



sourcebook

blood spawn

creatures of light and shadow

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table of contents

Introduction	.3
What You Need to Play	.3
Shadows and Seeming	.4
How to Use this Book	.8
 Part I: Creature Descriptions	 .13
Blood Hound	.13
Changeling	.16
Cwn Annwn	.19
The Dispossessed	.21
Faerie, Seelie	.23
Faerie, Unseelie	.29
Halfling, Shadow World	.32
Minion of the Lost	.36
Seemer	.39
Seeming Walker	.41
Shade	.43
Shadow Steed	.47
Shadow Warrior	.49
The Sluagh	.52
Spectral Awnshegh	.54
Waff	.56
The Wild Hunt	.59
Will o'Shadow	.61
 Part II: Adventures in the World of Shadow	 .64
Be Our Guest	.65
Courting Danger	.71
 Appendix: Additional Monsters	 .80

Do not set this book aside, my child. I left it here for you to find. You hold in your hands several lifetimes' work, begun centuries ago in this very house.

My great-great-great-grandmother Kaiana, was but a young woman of one-and-twenty when the Shadow fell across her life's path. A new mother, she entered the nursery one night to discover her infant son gone and a changeling faerie child in his place. Kaiana's search for her lost baby led her to the ends of this earth and beyond—to the mysterious realm known as the Shadow World.

There, she encountered all manner of

introduction

creatures, some helpful, some horrifying, and some whose torment matched her own. But to her eternal grief she never found her son. She returned home to her husband in despair, her days spent consumed in sorrow and her nights haunted by the echo of a crying infant.

After several years' time, the Lady of Mourning took pity on Kaiana and gifted her with another child. Determined to protect her new daughter, Faylene, from the fate of her firstborn, Kaiana scarcely ever left the nursery. During the many hours of her vigil, she carefully chronicled all the creatures she had met during her journey in the Shadow World. Should one ever appear in Cerilia to steal her daughter, she wanted to be prepared.

Faylene grew to adulthood uneventfully. When she married and had a daughter of her own, Kaiana passed on her chronicle so that Faylene could better protect her own babe. Though Faylene's child was never kidnapped, other events brought Faylene into contact with denizens of the Shadow World. As her mother had before her, Faylene faithfully recorded these encounters for her descendants.

And so this chronicle has passed from parent to child, each generation adding new information to Kaiana's original journal. Though some entries detail creatures native to Cerilia, most describe monsters of the twilight.

The Shadow World has figured strongly in our family's history, but lately presses in more frequently and more loudly. The darkness now threatens all Cerilia. And so I pass these notes to you, my child, in hopes that your generation might rid Cerilia of the Shadow forevermore. May the gods go with you!

—Reganna, 1524 HC

Blood Spawn: Creatures of Light and Shadow is a collection of monsters and adventures for the BIRTHRIGHT® campaign setting. Far more than just a MONSTROUS COMPENDIUM® volume, Blood Spawn is two accessories in one:

◆ **The creature listings** offer more than a dozen new monsters designed specifically for the BIRTHRIGHT world. Some

of these denizens haunt the Shadow World, others populate the waking world of Cerilia—and a few have infiltrated both realms.

◆ **The adventures** provide a means of introducing these new creatures into your campaign. Each scenario features monsters from this book. By completing these scenarios, player characters have the opportunity to gain experience in the Shadow World and learn to penetrate its illusions

what you need to play

The information presented here can be adapted to any ADVANCED DUNGEONS & DRAGONS® campaign, for which you need the *Player's Handbook (PHB)* and *DUNGEON MASTER® Guide (DMG)*.

However, as the creatures contained in this volume were designed specifically for the world of Cerilia, Dungeon Masters

should have the BIRTHRIGHT Campaign Setting to get the most out of this volume. Occasional references are also made to information found in the *MONSTROUS MANUAL*® accessory.

shadows and seeming

The greatest terrors of the Shadow World lie not only in its creatures—things both seen and unseen—but in the unperceived. A trickster spirit rules the Shadow World and confounds all mortal senses. Even the most knowledgeable guides and learned loremasters do not fully understand the workings of this mysterious realm.

On Aebrynis, where the laws of nature and magic both apply normally, one expects a rock to fall when it is dropped, fire to burn until it has nothing left to consume, and the mystical energy of a spell to discharge according to the rules of magic. In the Shadow World, these laws are suborned by an even greater force: *the Seeming*. An unpredictable force, the Seeming cannot be truly explained, as every rule set to quantify it appears full of exceptions and contradictions. Still, Dungeon Masters who wish to run adventures in the Shadow World—or in areas of Cerilia where the Shadow World has begun to encroach—may use the following guidelines to adjudicate the unexplainable.

the power of the seeming

The Shadow World is steeped in the Seeming, a word which comes from an ancient elven term meaning both *master spirit* and *true illusion*. According to elven legends, the word first saw use before the

Shadow World and Aebrynis were separated as they are now. Then, creatures of these two lands lived together, until a rift between the two drove them apart. The whys and hows of that ancient time are not clear (one legend is recounted on the next page), but it is said the elves still retain a racial fear of the Shadow World and its creatures—a fear they cannot explain. Only a few elves are known to have mastered their fear enough to walk in the Shadow World and return alive. None have related their experiences to others.

But the Seeming, the “true illusion” of the Shadow World, has little to do with the elves, for they are creatures of Cerilia—of the real world. Everything about the Shadow World is unreal. There, illusions live and shadows walk of their own volition. Powered by the magic of the Seeming, things unreal come to life. Whether the Cold Rider or some other driving force guides its illusions is unknown, but the Shadow World’s very land can warp itself in ways that trick and test those who would venture into that darksome realm.

Perhaps this force is why Azrai found the Shadow World such an attractive source of power. The Seeming strengthens the power of shadow and illusion, and Azrai desperately needed such power to conquer his fellow gods. He taught his followers magic backed by the power of the Seeming and made the most puissant of them—the Lost—one with the power of the Shadow World.

Which, in the end, proved to be their downfall.

It can at last be revealed: The Lost gained their name through their ties to the Shadow World and the Seeming. Using its power to create shadows and illusions more real than those of their priestly foes, the Lost gained great power quickly. But when Azrai was destroyed, the Lost’s hold on Cerilia disappeared, and they were drawn through the curtain and imprisoned in the Shadow World. Only two of them, the Raven and the Magian, are known to have found their way out. The Raven has escaped more than once, but always through the actions of others—Cerilians driven mad by their hunger for power. No one knows

how the Magian made his way back to Cerilia, but the scars of the dreadful passage have marked his immortal form forever.

Still, others—seeking knowledge or power—have opened their own doorways to the Shadow World, and a few have even emerged the better for their experiences. Heroes have quested in the Shadow World, overcome the Seeming, and returned. The High Mage Aelies's experience with the shadowstone is the most prominent case of a Cerilian able to master the illusion of the Seeming and return to the real world alive. Of course, many others have ventured there and never returned.

the seeming in play

Nothing in the Shadow World is as it seems. At least, that is the accepted doctrine. It is untrue. *Everything* in the Shadow World, which is governed by the law of Seeming, is *exactly* as it seems. However, what a thing seems to be may change without notice. That is the true law of Seeming.

Heroes who brave the dangers of the Shadow World, or who encounter this realm encroaching on Cerilia, almost certainly will become embroiled in the law of Seeming. They will encounter illusions, tests, and other phenomena they cannot possibly overcome by tried-and-true

when two worlds were one . . .

The sages say that long ago, perhaps before humanity existed on Aebrynis, the world of Daylight and the world of Shadow were as one. The landscape of Aebrynis had not completely formed then, and the world could change according to its own rules, without rhyme or reason. A lake might form where a mountain had been, white glaciers moved over deserts, and rivers flowed through the sky. This was a time before the gods, but it ultimately resulted in their creation.

The gods, it is believed, were formed out of the land, and their natures bound them to it. Not wishing their natures to change without warning, as did the land, they began to enforce their will upon the world. Mountains, rivers, shores, and seas all took shape and stayed constant, bent to the will of the young gods.

But one god delighted in the ever-changing world and refused to bind his will and his being to the land. That god became Lord of Shadow, the god of Chaos and Change. He became Azrai.

Little is known of the gods' earliest years in this time before humans and, perhaps, before elves. Giants walked the earth along with near-immortal beasts and other beings lost to the passage of time. It is said, however, that in the beginning Azrai alone of the gods willed change and evolution into being. If this is true, the race of humanity—as well as many of the other races now inhabiting Aebrynis—owe their existence to him.

