

Unexpected Enemies M1 – Into Darkness

Part of a Two-Round Dungeons & Dragons® Living
Greyhawk™
Sunndi Regional Special
Version 1.0

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With the lines of war drawn clearly across Sunndian soil things seem black and white. Good or bad, friend or foe, easy distinctions to make in such threatening times. Help is on its way from an expected source, but what if some fail to see it thus? Will adventurers once more shine their light into the darkness and clean away the sorrow? A 2-round regional special set in the kingdom of Sunndi - part battle interactive, part mini-adventure for levels 1 to 10 (APLs 2-8). Part of the Bullywugs War series.

Resources for this adventure [and the authors of those works] include *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Planar Handbook* [Bruce R. Cordell and Gwendolyn F.M. Kestrel], *SND4-02 Whispers in the Dark* [Sebasitaan Heukels], and *Tome of Magic* [Matthew Sernett, Ari Marmell, David Noonan, Robert J. Schwalb].

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

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ADVENTURE BACKGROUND

M1 Into Darkness is a mini-adventure, the potential 2nd part of the Sunndi regional special *SND7-01M Unexpected Enemies*. It has mostly the same background as that adventure.

This part makes some references to *SND4-02 Whispers in the Dark*. The exact events of said adventure are unimportant to this scenario, but a strange black tower took a central part. This tower is called the Mourning Tower, and more information on it can be found in Appendix 3. It is a place of power, and unless the PCs have a clear goal in mind, anybody wandering in the Silent Valley in the Plane of Shadow eventually end up at its counterpart which is part of a much bigger complex – a fortress of some sort which history and goal is not be revealed in this adventure.

ADVENTURE SUMMARY

Introduction: Stepping through the breach is not easy and it is a bit of a jarring experience. What will the PCs do once through? Will they follow the tracks of the hunters, turn their attention to the Mourning Tower or just wander through the valley?

Encounter 1 [Traveling through Shadows]: This section provides the information required to describe the trip the PCs take into the Valley regardless of what direction they go.

Encounter 2 [Natural Dangers]: The Plane of Shadows is a dangerous place. Whether on their way to the Mourning Tower or following the tracks of the hunters they run across one of the natural dangers of the area.

Encounter 3 [A Pack of Hunters]: The PCs come across the hunters responsible for the assault during the battle. These hunters prove to be hunters of man, a prisoner that escaped their grasp. What will the PCs do?

Encounter 4 [The Tower of Mourning]: Instead of a tower the PCs find a whole compound, a shadow of what is long gone on the Prime Material Plane. The inhabitants are hostile, except for one, a ghost of an ancient Flan warrior who warns the PCs not to approach and who begs them to rescue a man – a man now caught by a pack of hunters (see Encounter 3).

Conclusion: At some point the PCs want to return to the Prime Material Plane. If they were quick enough, the rift is still open and it is just a matter of stepping through. If they took too long they will have to find their way back home. Once on the Prime and back in Pitchfield they gain their just reward.

PREPARATION FOR PLAY

M1 Into Darkness is set in the Plane of Shadow. More information on the plane can be found in the *Dungeon Master's Guide* 152. The following things are important to keep in mind:

- The region is always as dark as during a moonless night (so low-light vision doesn't work without a light source). All light sources have their ranges halved. Darkvision works as normal. Without a light source and/or darkvision opponents are covered with concealment (20% miss chance).
- Despite the lack of sunrise or sunset divine spellcasters can prepare their spells as normal.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).
- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

REST

It is unimportant whether the PCs start on this adventure immediately after the battle, wait until the next morning or rest somewhere on the Plane of Shadow. The adventure assumes that they rest at least once during this part of the regional special. Just keep in mind that the DCs for finding the tracks and clues are 1 higher for each day after the battle.

Note that sleeping in the Silent Valley has some peculiar effects. More information can be found in Appendix 3. This effect is also present in the Plane of Shadow.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 3. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-

check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

The adventure starts with the PCs standing in front of the planar breach: a patch of darkness on the battlefield.

You stare at a large patch of unnatural darkness. No sunlight seems to pierce it. Inside you still see the plants, and objects that were there before, but whether due to the darkness of the magic of the breach they look somehow twisted and corrupted. Standing this close to the darkness you note a certain chill radiating from the region, although whether this is due to the lack of sunlight or something else is unclear.

PCs stepping into the region have 20% chance to cross over into the Plane of Shadows. Characters can also decide to cross over consciously by making a DC 15 Knowledge (the planes) check. If they grab the hands of other creatures they can bring them along.

Read aloud or paraphrase the following once a PC has crossed over:

For a moment you feel some resistance as if pushing against an invisible wall, than all of a sudden the resistance is gone, causing you to lunge forward a step or two. You almost imagine hearing a ripping sound, but in reality there was nothing to sense. You are still standing in a forest and it is still as dark as a moonless night. When you turn around though instead of a patch of darkness you see a patch of what appears to be bright light and the sunlight forest behind.

The temperature dropped significantly and it almost as if you walked into a cave. The trees look normal, although every color is muted and darker. There is something wrong with the trees besides the color, but you cannot place your finger on it. Perhaps it is just a feeling induced by the disturbing mix of strangeness and familiarity. The darkness makes it difficult to see very far, but you note strange crumbling ruins through the trees in all directions – a piece of wall, the remains of a statue, a cracked stone tile and so on. All is overgrown with dark vines and other plant life and has a distinctive ancient look.

The Plane of Shadow is a dark place and without a light source the PCs will not see much beyond the direct surroundings of the breach. The ruins look old, but it is impossible to determine their age or even origin. While the trees and bushes cause a feeling of unease, none of the PCs know the Silent Valley well enough to be effected by the dread mostly associated with such a region.

Directly surrounding the breach the tracks of several horses and massive dogs can be found easily with a DC 10 Survival (or when still at DC 10 Search) check. A DC 15 Survival check is needed to recognize there are likely to be 5 ridden horses and a similar amount of dogs. Most of the dog tracks lead into the breach, but a couple leave with the riders. The riders left in a hurry, and if the PCs passed the Survival check by more than 5 they realize the horses are quicker than regular horses. The riders came from the northwest (the direction of the Mourning Tower) and left to the south.

Note: Since this is in the Plane of Shadow, characters do not gain the +2 synergy bonus on Survival for Knowledge (nature) 5 ranks. Instead they gain, if any, such a synergy bonus with Knowledge (the planes).

