar Ghoul (CC)
Tosculi Jeweled Drone (CC)
Trollkin Reaver (TOB)
Trollkin Shaman (CC)
Tusked Skyfish (TOB)
Vaettir (TOB)
Yek Demon (CC)

CR 5

Aridni (TOB)
Black Knight Commander (TOB)
Bouda (TOB)
Centaur Chieftan (CC)
Cipactli Demon (CC)
Clockwork Abomination (TOB)
Corrupting Ooze (TOB)
Dark Voice (Dark Folk) (CC)
Dream Eater (TOB)
Dream Wraith (CC)
Dvarapala (CC)
Dwarf Cleric of the Brew (CC)
Fellforged (TOB)
Fierstjerren (CC)
Gnomish Distiller (see **Chapter 9**)
Gnomish Knife Cultist (CC)
Hound of the Night (TOB)
Hulking Whelp (TOB)
Karakura (CC)
Kikimora (TOB)
Lamia Serpentine Matriarch (CC)
Lord Zombie (CC)
Mi-Go (TOB)
Oth (Shoth) (CC)
Owl Harpy (TOB)
Quickstep (CC)
Ramag Portal Master (CC)
Ratatosk Warlord (CC)
Ravenfolk Doom Croaker (TOB)
Sandman (TOB)
Shadow Fey Forest Hunter (Elves) (TOB)
Shadow Fey Knight of the Road (Elves) (CC)
Sleipnir (CC)
Spawn of Akyishigal (Demon) (TOB)
Spawn of Arbeyach (Devil) (TOB)
Spawn of Parzelon (Devil) (CC)
Spree (Demon) (CC)
Temple Dog (TOB)
Three-Headed Cobra (CC)
Tusked Crimson Ogre (CC)
Vapor Lynx (TOB)
Wormhearted Suffragan (TOB)
Xiphus (CC)

CR 6

Bearfolk Chieftain (CC)
Blood Ooze (CC)
Clockwork Assassin (CC)
Crimson Mist (CC)
Crystalline Devil (TOB)
Death Butterfly Swarm, Greater (TOB)
Doomspeaker (CC)
Dracotaur (CC)
Elf Deathsworn (CC)
Elf Servant of the Vine (CC)
Fate Eater (TOB)
Fext (TOB)
Fey Drake (CC)
Gearforged Templar (TOB)
Ghost Boar, Elder (CC)
Ghost Dwarf (CC)
Ghost Knight (TOB)
Kobold King (CC)
Loxoda (TOB)
Malphas (TOB)
Mirror Hag (TOB)
Moonchild Naga (CC)
Necromancer (CC)
Nichny (TOB)
Nightgarm (TOB)
Ouroboros (CC)

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Shadow Fey Duelist (Elves) (TOB)
Spectral Guardian (TOB)
Wind Dragon, Young (TOB)
Wolf Spirit Swarm (TOB)

CR 7

Alabaster Tree (Planar Flora) (CC)
Blood Mage (CC)
Dhampir Commander (CC)
Dissimortuum (TOB)
Dwarven ringmage (TOB)
Einherjar (TOB)
Elf Enchanter (CC)
Fire Dancer Swarm (TOB)
Giant Sloth (CC)
Gilded Devil (TOB)
Herald of Darkness (TOB)
Psoglav Demon (TOB)
Red Hag (TOB)
Risen Weaver (TOB)
Sentinel in Darkness (CC)
Shadow Fey Enchantress (Elves) (TOB)
Silenal (TOB2)
Soul Eater (TOB)
Spark (TOB)
Umbral Vampire (TOB)
Vellso Demon (CC)
Void Speaker (CC)

CR 8

Ankou Soul Seeker (CC)
Arborcyte (CC)
Arcane Spectral Guardian (TOB)
Blood Giant (CC)
Bone Collective (TOB)
Chronalmental (TOB)
Clockwork Dragon (CC)
Degenerate Titan (TOB)
Dragonleaf Tree (TOB)
Emerald Order Cult Leader (TOB)
Feyward Tree (TOB)
Fractal Golem (CC)
Hound of Tindalos (CC)
Kishi Demon (TOB)
Liosalfar (TOB)
Lunar Devil (TOB)
Manastorm Golem (CC)
Monolith Champion (TOB)
Moon Nymph (CC)
Nachzehrer (CC)
Neophron Demon (CC)
Oliphaunt (CC)
Qwyllion (TOB)
Ring Servant (CC)
Rust Drake (TOB)
Tetomatli (TOB2)
Thief Lord (CC)
Vampire Priestess (CC)
Vines of Nemthyr (CC)
Voidwracked Mage (CC)
War Priest (CC)
Xhkarsh (TOB)