The elements of permanence and transience—light and shadow—warred in those early days, and their battles grew so great that a rift formed between the land of Shadow and the land of Daylight. Passage between the two was still possible, even common, in those days, but soon (as gods measure time) the Shadow World and the world of Aebrynis solidified their borders. Aebrynis remained constant, only transforming in response to the actions of its inhabitants over long periods, while the Shadow World remained mutable and ever-changing.

Then came Deismaar, the destruction of the gods, and the cleaving of the world. The Shadow World became a place of fear and strange tales for those remaining on Aebrynis and now, more than fifteen hundred years later, only a scant number of people know more than a few tales of the Shadow World and its inhabitants. The Shadow World remains in flux. Halflings alone of Cerilia's races may still pass freely between the two worlds and, since halflings fled the Shadow World in response to a terror they will not reveal, most are loathe to do so. And even a halfling would find it difficult to navigate the ever-changing land of Shadow.

means. The Seeming is so powerful that simply disbelieving its illusions cannot defeat it; only learning to see through the Seeming's effects can save a would-be champion from harm.

It is a long, frustrating, and dangerous road.

the seeming score

Whenever heroes encounter a creature or phenomenon of the Shadow World, they must deal with its *Seeming score*. A Seeming score is like a bloodline strength score—it can be measured both numerically and by level, as seen in the table below:

Rating Level	Numeric Scale
Slight	(1 to 5)
Lesser	(6 to 10)
Middling	(11 to 20)
Greater	(21 to 40)
Extraordinary	(41+)

As with bloodline strength scores and levels, different levels of the Seeming impart different powers and effects to the characters, creatures, and phenomena that possess these characteristics. A creature with a middling (17) Seeming score can access more powers and abilities than a character with only a slight (4) Seeming score. This does not mean the creature is more powerful than the character; it simply means the creature is more in tune than the character with the workings of the law of Seeming.

the perception score

Few Cerilians ever gain access to Seeming scores and, if they do, it is probably because they have been tricked or suborned by the Shadow World or one of its most powerful entities—a fate no hero should welcome.

However, Cerilians and some rare Shadow World creatures can battle the illusions and manifestations of the Seeming with their intelligence and their experience. Heroes can gain

perception scores they can use to look through the phantasms long enough to survive encounters in the Shadow World.

Through experience, cleverness, determination, and (occasionally) magic, heroes may gain perception, which they can measure against the Seeming score of any Shadow World character, creature, or phenomenon, in the hopes of lessening that foe's power over them. Illusions melt away in the face of high perception scores, leaving a hero free to do battle with the true threats of the Shadow World.

Perception scores are measured in exactly the same way as Seeming scores, using the same ratings and scales. This parallel makes comparison easy. A creature with a lesser (7) Seeming score should not be able to use its illusions to trick a hero with a perception score of middling (12); however, that hero will have difficulty seeing through a Shadow World phenomenon of greater (24) effect.

The opposition of Seeming and perception scores is discussed more later in this section.

the power of the seeming

The Seeming appears to govern all things in the Shadow World. This fact makes its power very significant, and those who become steeped in the Seeming will be greatly affected by it.

Heroes who must battle the Seeming in any of its forms will find that its power wears two primary faces: *creature/character abilities* and *unnatural phenomena*

creature/character abilities

Creatures and characters native to the Shadow World—or those who have taken up residence there and come to grasp the law—have certain abilities “gifted” to them by the Seeming. In many cases, these “gifts” are involuntary or instinctive abilities, similar to the special abilities of some creatures found in Cerilia. A troll's ability to regenerate or a griffon's sharp claws resemble abilities granted to creatures of the Shadow World by the Seeming.

But, because these abilities are illu-

sory in nature, characters with high enough perception scores can neutralize them by “seeing through” them. To compensate, most creatures steeped in the Seeming have abilities more powerful than those of monsters in the “real world” of Aebrynis. This fact makes them dangerous foes that only the bravest of heroes should dare to cross.

Because of the Seeming’s perverse nature, however, not all creatures or characters gifted with Seeming abilities consider their powers assets. A knight gifted with immortality but forced to fight everyone he meets—suffering wounds that heal only over time and killing those who might have been his friends—hardly thinks of his long life as a boon. Most characters and creatures drawn from Cerilia and trapped in the Shadow World eventually gain abilities of this nature—puissant magical powers, but no control over how they use them.

The list of possible effects and powers seems limitless. Any spell effect, any special ability, and anything the DM can imagine might become a power of the Seeming. The only limit on these powers should be the Seeming score of the creature or character. It should be noted, however, that high Seeming scores do not guarantee multiple powers or special abilities. A character well steeped in the Seeming, perhaps at a great or extraordinary level, may have only powers that correspond to the slight or lesser level. These small abilities are almost impossible for other characters to see through, however, since they are backed by a very powerful Seeming.

The section below illustrates examples of Seeming abilities for characters and creatures of the Shadow World. The powers correspond to various score levels; DMs can use these examples to guide them in creating new abilities for creatures or characters of the Shadow World.

Slight Seeming scores produce claws, fangs, a sword, or other melee attacks capable of doing exceptional (up to 2d8) damage. Other examples:

- ◆ Minor illusory or spell-like (wizard spell) powers (*audible glamer*, *blur*, *dancing lights*, *mirror image*, *darkness*,

sleep, *charm*, *gaze reflection*, *scare*, or other than those that cause damage).

- ◆ Minor environmental changes (cause the surrounding area to seem shadowy or a little brighter, cooler, or hotter).
- ◆ Near-automatic use of some proficiencies or characterlike abilities (tracking, climb walls).

Lesser Seeming scores produce major physical changes (a tail that throws spikes, giant bat-wings, extra limbs) with major results (a new ability such as flight, more attacks, or a missile attack). Other examples:

- ◆ Significant illusory or spell-like abilities (any 1st- through 3rd-level spell, as well as nondamaging 4th- or 5th-level spells).
- ◆ Significant environmental changes (from complete darkness to blinding light, or freezing temperature to extreme heat).
- ◆ Some control over topographical features (raising or lowering a hill, creating a stream, building a small house).
- ◆ Near-automatic use of even unusual proficiencies or skills (spellcraft, hide in shadows).

Middling Seeming scores can lead to true shapechanging or production of unusual gear or weapons (a flying carpet, a flaming sword). Other examples:

- ◆ Impressive command of spell-like abilities (virtually any 1st- thru 5th-level spells, including higher-level nondamaging spells).
- ◆ Emulation of minor (1st- or 2nd-level) priestly spell-like abilities (*cure light wounds* turning, or control of minor undead).
- ◆ Command of local environment (temperature change from well below freezing to near-boiling, complete change of seasons).
- ◆ Command of local topography (creation or destruction of mountains, lakes, houses).

Greater Seeming scores allow creatures or characters to emulate major (1st-

through 4th-level) priestly spell-like abilities. Other examples:

- ◆ Ability to create or control “wild” topographical or environmental effects (reversing gravity in an area, creating lakes of liquid metal or mountains made of feathers).

Extraordinary Seeming scores allow near-godlike power, determined by the DM on a case-by-case basis.

unnatural phenomena

The Seeming alters the landscape and features of the Shadow World in much the same way that Aebrynis once changed (see sidebar on page 5)—in response to rules known only to itself, or because of a stimulus provided by its inhabitants. As a result, natural laws of Aebrynis do not apply to the Shadow World.

Heroes who venture into the Shadow World will confront, before anything else, the strangeness of the world. An individual may encounter never-changing dark plains lying beneath a cloudy sky, or high mountains with no apparent passage between them. One might see a river flowing upward or a lake in the sky—only a perceptive adventurer can tell what is real and what is not.

The unnatural phenomena of the Shadow World always have a Seeming strength determined by the Dungeon Master. In order for adventurers to make it through areas of the Shadow World, they must either overcome the Seeming strength of the area, or they must deal with the strangeness of the land as if it were real.

For example, a band of heroes might come upon a river flowing above the ground. Before they realize it, the river has flowed around them, cutting them off from all exit. Then, to make matters worse, the river starts to wrap about the heroes, and a watery death

looms before them. What can they do?

The most obvious choice would be to avoid the river-ring somehow. They might be able to use spells—*fly*, *jump*, *teleport*—to remove themselves from the ring. Or, they could deal with the water directly, by swimming through it or using other spells to breathe it. The river-ring might even be guided by a presence they can negotiate with. In any case, the first choice is to accept the effect and deal with it *as if it were real*.