Development: The PCs have to decide what to do next. If they return to the Prime Material Plane, they can decide to continue with any of the other mission. If they remain in the Shadow Plane they can choose to follow the tracks of the hunters, wander around randomly or journey to the Mourning Tower (~15 miles away). Regardless, proceed with Encounter 1.

If they proceed inside the plane read aloud or paraphrase the following as soon as a PC steps away from the breach:

As soon as you step away from the light of the breach you realize how muted light is in this plane. The breach of light turns into a dot of twilight in only a couple of steps and quickly it is nothing more than a small star and than even that is gone. You have entered the eternal night of the Plane of Shadow.

Proceed with Encounter 1.

1: TRAVELING THROUGH SHADOWS

The shadow version of the Silent Valley looks almost the same as the valley in the Prime Material Plane. The biggest exception are of course the lack of light in the region (although this is not complete) and the presence of the ruins around the region of the breach. These ruins do not extend much beyond that area. The rest of the valley is considered a mix of sparse forest with rugged hills and eventually rugged mounted to the north and a medium and dense forest to the south. Traveling beyond the Silent Valley and its direct surroundings is certainly possible, but falls outside the scope of this adventure. There are no roads or trails in the region. Due to the lack of a sun the temperature is with 10°C (50°F) considerably lower than on the Prime Material Plane. There is hardly any wind, and the temperature remains the same as long as the PCs are present in the Shadow Plane.,

Before the PCs leave the area of the planar breach you should determine their marching order, what spells

are running and most importantly who is carrying a light source. Normal low-light vision is not strong enough to penetrate the darkness and such a character would see as much as human during a normal clear night. Creatures without any special visions cannot see a thing. Darkvision works as normal. Any light is muted and it does not penetrate the darkness very far. The benefit is that light cannot be seen from nowhere near as far as in the Prime Material Plane, but at the same time the PCs cannot see as far either. It is important to know who is carrying the light source since many natives target the creatures carrying the light, or they try to avoid them. It also becomes important if characters get separated from the rest of the group.

Once the marching order has been determined, the PCs are on their way. Due to darkness and the strangeness of the plane it is difficult to spot decent landmarks (they are even prone to change) and there are no roads or trails. PCs should realize the chances for getting lost are distinct, but don't point this out beforehand. If the PCs are not following the tracks of the hunters the lead PC should roll a DC 20 Survival check for each hour traveling. If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. If they get lost, they automatically steer towards the Mourning Tower 16 miles away from the breach. If they are actually traveling to the Mourning Tower there is no chance of getting lost. Returning to the breach might be more problematic though...

Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost. A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Following the Tracks of the Hunters: The hunting party includes experienced trackers. Since they do not expect an attack and they have not tried to hide their tracks in any way. Following the tracks require a DC 17 Survival check for each mile. Anybody following the tracks quickly realizes the hunters are spread out and follow a rather erratic path as if they are systematically searching for something (or somebody), but that the search is taking them to the south of the breach. The hunters are not really in a hurry, and the PCs slowly gain on them. After they have followed the tracks for a couple

of hours, they run across some of the natural predators in which the hunters were not interested. Proceed with Encounter 2. If the PCs still want to follow the hunters afterwards, the PCs eventually catch up in Encounter 3.

To the Mourning Tower: If the PCs decide to go to the Mourning Tower all they have to do is travel in the tower's general direction. The tower is 16 miles away through forest terrain without a trail. On the way to the tower they run across one of the many natural dangers of the region in Encounter 2. Proceed with Encounter 4 once the PCs arrive in the area of the Tower.

2: NATURAL DANGERS

After having traveled through the Plane of Shadows for 1d4 hours the PCs enter the hunting territory of two dangerous predators. These predators have detected the PCs and decided they are proper prey, especially if they have a light source with them.

You have been traveling through the eternal night of the Shadow Plane for a couple of hours now. During that time little has changed. The ruins are gone, leaving naught but the sparse forest so much alike Rieuwood in the Silent Valley. Its silence is strengthened by the lack of wind and the darkness. On the other hand, you hear rustling of leaves and snapping of small twigs now and than just outside your light radius almost as if countless creatures are drawn towards your light as moths to the flames. Whether these noises are made by a harmless creatures or something more threatening remains a question...

The PCs should roll a Listen check against the Move Silently check of the predators modified by the distance as per the core rules. If the predators manage to approach the PCs unseen until the light radius (or length of the darkvision what ever comes first) they should make a Spot check opposed by the creatures Hide check. The predators try to get within charging range (50 ft.). If they realize they are spotted, they attack earlier.

Terrain: See the *Dungeon Masters Guide* 87 for details on the terrain and its effects. The forest is considered a sparse forest with gentle hills. The predators are shrewd enough to pick an ambush spot that allowed them to charge 50 ft.

Creatures: The PCs are attacked by a pair of natural predators, normal animals adapted to the environment of the Plane of Shadows. They look like their Prime Material Plane counterparts, except that their skins are darker and they seem to blend in with the shadows. Due to this ability it is difficult to pinpoint where the darkness ends and the creature begins. They also seem to be somewhat insubstantial. A DC 15 Knowledge (the Planes) or Knowledge (arcane) recognizes them as being

shadow creatures. These creatures are partially made out of shadows, and while all are highly resistant to Cold and difficult to hit in all but the brightest conditions, the other powers change from the need to use magic weapons, to fast healing or even evasion. The powerful the creature, the more powers it will have. Regardless, these are normal hungry predators. Their initial attitude is Hostile, and a Wild Empathy check with a -4 penalty because they are magical beasts can influence it as normal. Doing so requires an amount of meat equal in size to a medium creature for each of the predators.

APL 6 (EL 8)

☛ **Shadow dire lions (2):** hp 60 each; Hide +14, Move Silently +11; see Appendix 1.

APL 8 (EL 10)

☛ **Shadow dire bears (2):** hp 105 each; Hide +6, Move Silently +7; see Appendix 1.

Tactics: These predators are highly aggressive and hungry, but not suicidal nor are they more intelligent as their normal counterparts. They use straightforward tactics, focusing on one or two opponents, trying to take these down and than to flee into the night with their prey. Only an obvious (and likely painful) threat can get them to switch targets. Like ordinary animals they have difficulties realizing ranged threat and spell casters, basing a first select simply on the lack or presence of metal armor and size. Anybody carrying a source of light is a prime target and they have an instinctual hatred for any bright lights. Unlike normal animals they love to cause fear and they favor sentient creatures above ordinary animals. They do not fight to the death, instead favoring to flee once at 30% of their hit points to return later if fully healed. In that case they switch to hit-and-run tactics, using their fast healing to their advantage. They can stalk potential prey for days, and they almost seem to relish the fear such hit-and-run tactics cause in their selected prey.