CR 9

Alchemical Golem (CC)
Alnaar Demon (CC)
Devilbound Gnomish Prince (TOB)
Eater of Dust (TOB)
Fulad-Zereh Demon (CC)
Gaki-Jikininki (Hungry Ghost) (CC)
Hierophant Lich (CC)
Lotus Golem (CC)
Malakbel Demon (TOB)
Monarch Skeleton (CC)
Righteous Sentinel (TOB2)
Shadow Fey Ambassador (Elves) (CC)
Vine Troll Skeleton (TOB)
Yek Demon, Alpha (CC)





CR 10

Algorith (TOB)
Altar Flame Golem (CC)
Automata Devil (TOB)
Bone Swarm (TOB)
Doom Golem (CC)
Elf Alchemist Archer (CC)
Fear Smith (TOB)
Grave Behemoth (CC)
Hundun (TOB)
Lamassu (CC)
Nightgaunt (CC)
Rubezahl Demon (TOB)
Theullai (TOB)
Vampire Patrician (CC)

CR 11

Abominable Beauty (TOB)
Berstuc Demon (TOB)
Blood Hag (TOB)
Buraq (TOB)
Corpse Mound (TOB)
Dragonborn Ouroban (CC)
Dullahan (TOB)
Eye Golem (TOB)
Ghost Dragon (CC)
Grim Jester (TOB)
Herald of Slaughter (TOB2)
Herald of Undeath (CC)
Koralk Devil (TOB)
Mouse King (Animal Lord) (CC)
Naina (TOB)
Shadow Fey Poisoner (Elves) (CC)
Valkyrie (TOB)
Vampiric Knight (CC)
Void Giant (CC)
Voidling (TOB)

CR 12

Akyishigal of Cockroaches (Demon Lord) (TOB)
Ancient Titan (TOB)
Chort Devil (TOB)
Chronomatic Enhancer (TOB2)
Droth (Shoth) (CC)
Herald of Blood (TOB)
Herald of Fire (CC)
Knight of Shadows (See **Chapter 9**)
Mavka (TOB)
Skein Witch (TOB)
Son of Fenris (TOB)
Tosculi Queen (TOB)
Virtuoso Lich (TOB2)

CR 13

Bat King (Animal Lord) (CC)
Chittr'k'k of Rats (Demon Lord) (CC)
Clockwork Archon (TOB2)
Haugbui (TOB)
Mask Wight (TOB)
Psychic Vampire (TOB2)
Steam Golem (TOB)
Vampire Warlock (TOB)

CR 14

Cambium (TOB)
Orobas Devil (TOB)
Three-Headed Clockwork Dragon (CC)

CR 15

Herald of the Great Wyrm (CC)
Ia'Affrat the Insatiable (Arch-Devil) (TOB)
Pact Lich (CC)
Queen of Cats (Animal Lord) (CC)
Rakshasa, Greater (CC)
Star-Spawn of Cthulhu (TOB)
Whisperer in Darkness (CC)

CR 16

Berchta (Fey Lady) (CC)
Infernal Knight (Devil) (CC)
Snow Queen (Fey Lady) (TOB)

CR 17

Barong (CC)
Koschei (TOB)
Moonlit King (Fey Lord) (TOB)
Queen of Witches (Fey Lady) (TOB)
Rangda of Witches (Demon Lord) (CC)
Wind Dragon, Adult (TOB)

CR 18

Lord of the Hunt (Fey Lord) (TOB)

CR 19

Chemosh (Demon Lord) (CC)
Hraesvelgr the Corpse Swallower (Giant) (TOB)
Living Star (CC)
Shoggoth (TOB)

CR 20+

Alquam (Demon Lord) (TOB)
Avatar of Shoth (Shoth) (CC)
Camazotz (Demon Lord) (TOB)
Emperor of the Ghouls (Ghouls) (TOB)
Jotun Giant (TOB)
Mammon (Arch-Devil) (TOB)
Monkey King (Simian) (CC)
Parzalon (Arch-Devil) (CC)
Qorgeth (Demon Lord) (TOB)
Queen of Night and Magic (Fey Lady) (TOB)
Totivillus (Arch-Devil) (TOB)
Typhon (Demon Lord) (CC)
Wind Dragon, Ancient (TOB)