The less obvious (and almost always more difficult) choice is to try to penetrate the Seeming of the area. The DM knows the Seeming strength of the effect; if the heroes' perceptions are higher than the river's Seeming score, then they will see it for what it really is: a giant reaching out to crush them, a normal river flowing in front of them, or nothing at all. It all depends on the Seeming.

how to use this book

Each monster description in the section that follows begins with a journal entry from Kaiana or one of her descendants. Like the entry at the start of this introduction, they recount her experiences with the creatures of the Shadow World. This subjective narrative indicates what a Cerilian scholar or seasoned adventurer might know about the monster. The information isn't necessarily 100% accurate, but it's what an educated character would *believe* to be true based on legend, hearsay, or limited personal experience. Note that most characters won't know much about any of these creatures before encountering them. Dungeon Masters might find the narrative section helpful in describing the monster when the player characters first meet it.

Following the narrative come hard facts about the creature. This is objective game-related information for the DM's use in running encounters and deciding how best to use the monster in adventures.

overview

The “Overview” section offers roleplaying notes and background information about the creature:

Physical Description explains what the creature looks like, including both its outer appearance and other features perhaps not visible to characters.

Role in the Campaign offers guidance on how to use the creature most effectively in adventures: under what circumstances characters might encounter it, different functions it can serve in a plot, whether the being is always a foe or could become an ally, and so on.

Habitat/Society outlines the monster’s general behavior, nature, social structure, guardian minions, and goals. Whereas the previous section provided information needed for resolving skirmishes involving the creature, this entry provides information useful for roleplaying encounters.

Ecology describes how the monster fits into the campaign world (including common enemies or prey), gives useful products or by-products of the creature, and presents other miscellaneous information. This information can help the Dungeon Master decide exactly when and where to introduce the monster into a campaign.

Variations of a monster are given in a special section after the main monster entry. For example, the “Spectral Awnshegh” entry also includes a brief discussion of spectral ehrsheghlien.

Adventures indicates whether the creature appears in the adventures in this book.

combat and other encounters

This section explains details DMs need to execute battles and other types of interaction with the creature.

Combat provides all of the information that a DM will need to resolve a battle

with the monster. Among other things, it details special combat abilities, arms or armor, and unusual tactics employed by the creature.

Peaceful Encounters offers ways in which characters might interact with the creature in a nonhostile manner, and provides the DM with guidance on how to incorporate and handle such scenes in an adventure.

Perception and/or Seeming notes the level of a creature’s perception or Seeming, and offers guidance on how the creature might specifically use its Seeming abilities.

statistics

Statistics appear alongside the entry in their own box.

CLIMATE/TERRAIN defines where the creature is most often found: whether in Cerilia or the Shadow World (or both), and in what region or climate. Typically, climates include terms such as arctic, subarctic, temperate, and tropical. Terrain types include plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in any given area. Very rare indicates a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. This entry can be used as a guideline for adventure design.

ORGANIZATION is a description of the general social structure the monster adopts. Common types are solitary, clan, pack, herd, and flock. In many cases, solitary includes small family groups or mated pairs.

ACTIVITY CYCLE is the time of day when the monster is normally awake and most alert in its natural setting. Those who tend to be busiest at night in

Cerilia may be active at any time in the Shadow World, or in subterranean or similar settings. The activity cycle entry is a general guide, and exceptions are fairly common.

DIET indicates what the creature generally eats, of course. Carnivores eat meat, herbivores eat plants, omnivores eat either, and scavengers dine mainly on carrion. Unusual entries, like *life energy* or *emotions*, may appear from time to time, and they are fully explained in the text.

INTELLIGENCE is the equivalent of the attribute score of the same name. Certain unintelligent monsters are instinctively cunning hunters, and these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables that are found in the *DUNGEON MASTER Guide*. The entry indicates the type of treasure likely to be found on or with an individual monster. Treasure should be adjusted downward if only a few monsters are encountered. This figure may be further increased or decreased at the Dungeon Master's discretion. These tables should not be used to place dungeon treasure, as numbers encountered underground will be much smaller. Intelligent monsters will usually use magical items that are present, and will try to carry off their most valuable treasures if hard-pressed.

Major treasures, normally found in the monster's lair, are designated in parentheses. As a rule, these should not be determined randomly, but ought to be designed and placed by the Dungeon Master. If he or she decides to assign such treasure randomly, it's best to roll for each type possible; if all rolls fail, no treasure of any type is found.

Unusually large or small treasures are noted by a parenthetical multiplier (x10, x1/2, etc.). These should not be confused with treasure type X.

ALIGNMENT indicates the general behavior of an average monster of that type. Exceptions, though uncommon, may certainly be encountered.

NO. APPEARING indicates an average number of creatures that a party may encounter in the wild. The DM should alter this to fit particular circumstances as the need arises. In many cases, additional information on this topic is presented in the **Habitat/Society** or **Ecology** section.

ARMOR CLASS is a rating of the monster's resistance to damage in combat. In many cases this is based upon the creature's natural defenses, but it also can indicate armor worn by humanoids or other creatures. In some cases, high speed, natural agility, or magical protection may play a part in determining a creature's Armor Class rating. Humans and humanoids of roughly human size that wear armor will have an unarmored rating in parentheses. *Listed ACs do not include any special bonuses noted in the monster's description.*

MOVEMENT shows the relative speed of the creature compared to an unencumbered human, who has a rating of 12. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often modified by armor type (unarmored rates are given in parentheses). Movements through common media are abbreviated as follows:

Fl	Flying
Sw	Swimming
Br	Burrowing
Wb	Moving in a web

Flying creatures also have a maneuverability class of A to E, which is indicated in parentheses. Complete information on maneuverability classes and their use can be found in the aerial combat rules in the *DMG*.

HIT DICE indicates the number of dice rolled to generate the creature's hit points. Unless otherwise stated, Hit Dice are 8-sided. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points.

Some monsters have additional points added to the total rolled on the Hit Dice. Thus, a creature with a rating of 4+4 has between 8 and 36 hit points. Monsters with a bonus of +3 or more added to their rolled hit points are considered to have an extra Hit Die for the purposes of attack rolls and saving throws. Thus, a creature with 4+4 HD attacks and saves as if it had 5 Hit Dice.

In rare cases, a monster might have a hit point spread without a Hit Dice rating. In order to determine the number of Hit Dice that such creatures have for attacks and saving throws, divide the listed hit points by 4. Round the Hit Die rating up with remainders of 0.5 or greater, and drop all other fractions.

THAC0 is the base roll that the monster needs to hit an enemy with an Armor Class of 0. This is a function of Hit Dice, as described in the **Combat** section of the *DMG*. Modifiers to the creature's attack roll will appear in the **Combat** section of the entry, but the listed THAC0 does not include any special bonuses.

NO. OF ATTACKS indicates the number of times the monster can attack in a single round. Multiple attacks can indicate several attacking arms, raking paws, multiple heads, etc. In some cases this does not include special attacks listed in the **Combat** section; the text will make this clear. This number may be modified by hits that sever members, by *haste* and *slow* spells, and so forth.

DAMAGE/ATTACK shows the severity of a given attack and is expressed as a number and type of dice, which are rolled to determine the total number of hit points lost by

the target of the attack. If the monster uses weapons, the damage listed is for its favored weapon. Damage bonuses due to high strength, special abilities, and the like are listed in the **Combat** section of the entry.

SPECIAL ATTACKS details any unusual attack modes of the creature's, such as a breath weapon, spell use, poison, and the like. These are fully explained in the monster description.

SPECIAL DEFENSES provides information detailing any unusual resistances to harm that the monster might have. These commonly include an immunity to certain forms of attack or an invulnerability to nonmagical weapons, among other possibilities. These are fully detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the spell penetrates this resistance, the creature is still entitled to all normal saving throws.

SIZE is an indication of the creature's overall dimensions. In the case of humanoids, it indicates the height of the monster. For other creatures (snakes and dragons, for example), it refers to the monster's length. Other measurements are possible and will be explained in the text.

T = tiny	under 2 feet tall
S = small	2 to 4 feet tall
M = man-sized	4 to 7 feet tall
L = large	7 to 12 feet tall
H = huge	12 to 25 feet tall
G = gargantuan	25+ feet tall

MORALE is a rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following range:

2–4	Unreliable
5–7	Unsteady
8–10	Average
11–12	Steady
13–14	Elite
15–16	Champion
17–18	Fanatic
19–20	Fearless

BLOODLINE is the derivation, strength, and score range of a creature who carries a divine bloodline (by rightful inheritance or by bloodtheft). A complete discussion of Cerilian bloodlines appears in the **BIRTHRIGHT** campaign setting.