Treasure: None.

Development: If the PCs kill the predators, they can freely proceed on their tracks as discussed in Encounter 1. If the PCs just chase them away, they will be stalked by the predators until they are either killed or the PCs leave their territory (such as the region around the Mourning Tower or the hunting party) after 2 hours. They initiate an attack roughly every 30 minutes unless the PCs manage to hide their tracks either by flying for a long time or by hiding their scent. If the predators are still alive at the time the PCs leave their territory, they might meet them on the way back to the breach if there still is time. The PCs only gain experience for this encounter once.

3: A PACK OF HUNTERS

The tracks the PCs have been following (and the figure they might have seen on the battlefield in part 1 of the regional special) belong to a hunting party of shadar-kai. Shadar-kai are a race of fey whose spirit is intrinsically tied to the Plane of Shadow. They are dark and bitter about it, and they hold little love for living things. This particular group gets a kick out of hunting sentient prey, and if they get money for it all the better. They are lead by a couple, the vicious shrewd hunter Sleighveen [Slay-Vene] and his wife the cold-hearted calculating Doreigha [DO-ray-a].

The hunting party has been hired by a group of unknown beings living in the Silent Valley to hunt down an escaped prisoner, the human ranger Tavin. Tavin is one of the NPCs who disappeared at the start of SND4-02 *Whispers in the Dark* and he was presumed to have died at the hands of a powerful cleric of Nerull. In reality he stumbled into the Plane of Shadow where he was promptly imprisoned. He somehow managed to escape recently, and his captors are not about to let him escape permanently. They asked Sleighveen to capture him, preferably alive, death if need be – a task perfectly to the liking of these cruel shadar-kai.

How the PCs are going to meet these hunters depends on their actions. If the PCs have been following their tracks, they hear in the distance hunting horns after the PCs have been in the Shadow Plane for 4 hours. A DC 15 Knowledge (nobility and royalty) or Profession (hunter) recognizes the sounds as the signal that the prey has been found. Less than 15 minutes later the horns signal the end of the hunt. If the PCs press on, they come across the camp of the shadar-kai where they are celebrating their victory. In this case they are distracted, drinking heavily and in general having a good time at the expense of the prisoner. They have a -10 circumstance penalty (including the -5 penalty due to being distracted) on Listen and Spot checks and 2 Dexterity and Wisdom damage due to the liquor. Even the shadow mastiffs are affected. The PCs can decide to attack now, or wait until all but the shadow mastiffs and Doreigha have fallen asleep. Those sleeping are in a stupor, having a -20 penalty on Listen checks and requiring 2 full rounds to wake up if kicked. The mastiffs and Doreigha are alert, although the liquor does impose a -5 penalty on their Listen and spot checks. If the PCs wait till the next morning (~8 hours later), their window of opportunity is gone and all are awake and fresh.

If the PCs first went to the Mourning Tower (see Encounter 4) they are likely to meet the hunting party on their way back to the Mourning Tower. In that case, the PCs should set up an ambush.

Either way, the human prisoner is unconscious and remains so even after the PCs return him to the temples of Pitchfield or Rieuwood.

Talking: The shadar-kai are evil, but not overtly aggressive. If the PCs approach them openly, they get a

suspicious welcome. The shadar-kai's initial attitude is Unfriendly, which can be modified with Diplomacy as normal. Their exact reaction depends on the timing and the story told by the PCs.

If the PCs approach the hunters shortly after they captured Tavin they are in a boastful mood.

- If Hostile they attack.
- If they stay Unfriendly they tell the PCs to back off, sending Doreigha in owl form after them to check they are really gone. They even postpone the drinking until the PCs are really gone and neither Doreigha nor Sleighveen touch the liquor at all.
- If turned to Indifferent they tell the PCs the human is an escaped prisoner from the Silent Keep. They don't know nor care what he has done. In this case they tell nothing about the keep. They still send the PCs away.
- If their attitude is changed into Friendly or better they invite the PCs to stay over to share the drinks. During the celebrations they challenge the PCs to all kinds of games designed to estimate their strength and skill. The common Shadar-kai and mastiffs drink as normal, but the leaders refrain from touching the liquor (although they try to hide it). They remain awake the whole night. The shadar-kai know about the breach, cursing the loss of some of their best hunting dogs. They have no interest in going to the Prime Material Plane though.
- They need to be Helpful before they allow the PCs to travel along. In this case they tell that they have no idea who or what lives at the Silent Keep. They never spoke with anybody in person. They just knew they were needed at the keep, where a cold fear-inducing voice told them what to do. They never saw who talked, and they clearly fear the inhabitants of the Keep. Whoever pried into their affairs died or disappeared.

If the PCs approach while the hunters are on the road, they are much more careful and suspicious.

- If turned Hostile they attack.
- If they remain Unfriendly they warn the PCs to leave them alone. Doreigha follows them in owl form for an hour to verify this. If they appear to be following from a distance the shadar-kai open the hunt.
- If Indifferent they react the same as with Unfriendly, but they tell the PCs the human is an escaped prisoner from the Silent Keep. They also warn them to leave since nobody wants to incur the wrath of those at the Keep (which is an empty threat if the PCs succeed at a Sense Motive check).
- If Friendly they don't send Doreigha after them.
- If Helpful they basically tell the same as under Helpful during an approach during the celebration.

Terrain: The terrain is the same as in Encounter 2, although if the PCs planned an ambush they have much more freedom in selecting where they initiate the attack.

Creatures: The shadar-kai look like humans, although they are slightly taller, more slender and have gray-skins and black eyes. Their hair is long and white kept from their eyes by black band of cloth. Their skins are mutilated with all kinds of ritual scars, mostly dyed with bright red and deep black and their ears and noses contain cold iron piercings (something that would hurt fey constantly). They tend to be grim, coldly determined and impolite towards strangers except when the PCs meet them just after a successful hunt. In that case they are exhilarant and boastful about their past exploits. All the common hunters greatly respect their two leaders.

Sleightveen is almost 7 feet tall, broad shouldered with the appearance of a bodybuilder and the bearing of a panther. He rarely smiles, even after the hunt and he has a tendency to stare at any shadar-kai, almost as if judging their worth as a prey. He loves his wife and would give his life for her and visa versa. His wife is small, thin and timid. She rarely looks people in the eyes, but any person carefully observing her notes that she doesn't miss a thing. Unlike the others she has neither tattoos nor piercings. Her clothing is also much simpler. She shifts into a black wolf or large black owl.