UNDERGROUND

CR 0

Giant Fire Beetle
Lantern Beetle (TOB2)
Shrieker
Zoog (CC)

CR 1/8

Giant Rat
Kobold
Pixie's Umbrella Fungi (TOB2)
Sniffer Beetle (TOB2)
Stirge
Wicked Skull (TOB2)

CR 1/4

Cave Goat (TOB2)
Ghoul Bat (TOB2)
Giant Bat
Giant Centipede

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Giant Lizard
Giant Poisonous Snake
Goblin
Grimlock
Living Wick (TOB)
Ratfolk (TOB)
Shiftshroom Fungi (TOB2)
Skeleton
Swarm of Bats
Troglodyte
Violet Fungus

CR 1/2

Beggar Ghoul (TOB)
Boomer Fungi (TOB2)
Boot Grabber (CC)
Crimson Shambler (TOB2)
Darkmantle
Derro Guard (TOB2)
Gray Ooze
Hobgoblin
Kobold Trapsmith (TOB)
Light Drake (TOB2)
Magma Mephit
Mydnari (TOB2)
Orc
Rust Monster
Shadow
Shadow Goblin (CC)

CR 1

Bugbear
Dogmole (TOB)
Duergar
Ghoul
Giant Spider
Giant Toad
Kobold Elite (CC)
Kobold Trapsmith (TOB)
Putrescent Slime (TOB2)
Ratfolk Rogue (TOB)
Ratfolk Warlock (CC)
Specter
Stone Creeper (TOB2)
Suppurating Ooze (CC)
Wirbeln Fungi (CC)

CR 2

Ankheg
Black Sun Orc (CC)
Cave Dragon Wyrmling (TOB)
Clacking Skeleton (CC)
Cobbleswarm (TOB)
Crypt Spider (CC)
Derro Explorer (TOB2)
Doppelrat (TOB)
Dream Squire (CC)
Flame Eater Swarm (CC)
Gargoyle
Gelatinous Cube
Ghast
Giant Vampire Bat (CC)
Gibbering Mouther
Grick
Ink Devil (TOB)
Kobold Alchemist (TOB)
Kobold Junk Shaman (CC)
Mimic
Ochre Jelly
Ogre
Ophinix (TOB2)
Pech (CC)
Ratfolk Mercenary (CC)
Roachling Scout (CC)
Rock Roach (TOB2)
Seeping Death Skeleton (CC)
Shadow Fey Pattern Dancer (Elves) (CC)
Shellycoat (TOB)
Swarm of Esteron (TOB2)

CR 3

Basilisk
Corpse Worm (TOB2)
Darakhul (Ghoul) (TOB)
Doppelganger
Gaunt One (TOB2)
Ghoulsteed (CC)
Giant Albino Bat (CC)
Hell Hound
Keg Golem (CC)
Megapede (CC)
Mineral Ooze (TOB2)
Minotaur
Night Scorpion (TOB)
Orc Black Sun Priestess (CC)
Phase Spider
Swolbold (Kobold) (CC)
Venomous Mummy (TOB)
Veteran (NPC)
Wight
Woe Siphon (TOB2)

CR 4

Angler Worm (TOB)
Black Pudding
Cavelight Moss (TOB)
Chuul
Darakhul Shadowmancer (Ghoul) (CC)
Deathcap Myconid (TOB)
Deep Troll (TOB2)
Derro Fetal Savant (TOB)
Emperor's Hyena (TOB2)
Ettin
Ghost
Imperial Ghoul (TOB)
Kobold Chieftain (TOB)
Necrophage Ghast (Ghoul) (CC)
Oculo Swarm (TOB)
Overshadow (TOB2)
Pech Stonemaster (CC)
Skitterhaunt (TOB)
Strobing Fungi (TOB2)

CR 5

Darakhul Spy (Ghoul) (TOB2)
Deathweaver (TOB2)
Derro Shadow Antipaladin (TOB)
Derro Speaker to Darkness (CC)
Derro Witch Queen (CC)
Dogmole Juggernaut (TOB)
Dream Eater (TOB)
Earth Elemental
Eldritch Ooze (TOB2)
Iron Ghoul (TOB)
Kobold Wizard (CC)
Lunarian (TOB2)
Otyugh