BLOOD ABILITIES are special powers granted to a creature by its divine bloodline. Most of these powers are described in the **BIRTHRIGHT** campaign setting; a few appear in *Blood Enemies* and *The Book of Regency*.

PERCEPTION/SEEMING indicates the extent to which a creature can penetrate and/or manipulate the Seeming. The perception score indicates how well the creature can see through the Seeming, while the Seeming score measures the creature's own illusion-generating powers. Readers should refer back to the **Shadows and Seeming** section for a complete discussion of the Seeming and perception; creatures' ratings conform to the scale offered on page 6.

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that the DM may modify for the degree of challenge, encounter situation, and overall campaign balance.

blood hound

I received my blood hound, Tanta, as a wedding gift from my husband. He told me that so long as Tanta lived, she would serve me faithfully, and his words have proven true. Tanta was a boon companion in my long search for my son. Though she was unable to track down my missing babe, even now she stands guard over my sleeping daughter.

—Kaiana, 1377 HC

According to popular belief, one can determine a hound's bloodline derivation by the shape of the red fur patch. (Some believe it resembles the totem animal of the god whose bloodline the animal carries.) Allegedly, the location, shade, size, or texture of the red fur is also revelatory and can be read like tea leaves by a skilled breeder or one trained in the arts of divination. Most breeders, however, assert that these latter signs are far less reliable.

Legends speak of some exceptional blood hounds that possess an additional ability from the gods. A 5% chance exists

that a blood hound has inherited an unusually strong bloodline and with it, one additional minor blood ability. If so, Dungeon Masters may choose the ability from the following list (keeping in mind the animal's bloodline derivation): Courage, Detect Illusion, Detect

Life, Direction Sense, Iron Will, Long Life, Poison Sense, Resistance.

part I: creature descriptions

overview

Blood hounds are blooded war dogs bred and trained specifically to hunt scions.

When the gods sacrificed themselves at Mount Deismaar, their essences rained upon all who stood on the battlefield—including animals involved in the conflict. Like their masters, some war dogs present inherited divine bloodlines. Most have been diluted to nothing over the centuries, but some purebreds still exist. These animals, known as blood hounds, are prized not only for their ability to track blooded individuals, but for their exceptional hardiness and loyalty. Though faithful to any fair master, blood hounds exhibit selfless devotion to a master who shares the same bloodline derivation.

physical description

Blood hounds are generally large wolfhounds or mastiffs. They look much like ordinary war dogs, with one notable exception: a bloodmark. This sign of their blooded status usually takes the form of a patch of red fur somewhere on the dog's body.

habitat/society

Blood hounds are never found in the wild. They are raised by skilled animal handlers who specialize in breeding these dogs. Only three such kennels exist in all Cerilia, though wealthy regents might support their own.

In the kennels, puppies are kept with older hounds, who actually assist in the younger dogs' training. Most blood hounds require four to five years of training before they are ready to be sold.

Although blood hounds are generally amiable toward dogs of different breeds, other dogs regard them warily. Many trainers believe this unease comes from the dogs' ability to sense the blood hounds' divine essence. Though the blood-

line itself doesn't pose a threat, dogs who don't carry one perceive it as unnatural.

ecology

Bloodhounds typically live 16 to 18 years. Some dogs, however, inherit long life in addition to their bloodmark as a gift from the gods.

Blood hounds usually arrive as single births, not as part of litters, which adds to their rarity.

role in the campaign

People typically encounter blood hounds in two ways. First, a scion might know someone who owns a blood hound, or seek to purchase one himself. Only blooded individuals can become masters of blood hounds; the animals cannot form a bond of loyalty with a commoner and thus will not serve one.

The bond of loyalty between a blood hound and its master transcends that of most pets or hunting dogs. When a scion purchases a blood hound, the breeder conducts a special imprinting ritual. As long as the master takes good care of the animal, the blood hound will consider him or her its master for life, even if kidnapped or purchased by another would-be owner. Only mistreatment of the animal, the master's death, or an imprinting transfer ritual between an old and new master can undo this bond once formed.

Blood hounds are rare and expensive—typically costing 2 Gold Bars or more—so people generally don't own more than one. Still, a few very wealthy regents keep small kennels of the animals. Because the hounds are so pricey, some scions own blood hounds as status symbols regardless of whether they ever have need of the animal's unique tracking abilities.

The second manner in which a scion might encounter a blood hound is to be hunted by one. An owner's intent in pursuing a scion can range from noble (finding a lost

child) to devious (finding victims for bloodtheft). Blood hounds typically are used to track blooded persons, not to attack them once found. The animals are, however, worthy opponents in combat.

Individuals might wish to own a blood hound as a watch dog, to find unknown scions in their realms who might make a play for the throne, or to bring along on dangerous journeys. Don't forget that awnsheghlien are scions, too, and that blood hounds are just as good at locating them as they are at finding humans and demihumans. A blood hound can bring its master into contact with all sorts of interesting personages.

variations

Adventurers speak of a wild variation of the blood hound, which they call "Vos hounds." These sharp-fanged carnivorous animals call no mortal master and roam in packs, hunting the blooded for late-night feasting. Some believe them capable of bloodtheft.

combat and other encounters

Though blood hounds are trained for battle, most encounters involve their tracking ability.

combat

A blood hound will generally try to pin down its quarry, attacking only if attacked first, if commanded by its master, or if it perceives a threat to its master. Note that in some situations, this semi-intelligent animal could *perceive* a threat where none actually exists. If provoked, the hound attacks with its bite for 2d4+1 points of damage.

If a blood hound shares its master's bloodline derivation, it is fearless (morale of 20) in combat and will fight to the death if it believes its master is in danger. Only a command from its master can call off such an attack.

peaceful encounters

Blood hounds have a gift for sniffing out blooded characters. At their master's

command, they can locate the nearest blooded individual or pursue a specific scion.

A blood hound can automatically catch the scent of any blooded individual within a one-mile radius or who has passed through the area within the past five days (provided it has not rained).

The animal has a 50% chance of locating the trail of a scion within a five-mile radius or who has passed within five miles in the past two days. This chance increases by 15% if the scion has the same bloodline derivation as the hound, and/or by 15% if the hound is pursuing a specific scion and has been given an item of clothing or other personal effect to catch the scent. The hound gains an additional 10% bonus if the hunted scion has a great bloodline.

If commanded to find simply any scion in the area, a blood hound will lead its master to the nearest scion not in the hunting party. However, if the nearest individual does not share the hound's bloodline derivation and another scion in the area does, the hound will lead the party to the scion who shares its bloodline.

Because blood hounds are specifically trained to track scions, they suffer a penalty when commanded to hunt un-blooded individuals. They have a only a 50% chance of finding a specific commoner within a one-mile radius.

perception and/or seeming

The blood hound's hunting instinct enables it to perceive that something is not quite right about a creature cloaked in the Seeming. It cannot, however, determine more than that.

CLIMATE/TERRAIN:	Cerilia, generally Anuire
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (Pack, Vos hounds)
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral (Neutral evil, Vos hounds)
NO. APPEARING:	1d4 (3d6 Vos hounds)
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4 (2d6 Vos hounds)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4-6' long)
MORALE:	Steady (11-12) or fearless (20)
BLOODLINE:	Varies, tainted, 1d3
BLOOD ABILITIES:	Bloodmark
PERCEPTION/SEEMING:	Slight/None
XP VALUE:	120

changeling

It was a morning like any other.

You would think that the day your baby is stolen, you should know something is wrong the moment you wake up—indeed, that a good mother would have jolted awake in the middle of the night with the knowledge that her child desperately needed her.

But that isn't how it happens.

The reality is that you walk into the nursery oblivious to the horror that has just entered your life. You feel well-rested. The sun streams through the windows and a light breeze flutters the curtains. Smiling, you look at your infant asleep in his cradle and think, "What a funny expression he wears—his face so screwed up in concentration that he almost looks like an old man. Whatever could he be dreaming about?"

You stroke his face, the top of his head. His skin feels less silky. His fine dusting of hair feels coarser, already losing its newborn downiness. You wonder when the soft spot in his scalp hardened—you had never noticed the tiny sign of maturation before today. He's growing so fast, you think. You can scarcely smell the milk-and-powder baby scent that usually clings to him.

Then your son awakens and you lift his tiny form into your arms as you've done a thousand times. But today he feels different—a little less solid, a little less real. Nonsense, you think. 'Tis only your imagination.