The shadow mastiffs are normal for their race. The dark horses are black slender light warhorses who seem to blend in with the darkness really well. They move with a grace and speed that suggests their supernatural heritage.

APL 6 (EL 10)

☛ **Sleightveen, master of the hunt:** male shadar-kai ranger 2/fighter 3; hp 62; see Appendix 1.

☛ **Doreigha:** female shadar-kai druid 5; hp 51; see Appendix 1.

☛ **Shadar-kai Hunters (4):** hp 10 each; see Appendix 1.

☛ **Shadow Mastiffs (2):** hp 30 each; see *Monster Manual* 222.

☛ **Dark Horses (5):** light warhorse; hp 22 each; see Appendix 1.

APL 8 (EL 12)

☛ **Sleightveen, master of the hunt:** male shadar-kai ranger 3/fighter 4; hp 81; see Appendix 1.

☛ **Doreigha:** female shadar-kai druid 7; hp 65; see Appendix 1.

☛ **Shadar-kai Hunters (4):** hp 10 each; see Appendix 1.

☛ **Shadow Mastiffs (4):** hp 30 each; see *Monster Manual* 222.

☛ **Dark Horses (5):** light warhorse; hp 22 each; see Appendix 1.

Tactics: The shadar-kai are excellent stalkers, but they know they are not strong melee fighters. If they get into a fight with adventurers they will use their ability to hide in plain sight to their advantage by constantly hiding, lunging forward to attack and then retreat as soon as possible. With his Spring Attack feat Sleightvein is a master in this tactic, although he does take a -20 to the Hide check when hiding in the same round as that he attacked. Meanwhile Doreigha uses her spells to make it very difficult for the PCs to flee the area without hindering her side (so at least one or two PCs are to be located at the border of the spell effect). She even goes so far as to ready actions from a distance. If the PCs have a bright light source with them they retreat quickly and then try to disable the light by sunder or through theft. The shadow mastiffs are less bright, and they have a tendency to stick around in a fight.

Treasure: The treasure is mostly important, except for a couple of bottles of fey wine. They gain the AR entry “Fey Wine” – more information can be found in the Treasure section below and on the AR.

Development: Once the PCs have defeated the hunters and freed Tavin, they can either go to the Mourning Tower (Encounter 4) or try to return home (Conclusion). Tavin is alive and relatively healthy, but unconscious. The PCs are incapable to revive him.

4: THE TOWER OF MOURNING

The time it takes for the PCs to arrive at the Mourning Tower depends on their speed and whether or not they intended to get there. In a straight line it is 16 miles from the breach, but if the PCs get lost while traveling in another direction, it might take more time. If the PCs get within 1 mile of the tower they note more paths and the forest becomes sparser. If the PCs press on read aloud or paraphrase the following (especially when the PCs where not traveling to the Mourning Tower):

All of a sudden you note several lights in the distance floating in the air. They look almost like stars except that they do not twinkle high above in the sky, but much lower above the horizon. It are probably lights behind windows in some kind of tower or keep, but whatever the complex is, it is much bigger than the simple tower you would expect in the region. What kind of building would be standing in the location of the Mourning Tower? What kind of creatures would be living in them? And would they be friendly? What ever it is, it is likely to be fairly nearby since light does not penetrate very far in this dark plane.

Allow the PCs some time to discuss matters. Any character that succeeds at a DC 15 Knowledge (the

planes) check realizes that what ever lives at that area is unlikely to be friendly. Few friendly creatures call the Plane of Shadows home. What ever it is though, it or they are powerful and if native it raises the question where they would need lights for. Before the PCs can do anything, an apparition appears out of nowhere. Read aloud or paraphrase the following:

In the pale light of your lantern, you see the transparent shape of a tall muscled man slowly fade into view. He has long brown hair braided into two tails and a large moustache. Though you can see the colors, they are pale and translucent. He wears dark green trousers and leather shoes, but he is bare breasted. On his breast and face several blue lines are painted in geometrical patterns. A battle-ax and kukri are strapped to his side and on his back he has a spear. He carries a large wooden round shield with brass buckle in its centre on his left arm. He stares at you with a sad expression, keeping his hand away from his weapons.

This is the ghost of Lord Maeryn and it can be recognized as a ghost with a DC 15 Knowledge (religion) check. A DC 15 Knowledge (history) or a DC 20 Knowledge (local: The Splintered Sun) lets the PCs recognize the warrior as an ancient Flan. The way of dressing, the weapons and the shield have not been in use for a long time and a DC 25 Knowledge (history) check places the warrior from before the arrival of the Aerdy to the region (either that or the warrior belongs to one of the few tribes in the Splintered Suns that stick to the ancient traditions). PCs who played SND4-02 *Whispers in the Dark* recognize him from that adventure, where he helped them figure out was going on at the Mourning Tower.

Give the PCs some time to react. He is aware of them, and assuming the PCs do not immediately attack, he greets them.

As he his eyes meet yours, you see a wisdom there that seems older than the short lifespan of a mere human would allow for.

“Failte saoithe!” May Pelor strengthen thee in the challenges to come. Why did thee enter the Valley of the Lost Souls?”

He speaks with a clear hollow voice that seems to come from a faraway place. There is no hint of malice, and it seems strangely reassuring considering the circumstances.

☛ Lord Maeryn: Male Flan ghost Ftr15; AL NG.

If the players attack him, he raises his hands and pleads with them to hear him out. If they continue, he

¹ This is a Flan greeting, and people speaking Flan will recognize it. Loosely translated it would mean something akin to “Hail Good Adventurers”.

dematerializes and disappears. Searching the ethereal plane (*see invisibility*, or other such spells), the adventurers cannot find him. He rematerializes several minutes later to see whether the characters have calmed down. If they still keep attacking them, he disappeared, having done his duty.

Lord Maeryn is not very talkative, an ancient ghost who has lost all concept of time. He is a follower of the Old Faith, a religion that consists of the worship of Beory, Ehlonna, Obad-Hai, Pelor and Nerull. The Old Faith believes in balance and the cycles of life. He does not attack the PCs, but instead wants to warn them away from the keep that lies ahead. They should leave as quickly as possible or run the risk of being seen and that only will invite trouble. The inhabitants of the keep ahead are dangerous, secretive who kill or worse imprison those snooping around the keep. He does not provide more details, ignoring any other questions.