Phase Giant (TOB2)
Rat King (TOB)
Roper
Salamander
Sarcophagus Slime (TOB)
Troll
Vampire Spawn
Wraith
Xorn

CR 6

Bloated Ghoul (TOB2)
Blood Ooze (CC)
Chimera
Crystalline Devil (TOB)
Derro Shadowseeker (TOB2)
Drider
Echo Demon (CC)
Gnarljak (TOB)
King Kobold (CC)
Quiet Soul (CC)
Ruby Ooze (CC)
Scheznyki (TOB)

CR 7

Crystalline Monolith (TOB2)
Fey Revenant (TOB2)
Pech Lithlord (CC)
Sentinel in Darkness (CC)
Shadow Beast (TOB)
Stone Giant
Walled Horror (TOB2)
Yathon (TOB2)

CR 8

Bloodstone Sentinel (TOB2)
Cave Dragon, Young (TOB)
Cloaker
Giant Shark Bowl Ooze (CC)
Idolic Deity (TOB)
Lost Minotaur (CC)
Onyx Magistrate (TOB2)
Rust Drake (TOB)
Spirit Naga

CR 9

Darakhul Captain (Ghoul) (TOB2)
Darakhul High Priestess (Ghoul) (CC)
Deep Drake (TOB)
Fire Giant
Horakh (TOB)
Nharyth (TOB2)
Shadow Fey Ambassador (Elves) (CC)
Shriekbat (TOB2)
Spider Drake (CC)
Thin Giant (TOB2)

CR 10

Aboleth
Cave Giant (CC)
Conjoined Queen (TOB2)
Sathaq Worm (TOB)

CR 11

Behir
Shadow Fey Poisoner (Elves) (CC)



CR 12

Bonepowder Ghoul (TOB)
Gug (TOB)
Nihileth (Aboleth) (TOB)

CR 13

Bone Colossus (Necrotech) (TOB2)

CR 14

Cambium (TOB)
Cave Giant Shaman (TOB2)
Gypsosphinx (TOB)

CR 15

Purple Worm

CR 16

Cave Dragon, Adult (TOB)
Flame Dragon, Adult (TOB)

CR 17

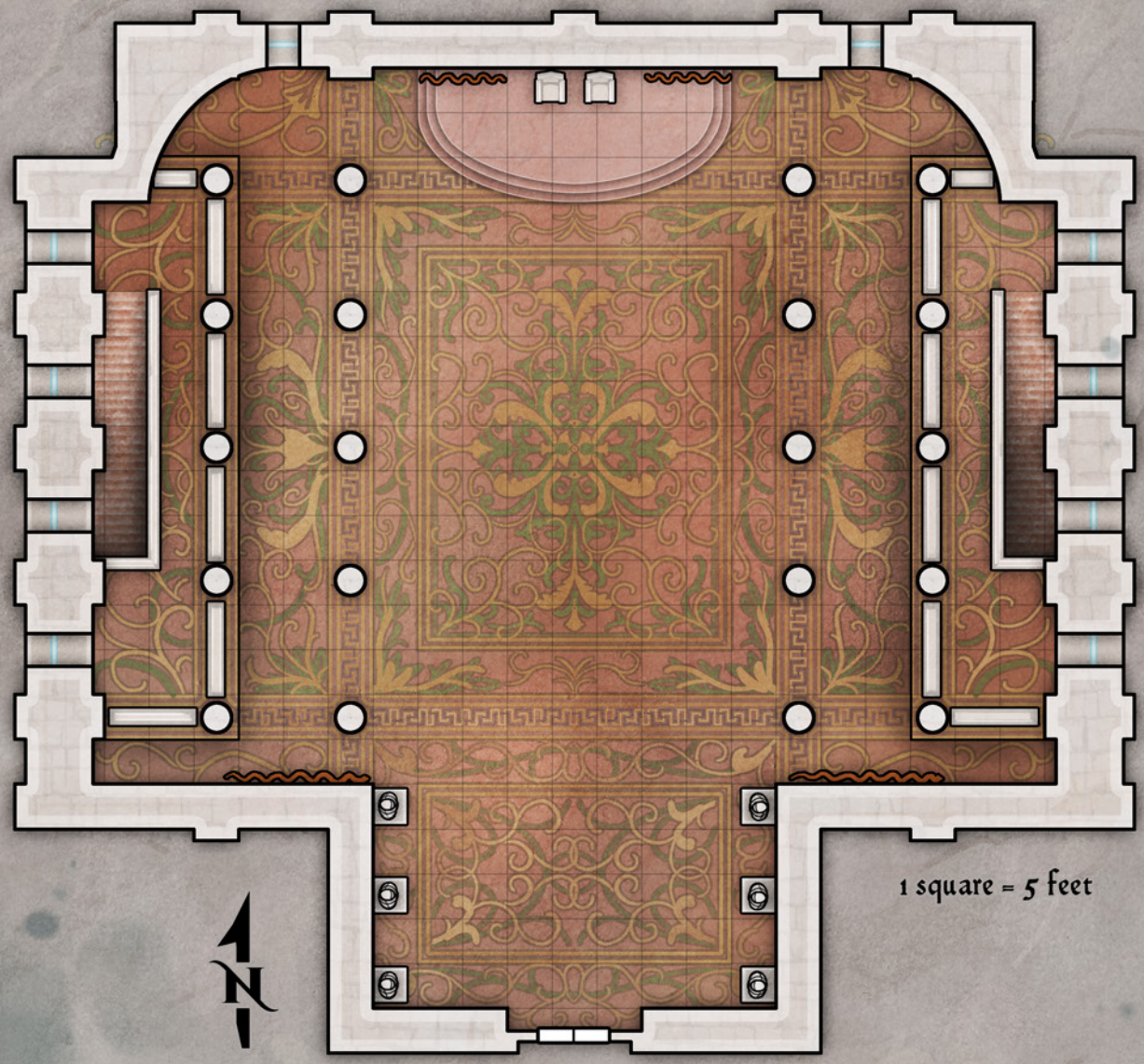
Urochar (TOB)