You sit in the rocking chair, cooing your baby's name as you unbutton your night-dress. He does not respond to the sound of your voice or his name on your lips the way he usually does. He must still be sleepy, you think. But you look into his eyes and see them quite alert—and seeming to hold ancient wisdom in their depths.

Your smile is forced now. You try to shake off the dread sweeping through your heart, but find it is your hands that shake as you bring the child to your breast.

*You murmur his name softly,
over and*

over, as if the mantra can exorcise the doubt filling your mind. As if it can somehow affect the next few moments.

But he will not nurse. As he turns his head away, horror floods the deepest part of your maternal soul. In that moment, you know.

The tiny being in your arms is not your child. It is not, in fact, a child at all.

It is not even human.

—Kaiana, 1377 HC

overview

Changelings come in two types: human and faerie. Human changelings are Cerilian infants stolen by Shadow World faeries and raised in the Seelie Court. Faerie changelings are ancient faeries left in the stolen child's place.

physical description

Human changelings look exactly like what they are: ordinary humans. They may be scions or commoners of any human race. When encountered, they may still be children or they may have grown to adulthood in the years since their kidnapping.

Faerie changelings are very old seelie faeries (see separate entry) who look enough like humans to pass as one. Though as small as human children, they bear an ancient aura, and their eyes frequently betray the millennia of wisdom hidden behind them. When first substituted for a human child, they typically appear from mere days to two years old. If the changeling's nature is not discovered, it uses its limited Seeming powers to alter its appearance as it "grows up."

role in the campaign

Changelings—or those suspected of being changelings—can be worked into an adventure plot or continuing campaign in a number of ways. The discovery of a faerie changeling substituted for a Cerilian child could be a catalyst for adventure, particularly if the stolen child is of noble birth or heir to a domain. An unusual child (perhaps one that has grown to adulthood, or even a player character) might be suspected of being a changeling.

Or a party adventuring in the Shadow

World could encounter humans stolen from Cerilia by the faeries. The characters might try to return the kidnapping victims to Cerilia. In the case of adult changelings, the victims might have no wish to leave the only home they have ever known, but could serve as valuable sources of information about the Shadow World.

habitat/society

The seelie faeries prize beauty in all its forms. This admiration extends, unfortunately, to human children. To the faeries, these children are like dolls: a passing amusement. The human lifespan—let alone childhood—is so short compared to the seelie existence, that the faeries don't think of humans as equal beings, but as novelties. They see nothing wrong with plucking a child from its parents' care for their own pleasure. To them, it is like taking a puppy home from the kennel.

The faeries take relatively good care of their "pets." The human changelings live among the Seelie Court until they reach that gawky adolescent stage when they aren't so cute anymore. When they reach age 12 or 13, the faeries outfit them with arms and equipment and send them out into the world. Because of all they have learned among the faeries, most make it to adulthood, either somehow finding their way back to Cerilia or living in the Shadow World. Their time among the faeries generally teaches them enough about stealth and craftiness—or leaves them with enough tales to tell—to function as 2nd-level rogues.

Meanwhile, back in Cerilia, an ancient faerie switches places with the stolen child. Sometimes the changeling is discovered immediately, in which case the faerie leaves (if it can) and returns to the Shadow World. If the parents don't notice the switch, or observe oddities in their "child" but do not know how to account for them, the changeling remains as long as possible. Innately curious, the faerie takes the opportunity to learn as much as possible about humans during the masquerade.

After (at most) six or seven years, however, the faerie changeling grows bored. One night it simply disappears, never to be seen by its "parents" again, and returns to the Seelie Court.

ecology

Like other members of the Seelie Court, faerie changelings eat nearly any food, but have an aversion to milk. Their refusal to drink milk—a staple of most human children's diets—leads to their discovery more often than any other clue. Sometimes, a perfectly ordinary human child is suspected of being a changeling simply because she or he doesn't happen to like milk.

variations

In the very rarest of cases, the faeries may steal an elven child. Such kidnappings are highly unusual, as elves are more similar to faeries than humans are, and the differences are what holds attraction for the seelie folk.

adventures

A changeling is involved in the scenario "Courting Danger."

combat and other encounters

The statistics have been divided into three columns to accommodate the different changeling races and ages. Human changelings aged 15 years and older are considered adults. Some combat statistics are given for human children ages 8 to 14, on the assumption that given their unusual upbringing they could attempt to defend themselves if circumstances force them to.

combat

Faerie changelings retain the spellcasting abilities they had in the Shadow World (refer to "Faerie, Seelie" entry for complete details), and prefer to use these in combat instead of their daggers. They also retain their *know alignment* ability and remain immune to illusions/phantasms and charms, though upon entering Cerilia they lose the ability to turn invisible.

As in the

	Faerie	Human (Adult)	Human (Child)
CLIMATE/TERRAIN:	Cerilian homes	Shadow World	Seelie Court
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Cluster
ACTIVITY CYCLE:	Diurnal	Diurnal	Nocturnal
DIET:	Any food but milk	Omnivore	Omnivore
INTELLIGENCE:	High (13–14)	Average (8–10)	Average (8–10)
TREASURE:	J, K (W)	W	J
ALIGNMENT:	Neutral	Any nonevil	Any nonevil
NO. APPEARING:	1	1	1–8
ARMOR CLASS:	4	8 (10)	10
MOVEMENT:	12	12	12
HIT DICE:	4+2	2	1/2
THAC0:	17	20	Nil (7 or younger) or 20 (8 or older)
NO. OF ATTACKS:	1	1	Nil or 1
DAMAGE/ATTACK:	1d4 or by spell	By weapon	Nil or 1d4
SPECIAL ATTACKS:	Spells	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	10%	Nil	Nil
SIZE:	S (2–4' tall)	M (5–6' tall)	S (2–4' tall)
MORALE:	Steady (11–12)	Average (8–10)	Unsteady (5–7)
BLOODLINE:	None	Varies or none	Varies or none
BLOOD ABILITIES:	None	Varies or none	Varies or none
PERCEPTION/SEEMING:	Extraordinary/Lesser	Middling/Slight	Slight/None
XP VALUE:	1,400	65	7

Shadow World, they are especially vulnerable to iron weapons (+3 damage bonus).

Adult human changelings fight as 2nd-level rogues. They generally are equipped with a short sword and/or dagger, a parting gift from the faeries. There is a 75% chance that it is a magical (+1) weapon. There is an additional 45% chance that they also carry another magical item (DM's choice; as it's a gift from the faeries, the more outrageous, the better).

Child human changelings are valued and protected by the seelie faeries, rarely have occasion to enter combat. When they do, it is only in self-defense.

peaceful encounters

Travelers are unlikely to encounter child human changelings unless they actually find their way to the

Seelie Court. Even there, the children will be well cloaked in the Seeming.

Adult human changelings retain their memories of time among the faeries, but cannot find their way back to the Seelie Court. (Upon leaving, the faeries cast *seelie spell of forgetting* on them; see the "Faerie, Seelie" entry.) Their surreal upbringing forever alters them—even if returned to their own kind, they will never seem "quite right."

Faerie changelings do their best to masquerade as Cerilian children for as long as possible. Once discovered, however, they flee the premises as soon as possible, often using the infamous, confusing faerietalk to create an opportunity for escape.

perception and/or seeming

Faerie changelings retain the extraordinary perception they enjoy in the Shadow World, but the only Seeming they can manipulate is that which they carry out of the Shadow World, surrounding them like an aura. Human changelings learn how to manipulate and penetrate the Seeming from their faerie guardians.

cwn annwn

The baying of a cwn annwn is a sound that stops the heart and freezes the blood. It is little wonder that the howls are considered an omen of death—so terrifying are they, I believe the echo alone could send one to the grave.

—Faylene, Kaiana's daughter, 1403 HC

overview

Cwn annwn (coon-a-NOON), sometimes called the hounds of Azrai, are enormous supernatural attack dogs that hunt elves.

physical description

Cwn annwn are strong, vicious, and fast. They stand about 5 feet high at the shoulder and are about 7 feet long. They have blue-black coats, razor-sharp teeth and fangs, flaming eyes, and wicked claws. The sound of a cwn annwn baying is considered an omen of death.

role in the campaign

Elves harbor an innate, ancestral fear of the Shadow World, and cwn annwn are part of the reason why. These hounds roam the Shadow World in packs, hunting elves. Once they catch an elven scent, they pursue their quarry mercilessly.