Before the PCs go, he tells them about a human that escaped the place beyond after a long imprisonment. A human ranger called Tavin who disappeared from the Prime Material Plane some time ago while fighting a force of darkness that tried to control the souls of the dead in the Silent Valley (*see SND4-02 Whispers in the Dark*). Maeryn thought that the man died at the time, or else he would have contacted the Caretakers long ago. The inhabitants hired a group of shadar-kai hunters to recapture him and return him to the keep. If asked, he tells that the shadar-kai are creatures of nature whose spark has dulled by darkness and who as punishment are tied to this plane for ever. Their favorite weapon is the spiked chain, almost as a physical reminder of their chains to the Plane of Shadows and the pain this causes. They are backed up by hounds of shadow, cruel vicious dogs the size of ponies and the intellect of trolls. He cannot tell much more about them, having seen them only from a long distance away.

If asked or told about the planar breach he is surprised. He wants to know what exactly happened, rightfully concluding that it was the violence and emotions associated with the battle that caused the breach to appear. He knows for some time the boundaries between this place and the land of light have weakened, but not that it has thinned to the point that a mere battle could open it. Those present at the keep are certainly not responsible, and would they learn about it, it would have unforeseen repercussions for the land of light. He cannot tell what would happen though, since those inside the keep are even further removed from life than he is. If the PCs tell him the hunters might know of the breach, he is even more adamant about the PCs killing them before they can warn the inhabitants of the keep.

Development: If the PCs still want to take a peek at the keep beyond, they can, but all they see are the dark walls of a massive keep and the lights filtering through a couple of arrow slits high-up. Nothing moves up on the battlements, and except for the light there is no sign of habitation. Still, those looking at the keep, get a feeling

that something is watching from the keep, something dark and malevolent. Anybody sneaking inside the keep gets lost, returning to the Silent Valley 6 TUs later and 1000 gp poorer (as per the "Lost on another Plane" section in the LGCS) not remember what happened in between. The adventure is over for these PCs.

PCs who decide to turn around can either return to the breach, which might be rather difficult if nobody has a good sense of direction. Proceed with the Conclusion. Or if they decide to chase down the hunters, either by setting up an ambush nearby or by hunting the hunters down, should proceed with Encounter 3.

CONCLUSION

Once the PCs are finished at the Plane of Shadow they likely want to return to the Prime Material Plane. The breach stays only open for roughly 48 hours, leaving them one night and 2 full days to explore. If they return to breach afterwards they find it gone. In that case they are considered lost in the Plane of Shadow, and they need to spend 6 TU and 1000 gp to return as per the rules of being lost on the planes in the LGCS. If they don't have the gold, the players can request a special mission with the Sunndi Triad. Until the character returns it cannot be played.

Back in the Silent Valley, the PCs are expected to bring back Tavin to the Caretakers, although they could go to any other temple in Sunndi. Here they are thanked and rewarded for their kind deed by said temple with a small monetary compensation. The Sunndian authorities are also highly interested in any reports on what the PCs found on the Plane of Shadows even if it proves to be of no interest to the ongoing war efforts. The knowledge of the Shadow Breach certainly has them worried for the future safety of Sunndi.

Dependent on the actions of the PCs during the mini, they can earn the following (stacking with one another):

- The PCs entered the Shadow Plane and reported their findings to the Sunndian authorities: APL 2 – 150 gp, APL 4 – 225 gp, APL 6 – 300 gp, APL 8 – 450 gp.
- The PCs recover Tavin (half this amount if dead, or when they did not recover him but talked with Lord Maeryn): APL 2 – 75 gp, APL 4 – 100 gp, APL 6 – 150 gp, APL 8 – 200 gp.

Do not forget to also use the reward section and Conclusion of part 1 while filling in the ARs of the players at your table.

CAMPAIGN CONSEQUENCES

This scenario has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but

because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to poc@sunndi.org as soon as possible. General comments about the module are also welcomed at this address. Don't forget to mention it is about the mini-module M1 Missing Scouts.

1. What APL did you play?
2. Did the PCs rescue Tavin from the shadow hunters?
3. Did the PCs kill Sleighveen?
4. Did the PCs visit the Mourning Tower in the Plane of Shadows?

EXPERIENCE POINT SUMMARY

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

2: Natural Predators

Defeat or shadow predators

APL 2	100 XP
APL 4	150 XP
APL 6	200 XP
APL 8	250 XP

3: A Pack of Hunters

Retrieving Tavin (alive)

APL 2	80 (100) XP
APL 4	100 (150) XP
APL 6	150 (200) XP
APL 8	200 (250) XP

Discretionary roleplaying award

APL 2	25 XP
APL 4	38 XP
APL 6	50 XP
APL 8	63 XP

Maximum Total Possible Experience

APL 2	225 XP
APL 4	338 XP
APL 6	450 XP
APL 8	563 XP

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Conclusion

APL 2: 225 gp.

APL 4: 325 gp.

APL 6: 450 gp.

APL 8: 650 gp.

Treasure Cap

APL 2: 225 gp.

APL 4: 325 gp.

APL 6: 450 gp.

APL 8: 650 gp.

Total Possible Treasure

APL 2: 225+ gp.

APL 4: 325+ gp.

APL 6: 450+ gp.

APL 8: 650+ gp.

ADVENTURE RECORD ITEMS

Fey Wine: You have gained 1 bottle of magical fey wine. This golden clear liquid functions like a potion of heroism, but it is highly intoxicating. If quaffed the character should make a DC 18 Fortitude saving throw or take 1d3 Dexterity and 1d3 Wisdom damage. The bottle cannot be sold.

APPENDIX 1: APL 6

1: NATURAL DANGERS

SHADOW* DIRE LION (2)

CR 6

*Manual of the Planes 190

NE Large Magical Beast

Init +2; **Senses** Darkvision 60 ft., low-light vision, scent; Listen +7, Spot +7

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

Miss Chance Shadow Blend (50%)

hp 60 (8 HD); fast healing 2

Resist Cold 10; Evasion

Fort +9, **Ref** +8, **Will** +7

Speed 50 ft.