CR 20

Emperor of the Ghouls (TOB)

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Fey Court
Audience Chamber

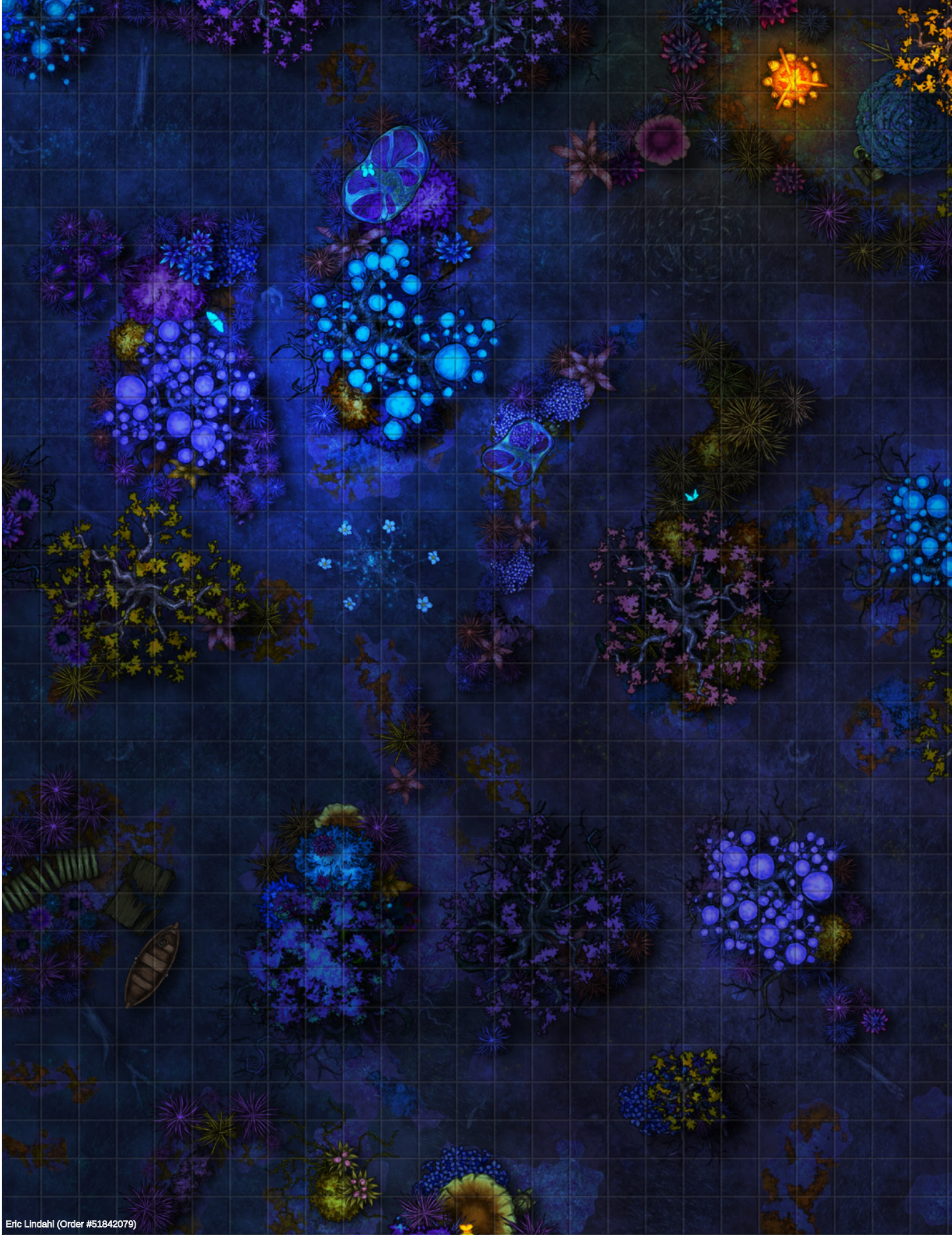


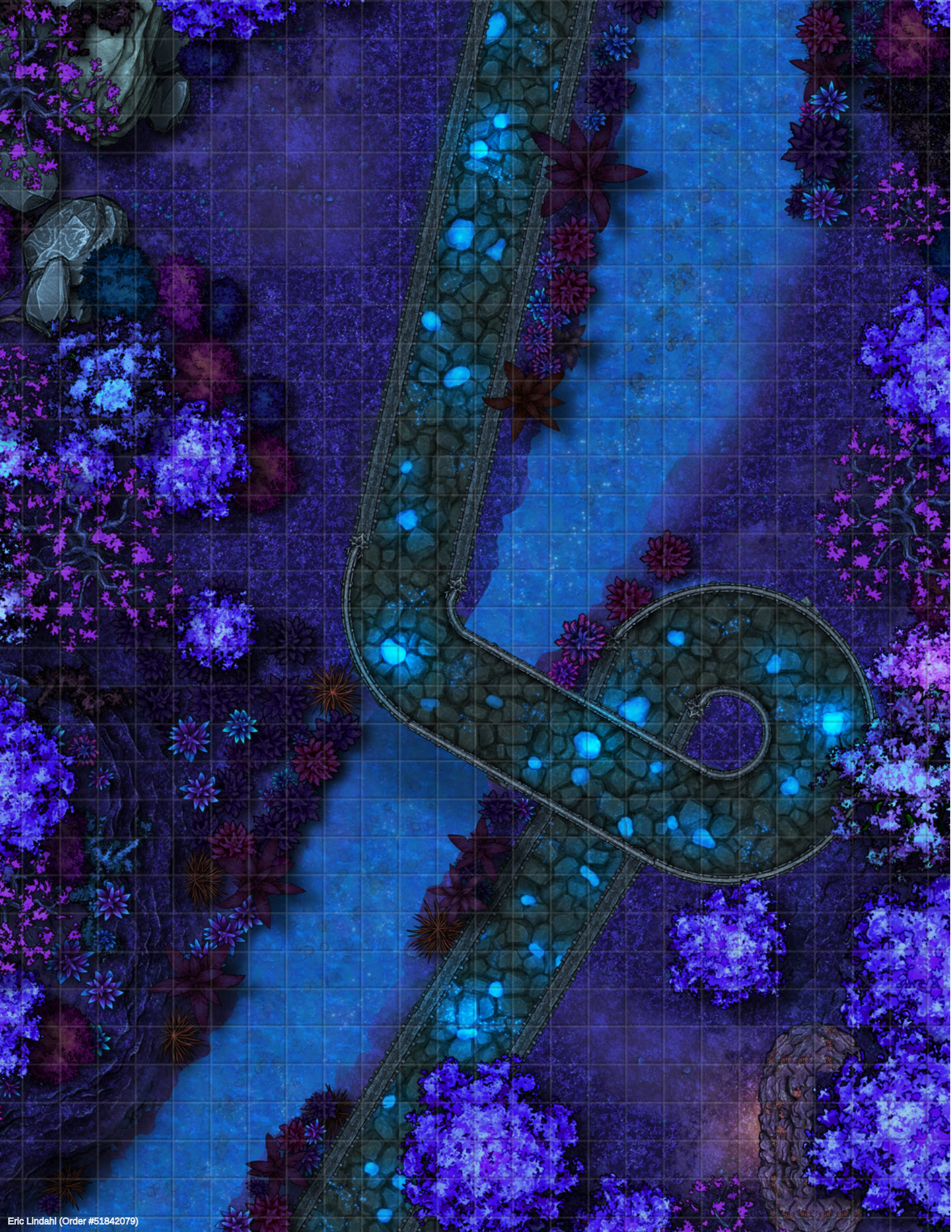