Even if an elf is not among the party, PCs who have had close dealings with an elf in the past week may find themselves pursued by cwn annwn.

The ominous baying of cwn annwn can be heard up to two miles away. Thus an encounter with the hounds is rarely a surprise—though always harrowing.

habitat/society

Cwn annwn are native to the Shadow World. In recent years, however, they have been spotted in Cerilia, particularly in and around Tuar Annwn. The elves there maintain constant vigilance against the hounds penetrating the shadow barrier, but every year a half dozen or so manage to pass through and devour a few

unfortunate elves before being brought down. Though no sightings of cwn annwn have been reported elsewhere in Cerilia, it is possible that the hounds have managed to enter other areas of the continent.

Cwn annwn, when not hunting on their own, can be encountered as part of the Wild Hunt (see separate entry).

ecology

Cwn annwn maintain a very limited diet: elf. Nearly forgotten elven folklore says that at the dawn of time, when Cerilia and the Shadow World were one, the cwn annwn were domesticated beasts that the elves kept as hunting dogs. The same force that opened up a rift between the two lands also empowered and encouraged the great hounds to turn against their masters, transforming them into supernatural beasts of the night—or so the legends say. Now, inspired by a deep-rooted hatred which some believe Azrai himself instilled in them, the hunting dogs hunt new prey.

variations

Scholars believe cwn annwn are related to hell hounds (described in the *MONSTROUS MANUAL*). But while hell hounds can be domesticated, cwn annwn are always wild.

combat and other encounters

An encounter with cwn annwn is almost always hostile in nature.

combat

Cwn annwn are such superior hunters that they cannot be surprised.

The sound of a cwn annwn's baying is in itself so terrifying that all who hear it up close (within 100 yards of the hound) must succeed at a saving throw vs.

CLIMATE/TERRAIN:	Shadow World, Vosgaard
FREQUENCY:	Uncommon (Shadow World), Very Rare (Vosgaard)
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any (Shadow World); Nocturnal (Cerilia)
DIET:	Elves
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Lawful evil
NO. APPEARING:	3-12
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	7+2
THAC0:	
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d8 (claw/claw/bite)
SPECIAL ATTACKS:	Fire breath
SPECIAL DEFENSES:	Immune to fire and surprise, magic or silver weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (7' long)
MORALE:	Fanatic
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/Slight
XP VALUE:	2,000

paralyzation or become frozen with terror and unable to act for 1d4 rounds.

If a party comprises both elves and nonelves, cwn annwn attack the elves first, focusing all their attention on the member(s) of that race.

Nonelves eventually fall under attack as well, for they carry the scent of their elven companions. (However, the creatures devour only their elven prey.)

The hounds surround their prey, first breathing fire from up to 10 yards away. Each fire attack inflicts 1d4+6 points of damage; a successful saving throw vs. breath weapon reduces the damage by half. Cwn annwn then attack with their claws and bite. On a natural attack roll of 20, a hound manages to trap its prey and breathe fire on it, inflicting both bite and fire damage.

Cwn annwn are immune to fire-based attacks. As supernatural creatures, they can be hit only with magical or silver weapons. As beasts of the shadows, however, they have difficulty seeing in direct sunlight or magical light. If opponents making use of such light sources can also confuse or obscure the hounds' sense of smell, the ferocious canines suffer a -2 penalty to all attack rolls

peaceful encounters

Peaceful encounters with cwn annwn are extremely rare. If an elf is among the party, they will attack to the death. If not, they are capable of such stealth that PCs won't even know their exact location.

perception and/or seeming

Though cwn annwn have no conscious control over the Seeming, a slight amount of it clings to them, often making them appear even larger and more bloodthirsty than they really are.

the dispossessed

After wandering the Shadow World for days, I at last came to an inn. Weary from travel, I entered. The innkeeper bade me welcome and motioned me to a table in the crowded room.

Nearly as soon as I sat down, the fear and grief I'd harbored for my son weighed upon me so heavily that I could scarcely breathe. My search seemed doomed, my efforts futile. I wanted nothing more than to crawl into bed and pull the covers over my head, giving my son up for lost.

My blood hound, Tanta, began to growl. I looked down and saw her regarding everyone in the room warily. That's when I realized that the people . . . weren't really people.

—Kaiana, 1377 HC

overview

The dispossessed are spirits of possession victims in the waking world. When their bodies are taken over by evil forces, their souls become trapped in the Shadow World. There they wander restlessly, seeking a way to regain their bodies—or someone else's.

physical description

The dispossessed look like noncorporeal versions of their former selves, with one notable exception: They carry about them an aura of perpetual, haunting sadness. Their pathos is so pronounced, in fact, that it can render the observer unable to act.

The dispossessed can use psychic energy to hold small- to medium-sized objects. They move and walk as they did in life, though at a slower pace.

role in the campaign

The dispossessed form part of the Shadow World's native population. Visitors to that dark land are likely to encounter them more than once.

Though dispossessed spirits of evil alignment always attack when given the opportunity, good and neutral spirits can

become sources of information or even allies (provided they don't spend too much time among the player characters—prolonged exposure to the dispossessed could render an entire party incapable of action).

habitat/society

Bewildered by the shock of having their bodies stolen and finding themselves in a new land of eternal twilight, the dispossessed tend to find others like themselves and wander in small bands in search of their old bodies.

Sometimes, a band will occupy an abandoned house, inn, or even a small village. There, they go through the motions of life, each action an echo of a task they once performed as whole beings.

ecology

A dispossessed spirit can be put to rest only if restored to its original body or when its original body dies. Though some spirits try to inhabit the bodies of others, they find that doing so does not bring them the peace they expected and soon shuffle off the mortal coil.

adventures

The dispossessed appear in "Be Our Guest."

combat and other encounters

Upon sighting a dispossessed spirit (of any alignment), observers must succeed at a saving throw vs. paralyzation or feel severe depression settle upon themselves. The will to act immediately drains from victims. They feel lethargic and apathetic toward both their companions and the encounter about to take place; in fact, they'd like nothing better than to curl up in a fetal position and go to sleep. Their movement

rates are halved and all attacks and Dexterity-based maneuvers (such as thieves' skills) suffer a -3 or -25% penalty while any dispossessed spirit is within 100 yards of the victims.

Once the victim is no longer in proximity to the dispossessed, the penalty drops to -1 or -10% until the character can shake off the depression (4d6 hours plus 1 hour for every four hours of exposure).

combat

The dispossessed retain whatever alignment they had in life. Evil spirits attack the living, hoping to take over their victims' bodies as their own were once stolen. Those convinced that their old body is among those in the party also attack. Their weapon is a touch of despair that, in addition to inflicting 1d4 points of damage, drains away the victim's will to live. When the total number of hits equals the victim's Constitution score, the character's life force leaves his or her body. The dispossessed spirit instantaneously moves in; the victim's spirit now becomes a new member of the dispossessed.

Should an intended victim survive the possession attempt, the character's despair lingers for one day per hit (lifting gradually). *Remove fear* can shorten this period by one day per casting.

As the dispossessed are not undead, but rather the spirits of still-living bodies, they are immune to holy water, turning, and other forms of attack used only against undead.

peaceful encounters

Dispossessed spirits retain the ability to speak and communicate. Characters may engage one in conversation, ask questions of it, and so on, though they must roll a new saving throw each turn to avoid succumbing to debilitating depression.

CLIMATE/TERRAIN:	Shadow World
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	None
ALIGNMENT:	Varies
NO. APPEARING:	1d20
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+despair
SPECIAL ATTACKS:	Depression, touch of despair
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	None
SIZE:	M (6' tall)
MORALE:	Champion (15-16)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/Slight
XP VALUE:	975

perception and/or seeming

The dispossessed are so desperate to return to their own bodies that they have a 60% chance of mistaking characters for their former selves. Should this happen, the dispossessed spirit focuses all its attention on the unfortunate character in an effort to get its body back.

Characters with low perception scores might see the dispossessed as ordinary, perfectly corporeal people.

faerie, seelie

I had the most peculiar dream one night during my sojourn in the land of shadow. I had camped at the border of a large, lush forest, the first sign of life I'd seen in days of wandering through desolate terrain.

Though I do not recall bedding down for the night, I must have fallen asleep. I imagined that I entered the forest and slowly picked my way through the brambles and branches. I heard birds above and the rustling of small animals nearby, but I saw no other creatures. After what seemed like hours of hiking, I reached the center of the forest.