Melee claw +13/+13 (1d6+7) and

Bite +7 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +17 **Atk Options** improved grab, pounce, rake 1d6+3

Special Actions

Abilities Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10

SQ Shadow Blend

Feats Alertness, Run, Weapon Focus (claw)

Skills Hide +10 (+14 in tall grass or heavy undergrowth), Listen +7, Move Silently +11, Spot +7

Improved Grab (Ex) To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +12 melee, damage 1d6+3.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it full concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

3: PACK OF HUNTERS

SLEIGHVEEN

CR 6

Male shadar-kai* ranger 2/fighter 3

*Fiend Folio 150

NE Medium Fey

Init +5; **Senses** superior low-light vision; Listen +9, Spot +9

Languages Common, Elven, Sylvan

AC 20, touch 15, flat-footed 15

(+5 Dex, +5 armor)

hp 62 (8 HD)

Fort +10, **Ref** +13, **Will** +6

Weakness shadow curse

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee mwk spiked chain +12/+7 (2d4+4) or

Melee rapier +11/+6 (1d6+3/18-20)

Ranged mwk mighty composite longbow +12/+7 (1d8+3/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +6; **Grp** +9

Atk Options power attack, rapid shot

Special Actions combat reflexes, hide in plain sight, sneak attack +1d6

Combat Gear tanglefoot bag, *potion of cure moderate wounds*, 2x *potion of enlarge person*, 2x *potion of shield of faith* +2

Abilities Str 16, Dex 20, Con 14, Int 10, Wis 12, Cha 8

SQ wild empathy

Feats Dodge, Exotic Weapon Proficiency (spiked chain), Improved Toughness, Mobility, Rapid Shot, Spring Attack, Track, Weapon Finesse

Skills Handle Animal +5, Hide +13 (+23 when in dark or shadowy conditions), Listen +9, Move Silently +13, Ride +7, Search +8, Spot +9, Survival +9 (+11 following tracks)

Possessions combat gear plus mwk spiked chain, rapier, mwk mighty composite longbow, 40 arrows, +1 *mithral chain shirt*, *cloak of resistance* +1

Hide in Plain Sight (Su) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

Shadow Curse (Su) [This has no effect on the Plane of Shadow.]

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

DOREIGHA

CR 6

Female shadar-kai* druid 5

*Fiend Folio 150

NE Medium Fey

Init +4; **Senses** superior low-light vision; Listen +16, Spot +16

Languages Common, Druidic, Elven, Sylvan

AC 16 (18), touch 14, flat-footed 12 (14)

(+4 Dex, +2 (+0) armor, +0 (+4) natural)

hp 51 (8 HD)

Fort +7, **Ref** +8, **Will** +10; +4 extra vs. spells and spell-like abilities *fey*

Weakness shadow curse

Speed 30 ft. in leather (6 squares), base movement 30 ft. (50 ft.)

Melee spiked chain +8 (2d4+3) or

Melee dagger +8 (1d4+2/19-20)

(**Melee** bite +9 (1d6+7))

Ranged sling +8 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +4; **Grp** +6 (+8)

Atk Options

Special Actions hide in plain sight, (mobility,) shapeshift, sneak attack +1d6

Combat Gear *potion of cure light wounds*, 2x *potions of mage armor*, *scroll of obscuring mist*, tanglefoot bag

Druid Spells Prepared (CL 5th):

3rd—*protection from energy*, *spike growth* (DC 16)

2nd—*barkskin* (2), *hold animal* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *produce flame* (2)

0—*cure minor wounds*, *detect poison*, *guidance* (2)

† Already cast

Abilities Str 14 (18), Dex 18, Con 14, Int 10, Wis 16, Cha 8

SQ trackless step, wild empathy, woodland stride

Feats Alertness, Exotic Weapon Proficiency (spiked chain), (Mobility), Skill Focus (concentration), Weapon Finesse

Skills Concentration +10, Hide +10 (+20 when in dark or shadowy conditions), Knowledge (nature) +9, Listen +16, Move Silently +10, Search +6, Spot +16, Survival +18 (+20 following tracks)

Possessions combat gear plus spiked chain, dagger, sling, 10 bullets, leather, spell component pouch, wooden holy symbol

Hide in Plain Sight (Su) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

Shadow Curse (Su) [This has no effect on the Plane of Shadow.]

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. Natural attacks gain +1 enhancement bonus on attack and damage and count as magical. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor, a bite attacks that deals 1d6 points of damage, the Mobility feat. (The value between brackets is in wolf form.)

Aerial Form: Owl form; talon attack 1d6 points of damage, +2 enhancement bonus on Strength and Reflex saves, +2 natural armor, fly speed 40 (good).

* PHBII 39

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

SHADAR-KAI HUNTERS (4) CR 1

Male/female shadar-kai*

*Fiend Folio 150

NE Medium Fey

Init +3; **Senses** superior low-light vision; Listen +8, Spot +8

Languages Common, Elven, Sylvan

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 10 (3 HD)

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

Weakness shadow curse

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee spiked chain +4 (2d4) or

Melee rapier +4 (1d6/18-20)

Ranged short bow +4 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +1; **Grp** +1

Atk Options

Special Actions hide in plain sight, sneak attack +1d6

Combat Gear tanglefoot bag

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

SQ

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

Skills Hide +9 (+19 when in dark or shadowy conditions), Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks)

Possessions combat gear plus net, mwk studded leather

Hide in Plain Sight (Su) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

Shadow Curse (Su) [This has no effect on the Plane of Shadow.]

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

DARK* LIGHT WARHORSE CR 2

*Tome of Magic 158

NE Large Animal

Init +1; **Senses** Darkvision 60 ft., superior low-light vision, scent; Listen +4, Spot +4

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 22 (3 HD)

Resist Cold 10

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

Speed 70 ft. (14 squares)

Melee hooves +4(1d4+3) and

Bite -1 (1d3+1)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +9

Atk Options

Special Actions hide in plain sight

Combat Gear

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

SQ Hide in plain sight

Feats Endurance, Run

Skills Hide +5, Listen +4, Move Silently +7, Spot +4

Possessions combat gear plus

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

1: NATURAL PREDATORS

SHADOW* DIRE BEAR (2) CR 8

*Manual of the Planes 190

NE Large Magical Beast

Init +1; **Senses** Darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10**AC** 17, touch 10, flat-footed 16

(-1 size, +1 Dex, +7 natural)

Miss Chance shadow blend (50%)**hp** 105 (12 HD); fast healing 2; DR 5/magic**Resist** Cold 20; Evasion**Fort** +12, **Ref** +9, **Will** +9**Speed** 50 ft.**Melee** claws +19/+19 (2d4+10) and

Bite +13 (2d8+5)

Space 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +23**Atk Options** improved grab**Special Actions****Abilities** Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10**SQ** Shadow blend**Feats** Alertness, Endurance, Run, Toughness, Weapon Focus (claw)**Skills** Hide +6, Listen +10, Move Silently +7, Spot +10, Swim +13**Improved Grab (Ex)** To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.**Shadow Blend (Su):** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it full concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

3: PACK OF HUNTERS

SLEIGHVEEN CR 8

Male shadar-kai* ranger 3/fighter 4

*Fiend Folio 150

NE Medium Fey

Init +5; **Senses** superior low-light vision; Listen +10, Spot +10**Languages** Common, Elven, Sylvan**AC** 21, touch 16, flat-footed 16