1 square = 5 feet



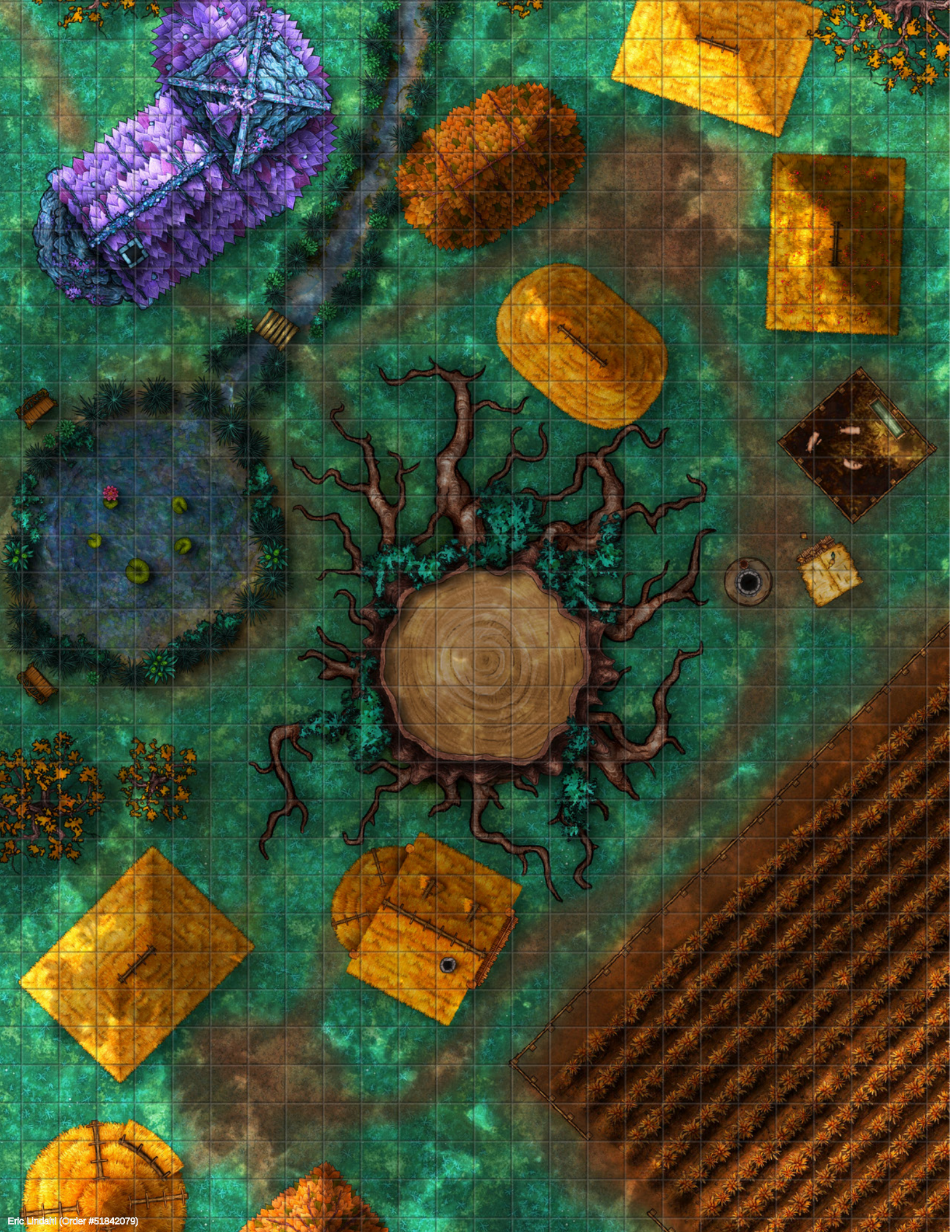
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- **6 new sorcerous origins, including the Aristocrat and the Farseer;**
- **3 otherworldly patrons for warlocks, including the Sibyl;**
- **expanded treatments of familiars and other wizardly servants;**
- **and much more!**