There, in a clearing, were assembled a most extraordinary company. Enchanted creatures of every shape and description filled the glen. In a faint, glowing light that seemed to emanate from the figures themselves, they danced and feasted. Presiding over this strange convocation was a woman of exquisite beauty, who made merry right along with her subjects.

Were these the faeries that had stolen my son? I searched the whole company for his darling face, a glimpse of his bright eyes or tiny hands. But to my dismay, I saw no sign of him.

So strong was this dream that all seemed quite real. But when I awoke, I found myself back in my makeshift camp at the edge of the woods, with nary a trace of my fanciful companions.

—Kaiana, 1377 HC

overview

Seelie faeries are among the Shadow World's oldest and most numerous residents. The ancient fair folk are to this twilight land what the elves are to Cerilia, and are as in tune with the Seeming as the elves are with nature. Depending on which way the wind is blowing, seelie faeries might amuse, confuse, bemuse, or abuse adventurers. In fact, characters can count on only one certainty in a seelie encounter: It will prove interesting.

physical description

The physical appearance of seelie faeries cannot be generalized. Each is unique. They are tall, short, fat, thin, old, young, gargantuan, and diminutive. Some have wings, some have horns, some have tails or fins. Some look like small humanoids; others are bizarre composites of various life forms, bearing perhaps a pumpkin head, ivy hair, or goat hooves.

No one knows for certain whether members of the Seelie Court bear these characteristics for real, or whether the broad range of shapes, sizes, and features is the work of the Seeming. No other denizens of the Shadow World can manipulate the Seeming as they can. A few scholars posit that, were the Seeming stripped entirely from the Seelie Court, all these fanciful creatures would look exactly the same as each other—and very boring indeed.

role in the campaign

Seelie faeries will help or hinder characters as the whim strikes them. Their appearance can provide a catalyst for an adventure. They can offer cryptic hints toward the successful completion of a quest. Or they can slow down or beleaguer a party.

Though faeries may, at times, befriend player characters, the fair folk are too capricious and unpredictable to serve as reliable allies. Too-trusting PCs may, however, learn this truth the hard way.

How seelie faeries treat PCs depends in no small part on how PCs treat them during an initial encounter. Kindness is repaid with kindness—sometimes tenfold. But woe betide the traveler who mistreats or insults a faerie, for that treatment, too, is more than repaid in kind.

habitat/society

Most seelie faeries live among the Seelie Court, a grand con-
grega-

tion of faerie folk. The Seelie Court resides deep in the Shadow World's most enchanted forest. As no one who intentionally goes looking for the court ever finds it, many believe it to be a traveling court that brings its own enchantment into the various forests it enters.

Occasionally, a traveler stumbles upon the Seelie Court accidentally. When this occurs, the faeries torment, test, or aid the traveler as their fancy strikes them. When the faeries are through, they lead the traveler out of the forest and cast a *seelie spell of forgetting* on the character. The traveler falls into a deep sleep; when the character awakens, she at best remembers the faerie encounter only as a dream and cannot find the way back to the court.

SEELIE SPELL OF FORGETTING (Enchantment/Charm)

Spell Level: 3
Sphere: Charm
Range: 50 yards
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 50 ft. cube
Saving Throw: Special

This spell, which can be cast only by members of the Seelie Court, enables the caster to erase the recipient's memory of time spent among the faeries.

Saving throw adjustments are based on the victim's perception score: a +3 penalty for no perception, a +2 penalty for slight, a +1 penalty for lesser, no adjustment for middling, a -1 bonus for greater, and a -2 bonus for extraordinary. Should the recipient succeed at a saving throw vs. spell, he or she recalls the faerie encounter as a dream. Failure means the recipient remembers nothing.

Should the victim recall anything, the memory is hazy and

seems not quite real. The character cannot recollect names, locations, directions, or any other specifics unless the caster so desires. For example, a faerie might cast this spell on a lost traveler to make him or her forget the faerie's name and the location of the Seelie Court, but may allow the character to remember directions to the nearest safe haven.

If the recipient again encounters a faerie or place "forgotten" as a result of this spell, he or she experiences a sense of *deja vu*, but does not recall specifics.

The spell does not negate *charm*, *suggestion*, *geas*, *questor* similar effects the recipient may have entered into during time spent among the faeries. The character does, however, forget the circumstances and the spellcaster that bound him or her with such magic.

Only a *limited wish* or *wish* can enable someone to recall experiences erased by this spell.

The material component of this spell is one pinch of faerie dust per recipient.

Though the Seelie Court comprises hundreds of faeries, travelers generally encounter them individually, far away from the court. Cerilian encounters are almost always single, particularly in the case of changelings (see separate entry). The fair folk don't like to be seen; they can become invisible at will and often move about thus hidden from view. *Detect invisibility*, *detect magic* or similar magic reveals them, as does a perception score within 10 points of the faerie's Seeming score. A faerie might freely choose to reveal itself for some purpose, but never to an evil creature. Seelie faeries have the innate ability to discern the nature of those they encounter (per the *know alignment* spell).

Seelie faeries prize beauty, in both individuals and in objects. They often covet beautiful things, be they trinkets, treasure, or human children (see separate "Changeling" entry). They may offer aid in exchange for a traveler's possession, or attempt to trick the individual out of it.

The Seeming permeates the speech of seelie faeries as much as it does their ap-

pearances. The creatures love to talk in rhyme, riddles, and conundrums, making great use of double entendres and hidden meanings. There is always a grain of truth in anything a seelie faerie says—but often, one must search very hard to uncover it.

In any seelie encounter, travelers must watch their own words as carefully as those of the faeries. Seelie law and codes of conduct are predicated on the literal interpretation of language—particularly oaths and promises. The faeries are famous for exacting promises from unwary travelers who don't realize until too late what they're getting themselves into.

For example, an adventurer who makes the promise, "I will share my supper with you if you tell me how to reach the haunted castle" may well find the faerie showing up for dinner every night for the rest of the character's life (or at least, until the faerie gets bored) in exchange for directions so encoded in doubletalk that the PC couldn't even follow them.

Seelie faeries are bound, however, by the same literalness they use to torment others. Thus, a person who manages to find a loophole or technicality in an oath can manage to become extricated from it. Faeries are also thrown off-balance by erratic or unexpected behavior. Their guiding principle is, "If *p*, then *q*." Add *r* to the equation, and they don't know what hit them. In other words, the poor traveler with the constant supper companion could get rid of the unwanted guest simply by calling this evening meal "breakfast." The bewildered creature won't know what to think—but will be forced to admit defeat.

When a faerie demands an "either-or" decision with two unappealing choices, a wise person always tries to come up with a third, unanticipated option.

THE FAERIE QUEEN

The Faerie Queen reigns over the Seelie Court. Known in various legends as Titania, Maeve, or Mab, she is a fey creature of unearthly beauty. Of lawful neutral alignment, she is devoted to her "children" but is fair to travelers she encounters—so long as they have not mistreated the faerie folk.

Faerie Queen: AC 2; MV 15, FI 15 (B); HD 20; hp 162; THAC0 5; #AT 1; Dmg by spell; SA Seeming, spells; SD immune to illusions and charm spells, invisible at will, *know alignment*; SW iron, salt; MR 50%; SZ M (5' tall); ML 16 (champion); AL LN; XP 21,000.

Notes: The queen has a Seeming score of 100 and no need of a perception score—she can see through the Seeming at will. SW—Iron weapons inflict an additional 2 points of damage with each hit; salt thrown on the queen neutralizes her invisibility ability for 1 turn.

S 10, D 18, C 16, I 18, W 17, Ch 19.

Personality: Capricious, fair, devoted to and defensive of her subjects.

Spells under her command (6/6/6/6/6/5/4/4/3 per day): All illusion/phantasm and 1st- and 2nd-level enchantment/charm spells (priestly or wizardly), plus *affect normal fires*, *color spray*, *create water*, *dancing lights*, *detect magic*, *entangle*, *faerie fire*, *feather fall*, *light*, *protection from evil*, *purify food and drink*, *shillelagh*; *barkskin*, *detect invisibility*, *goodberry*, *produce flame*, *speak with animals*, *warp wood*; *blink*, *continual light*, *create food and water*, *gust of wind*, *hold person*, *protection from evil 10-foot radius*, *pyrotechnics*, *seelie spell of forgetting*, *suggestion*, *tree*, *water walk*; *confusion*, *reflecting pool*, *tongues*; *false vision*, *Leomund's lamentable belaborment*; *enchant an item*, *true seeing*.

The Faerie Queen is a creature of such ethereal beauty that any nonfaerie who beholds her must immediately succeed at a saving throw vs. spell or be *charmed*.