(+5 Dex, +5 armor, +1 deflection)

hp 81 (10 HD)**Fort** +11, **Ref** +13, **Will** +7**Weakness** shadow curse**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.**Melee** mwk spiked chain +15/+9 (2d4+7) or**Melee** rapier +13/+8 (1d6+3/18-20)**Ranged** mwk mighty composite longbow +14/+9 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +8; **Grp** +11**Atk Options** power attack, rapid shot**Special Actions** combat reflexes, hide in plain sight, sneak attack +1d6**Combat Gear** tanglefoot bag, *potion of cure moderate wounds*, 2x *potion of enlarge person*, 2x *potion of shield of faith* +2**Abilities** Str 16, Dex 20, Con 14, Int 10, Wis 12, Cha 8**SQ** wild empathy**Feats** Dodge, Endurance, Exotic Weapon Proficiency (spiked chain), Improved Toughness, Mobility, Rapid Shot, Spring Attack, Track, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)**Skills** Handle Animal +7, Hide +14 (+24 when in dark or shadowy conditions), Listen +10, Move Silently +14, Ride +8, Search +8, Spot +10, Survival +10 (+12 following tracks)**Possessions** combat gear plus +1 *spiked chain*, rapier, mwk mighty composite longbow, 40 arrows, +1 *mithral chain shirt*, *cloak of resistance* +1, *ring of protection* +1.**Hide in Plain Sight (Su)** Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).**Shadow Curse (Su)** [This has no effect on the Plane of Shadow.]**Superior Low-Light Vision (Ex)** Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

DOREIGHA CR 8

Female shadar-kai* druid 7

*Fiend Folio 150

NE Medium Fey

Init +9; **Senses** superior low-light vision; Listen +18, Spot +18**Languages** Common, Druidic, Elven, Sylvan**AC** 17 (19), touch 15, flat-footed 12 (14)

(+5 Dex, +2 (+0) armor, +0 (+4) natural)

hp 65 (10 HD)**Fort** +8, **Ref** +10, **Will** +11; +4 extra vs. spells and spell-like abilities fey**Weakness** shadow curse**Speed** 30 ft. in leather (6 squares), base movement 30 ft. (50 ft.)**Melee** spiked chain +11/+6 (2d4+3) or**Melee** dagger +11/+6 (1d4+2/19-20)

(Melee bite +12 (1d6+7))

Ranged sling +11 (1d4+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +6; **Grp** +8 (+10)**Atk Options****Special Actions** hide in plain sight, (mobility,) shapeshift, sneak attack +1d6**Combat Gear** *potion of cure light wounds*, 2x *potions of mage armor*, *scroll of obscuring mist*, tanglefoot bag**Druid Spells Prepared** (CL 7th):4th—*flame strike* (DC 17)3rd—*dominate animal* (DC 16), *protection from energy*, *spike growth* (DC 16)2nd—*barkskin* (2), *bear's endurance*, *hold animal* (DC 15)1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *produce flame* (2)0—*cure minor wounds*, *detect poison*, *guidance* (2)

‡ Already cast

Abilities Str 14 (18), Dex 20, Con 14, Int 10, Wis 16, Cha 8**SQ** trackless step, wild empathy, woodland stride**Feats** Alertness, Exotic Weapon Proficiency (spiked chain), Improved Initiative, (Mobility), Skill Focus (concentration), Weapon Finesse**Skills** Concentration +12, Hide +11 (+21 when in dark or shadowy conditions), Knowledge (nature) +9, Listen +18,

Move Silently +11, Search +6, Spot +18, Survival +20 (+22 following tracks)

Possessions combat gear plus spiked chain, dagger, sling, 10 bullets, leather, spell component pouch, wooden holy symbol

Hide in Plain Sight (Su) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

Shadow Curse (Su) [This has no effect on the Plane of Shadow.]

Shapeshift (Su)* As a swift action a druid can shift into a wolf form. All equipment merges with the new form and becomes nonfunctional. Natural attacks gain +1 enhancement bonus on attack and damage and count as magical. The druid cannot cast spells while in this form. The druid has the following forms:

Predator: Wolf form; He gains 50 ft. land speed, +4 enhancement bonus to Strength, +4 natural armor, a bite attacks that deals 1d6 points of damage, the Mobility feat. (The value between brackets is in wolf form.)

Aerial Form: Owl form; talon attack 1d6 points of damage, +2 enhancement bonus on Strength and Reflex saves, +2 natural armor, fly speed 40 (good), and Flyby Attack.

* PHBII 39

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

SHADAR-KAI HUNTERS (4)

CR 1

Male/female shadar-kai*

*Fiend Folio 150

NE Medium Fey

Init +3; **Senses** superior low-light vision; Listen +8, Spot +8

Languages Common, Elven, Sylvan

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 armor)

hp 10 (3 HD)

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

Weakness shadow curse

Speed 30 ft. in studded leather (6 squares), base movement 30 ft.

Melee spiked chain +4 (2d4) or

Melee rapier +4 (1d6/18-20)

Ranged short bow +4 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Base Atk +1; **Grp** +1

Atk Options

Special Actions hide in plain sight, sneak attack +1d6

Combat Gear tanglefoot bag

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

SQ

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

Skills Hide +9 (+19 when in dark or shadowy conditions), Listen +8, Move Silently +9, Search +6, Spot +8, Survival +6 (+8 following tracks)

Possessions combat gear plus net, mwk studded leather

Hide in Plain Sight (Su) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

Shadow Curse (Su) [This has no effect on the Plane of Shadow.]

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

DARK* LIGHT WARHORSE

CR 2

*Tome of Magic 158

NE Large Animal

Init +1; **Senses** Darkvision 60 ft., superior low-light vision, scent; Listen +4, Spot +4

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 22 (3 HD)

Resist Cold 10

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

Speed 70 ft. (14 squares)

Melee hooves +4 (1d4+3) and

Bite -1 (1d3+1)

Space 10 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +9

Atk Options

Special Actions hide in plain sight

Combat Gear

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

SQ Hide in plain sight

Feats Endurance, Run

Skills Hide +5, Listen +4, Move Silently +7, Spot +4

Possessions combat gear plus

Hide in Plain Sight (Ex) Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell or a similar effect).

APPENDIX 2: NEW RULES ITEMS

FEATS

Improved Toughness [General]

Complete Warrior 101

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

MAGIC ITEMS

List alphabetically; see above.