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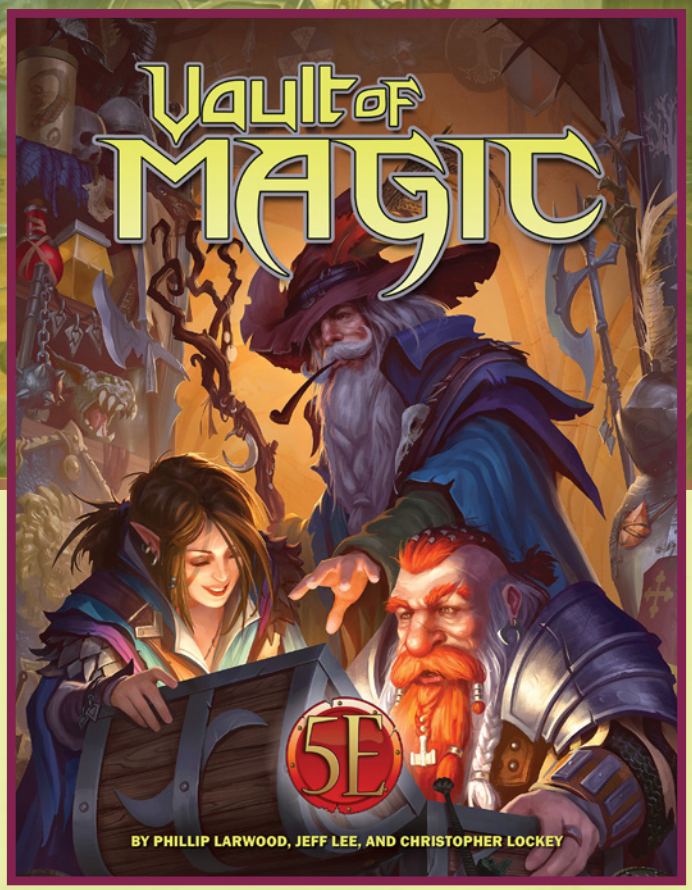
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- **Hundreds of full-color illustrations**
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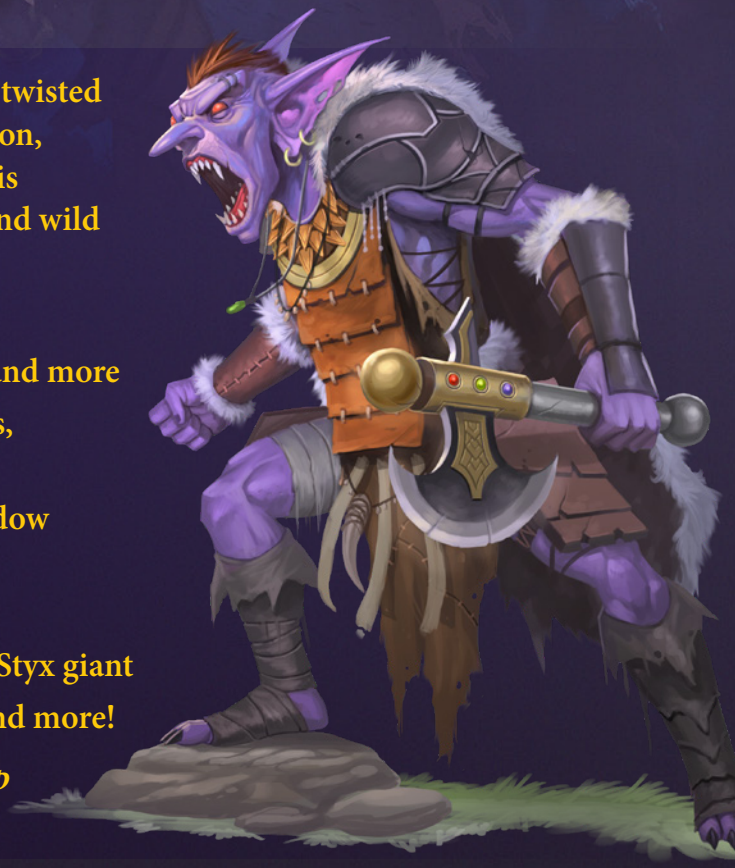
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$49.99
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Printed in China
ISBN: 978-1-950789-33-7



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