MUNDANE EQUIPMENT

List alphabetically; see above.

SPELLS

List alphabetically; see above.

APPENDIX 3: THE SILENT VALLEY AND THE MOURNING TOWER

In the north of Rieuwood, along the road between Pitchfield and Axebjerg lies a wide, gently sloped and lightly forested valley. Tall green trees reach into the sky. Sunrays break through the canopy shining upon the grassy undergrowth, giving the valley a nearly fey and gentle appearance.

Appearances deceive though, and any traveler who enters the valley quickly realizes there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the sounds made by the traveler and his companions seem somehow dampened. The constant sense of loss and sadness that seems to perpetuate the place adds to the feeling of unease. Then one comes upon the first grave markers and the traveler knows that he has entered more than just another valley.

Description

Sunndi is a landlocked country with mountains blocking easy entrance to the north, east and the west and a vast swamp to the south. There are only a few passes that give easy access to the fertile central counties from lands to the north and the west. One of these passes lies entwined between the Hollow Highlands and the Glorioles. Its gentle slopes make it a natural road into Sunndi.

The slopes of the valley are not very steep, though near the Glorioles it can be quite rocky. The ground is relatively even, which makes it easy to ride upon even outside a road or path. The area is lightly forested, consisting mostly of tall silver barked trees common to Rieuwood. The undergrowth consists mostly of grass and shrubs. For some reason honeysuckle is especially abundant. The particular species seems to bloom nearly the whole year, giving the whole area a beautiful alluring fragrance during clear nights. At a first glance it all has an eternal aura, as if untouched by time.

Closer to the Glorioles the density of the trees lessen and there are more and more conifers, firs and juniper. The undergrowth becomes more abundant, though also more susceptible to the change of the seasons. During the summer and late autumn the grass and shrubs tend to be yellow and withered.

The whole valley would appear to be quite normal, were it not for the complete lack of animal sounds. Only the sound of the wind and now and then rain can be heard within the valley. Even the sounds a traveler makes seem somehow dampened as if the whole valley is covered by fog (which is quite common in the wet season during the night and early morning). This is because there simply are no animals within the valley and even though there are no animals the forest seems to be in balance and lush in plant life.

Added to this strange lack of animal life, is a feeling of deep melancholy that perpetuates the whole valley. Most people who enter the valley are quickly overcome by a solemn feeling that one feels so commonly when entering a holy structure. More sensitive people feel a sense of loss and melancholy as if the whole land is in mourning. At night the valley can suddenly be filled with strange noises as in contrast to the silence of the day. Travelers speak of the faint sounds of battle that can be heard in the distance, or the crying of the wounded or those left behind. While nights in the valley are restful, the dreams of most are haunted and strange, leaving the sleeper with a feeling of loss and sadness, though nobody ever remembers any details about the dreams. Elves are not immune to these haunting dreams, which also touch their reveries. Somehow their connection to the land makes them even more susceptible to the influence of the valley. In general they cannot stand to remain in the valley for long, which is why the elves abandoned it. Nobody has seen any actual apparitions though and no traveler has ever disappeared.

Of course, the many grave markers placed in remembrance of those who died during the Battle of Rieuwood (see below) at the place where their bodies were found add to this haunted feeling. There are hardly any grave markers at the border of the valley, but their number and density grows once one travels closer to the center near the Glorioles, until one gets the feeling of traveling through a graveyard, which is not far from the truth. At the far end of this graveyard, under the slopes of the Glorioles, one comes upon the 30 feet tall black tower. About 3 miles before that one already has passed the stone buildings of the nearby monastery.

The Mourning Tower

The black stone round tower is 40 feet high and it is apparently made out of one single piece of obsidian. Even if one examines the walls from nearby it looks like it just grew from the ground, not a seam can be found. At the door opening lays a large flat stone made out of white marble. In this marble are etched and filled with silver the following words:

*In Remembrance of those who paid the ultimate price for
their ideals of freedom and equality:*

Death

The Battle of Rieuwood, 583 CY

The Mourning Tower consists of the ground floor and three upper stories. It is currently uninhabited and the rooms are empty and cold. It has clearly been built though to be used as a home and there are strong

wooden doors and fireplaces. The outside doors are locked, but the Caretakers have the keys and since there is nothing worth stealing, they give the key to anyone willing to pay 1 gp security, which will be given back when the key is returned to the Caretakers. Around the tower within a few meters are three shrines dedicated to respectively Moradin (a small natural cave), Sehanine Moonbow (a stone circle that also functions as a moon calendar) and Pelor (a small white circular marble open building).

The Caretakers

Near the tower about 3 miles (1 hour walking for humans) are the stone buildings of what now is a monastery. It is a beautiful piece of architecture and it fits in perfectly with the surroundings. Inside one seems to be far away from the Valley. There is a sensation of calmness and in the gardens one can hear birds sing and insects buzz.

The monastery is the living place of a small group of mostly humans that take care of the monument. They also help pilgrims who traveled to the area by providing with a place to sleep and eat as well as by giving spiritual council. The monastery is jointly let by a cleric of Moradin, Pelor and Sehanine Moonbow. Inside the monastery one can also find a small but growing library. One of the more famous books, are those that contains the names of all known people who died during the battle of Rieuwood (including the soldiers of the Great Kingdom) as well as their rank and origins. These books are known as the Book of Soldiers (and it consists of multiple volumes).

History and Myths

The history of the valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which proved to be the end to a long war of attrition that started 5 years before when Herzog Chelor of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower was built.

Up until that time few people had paid much attention to the even older myths that surrounded the valley. Myths taking place so long ago that even the elves have forgotten much. When the tower was built though, using ancient magic that some people thought had been lost a long time ago, the strange effects started. This prompted a revival of interest in these old stories. Stories that tell that the valley was once a center of learning where the Flan of the kingdom of famous queen Ehliissa learned much of their magic under tutelage of the local Grey elves. According to myths one of the many towers that dotted the place

stood right where the Mourning Tower stands now. This might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided cover to Chelor's leaders during the Battle of Rieuwood. Stranger is the fact that nobody seems to remember who suggested the idea to build the tower in the first place or who actually built it. It makes one wonder why the tower was built: is it the cause of the haunted valley or is its presence coincidental.

Game Mechanics

Most of the effects described above are purely role-playing. Elves, druids and wild animals though feel highly uncomfortable in this place. Wild animals only enter under the cajoling of a good friend and even then they are skittish and act strangely (especially at night). Unless the wild animal, druid or elf succeeds at a Will save (DC 10) during sleep the character will act as if shaken (see DMG) for the whole next day.