In all the Shadow World, the Faerie Queen has the greatest power over the Seeming—after all, she was alive before it existed, and has had an eternity to hone her command of it. As the last surviving Sie (see "Ecology," below), she also commands both wizardly and priestly magic.

The queen considers herself the ultimate protector of the faeries, and defends them from

outsiders as a mother does her children. Should one of the faeries commit a misdeed, however, she also punishes it as a mother would her wayward child. Faeries encountered outside the Seelie Court are often the subjects of such discipline, enduring temporary or permanent banishment from the court as the penalty for some transgression. The fair folk love their queen so dearly that such exile is the strongest form of punishment imaginable to them. Just as the queen devotes herself to their protection, they in turn will defend her to the death.

TYPES OF FAERIES

Though the very nature of seelie faeries defies summary and stereotype, some of them fall into a few broad, general categories.

The Deceiver

Some faeries intentionally try to deceive those they encounter. The creatures habitually give poor directions, misleading information, and bad advice. Though they do so not out of real malice—to them, it is all a grand game—their deceptions sometimes have dire consequences for travelers in a land where a single wrong turn could prove fatal.

The Innocent

Though all seelie faeries exhibit a certain amount of childlike innocence (as evidenced in their literal interpretation of speech), some carry it to an extreme.

They tag along, asking “why” eighteen times in a row, poking and prodding at unfamiliar objects and people, letting curiosity guide them until the beleaguered traveler is driven to distraction. Innocents tend to be very young faeries (only a couple centuries old).

The Helper

Some faeries make a genuine effort to aid travelers they encounter.

Usually, this philanthropy comes as the

result of a kindness shown them by the recipient or other travelers who came before. (For example, a faerie might help a Khinasi adventurer because a century ago another Khinasi did it a good turn.) The helper may reveal itself to the recipient, or offer aid secretly (for example, magically replenishing a party’s diminishing rations while they sleep). The attempt at aid is not always successful—faeries have been known to inadvertently make a situation worse instead of better—but the intentions are good. The assistance is generally limited to a single instance.

The Protector

Occasionally, a faerie chooses to serve as a protector to an individual or party. Perhaps the faerie believes itself to be in the individual’s debt (if, for example, the traveler saved the creature’s life or outsmarted it somehow). Or perhaps the faerie seeks to aid the person’s mission. Regardless of motive, the faerie watches over its charge from a distance, rendering aid or fending off harm as the need arises. As in the case of helper faeries, recipients of a faerie’s protection may not even be aware of the attention or its source. But unlike helpers, protectors stick with their self-appointed charges until their protection is no longer needed (for example, the recipient leaves the Shadow World) or the obligation is fulfilled (for example, the faerie saves a life in exchange for its own being saved).

The Trickster

While all faeries delight in puzzles and games (particularly verbal contests of wit) some turn every encounter into an opportunity for amusement—at the travelers’ expense. Such a creature tries to trap the unwary into commitments they would rather not keep or actions they would be wise not to take. Some of the ploys in a trickster’s arsenal are downright menacing, while others are meant merely to amuse the faerie. Rumpelstiltskin’s bargain is an example of a trickster’s plot. Because one never knows whether a faerie might be a trickster, the wise individual exercises caution while speaking with any faerie. It is easier to avoid entering a trickster’s power than to extricate oneself from it.

ecology

The seelie faeries were the first children of the Shadow World. Long ago, when the waking world and the Shadow World were one, a race known as the *Sie* (“see”) populated the land. These creatures were beings of great magic, innate wielders of both sorcery that worked with nature (priestly spells) and sorcery that broke the rules of nature (wizardly spells). They cast their spells not by the prayer of priests or the rote memorization of human wizards, but rather the gathering of magical energies (the process yet employed by today’s elves).

The force that split the world into two halves was so strong that it also split the land’s inhabitants, ripping the *Sie* in twain. Each creature became two separate entities—a faerie (*seelie*) in the Shadow World and an elf (*Sidhe*) in Cerilia. The seelie retained control of natural magic and gained power over a new force in the Shadow World: the Seeming. The *Sidhe* retained control of wizardly magic and became bound to the land itself.

Though the ancient link between the two peoples has long since been forgotten by all but the Faerie Queen (the only surviving *Sie*), to this day, when an elf is born in Cerilia, a new faerie appears in the Seelie Court. While it is possible that a traveling elf or faerie could meet its counterpart, no one knows what would happen in such an extraordinary event.

Unless slain, seelie faeries are immortal in the Shadow World but mortal in Cerilia. Conversely, elves are immortal in Cerilia but mortal in the Shadow World. The faeries are as attuned to the nature of the Shadow World as elves are to Cerilia. This link enables them to exist in such a hostile environment with virtually no natural predators. The evil of the Shadow World, however, holds plenty of unnatural ones.

Seelie faeries are generally vegetarians, subsisting primarily on fruits, nuts, roots, and seeds. They do, however, eat meat when it is offered to them. The fair folk have an aversion to milk—a means by which savvy individuals have been known to expose a faerie so masked in the Seeming that its identity was otherwise indeterminate.

variations

In addition to their link to Cerilian elves, seelie faeries have an evil counterpart: the unseelie faeries (see separate entry). Brownies, leprechauns, and sprites (see the *MONSTROUS MANUAL* volume) are all types of seelie faeries.

adventures

Faeries of the Seelie Court appear in “Courting Danger.”

combat and other encounters

Seelie faeries rarely engage in direct combat, preferring to mire their opponents in confusion and deleterious promises. Should they need to physically defend themselves, however, the fair folk are well able to do so.

combat

Their ability to turn invisible often enables seelie faeries to gain surprise.

The fair folk, being often small of stature and lacking in great strength, avoid melee combat at all costs. Should they have to defend themselves so directly, some carry a small knife or dagger capable of inflicting 1d4 points of damage.

Faeries prefer, however, to use their spellcasting abilities and the Seeming to attack and defend themselves. They can cast any priestly enchantment/charm spell of 1st or 2nd level, plus *create water*, *entangle*, *faerie fire*, *light*, *protection from evil*, *purify food and drink*, *shillelagh*; *barkskin*, *goodberry*, *produce flame*, *speak with animals*, *warp wood*; *continual light*, *create food and water*, *pyrotechnics*, *seelie spell of forgetting*, *tree*, *water walk*. They can cast five spells per day, and the *seelie spell of forgetting* an unlimited number of times.

In

CLIMATE/TERRAIN:	Shadow World, Cerilian forests
FREQUENCY:	Uncommon
ORGANIZATION:	Court
ACTIVITY CYCLE:	Any (Shadow World); nocturnal (Cerilia)
DIET:	Omnivore
INTELLIGENCE:	Very to high (11–14)
TREASURE:	W (G)
ALIGNMENT:	Any nonevil
NO. APPEARING:	1–4
ARMOR CLASS:	5
MOVEMENT:	15, some Fl 15 (B)
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by spell
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Seeming
MAGIC RESISTANCE:	25%
SIZE:	Tiny to large (6" to 12' tall)
MORALE:	Average (8–10)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Extraordinary/Extraordinary
XP VALUE:	2,000

addition to their spellcasting abilities, seelie faeries make liberal use of the Seeming to defend themselves with a host of illusions (described at right).

The fair folk are especially vulnerable to iron weapons; such instruments inflict an additional 3 points of damage per hit. Salt thrown on a faerie renders it unable to turn invisible for 1d4 turns.

peaceful encounters

When a faerie approaches a traveler, it is usually with some purpose in mind—begging aid, issuing warnings, or perhaps seeking mischief. They may appear to travelers in need, perhaps having secretly followed them for miles or days. Or they might make themselves known when an adventurer inadvertently trespasses into a faerie's territory. Faeries who do not wish to be discovered seldom are.

Often, encounters with faeries are less direct. The fair folk may work their magic on unwary travelers without ever being seen.

perception and/or seeming

The seelie faeries are true creatures of the Seeming, manipulating it as few denizens of the Shadow World can. In combat, they use it to alter their appearance into intimidating, menacing figures—perhaps towering over opponents, swiping with razor-like claws, or breathing jets of flame. In other encounters, they may speak in booming voices, create sweet or unpleasant odors, or alter terrain to block a traveler's path. While others' control of the Seeming may be limited to effects on one or two senses, seelie faeries can affect all five.

faerie, unseelie

Lussina, they called her. The Dark Queen.

She held my spirit in terror and my son in thrall. Yet the more I think about her in the years since my near-death at her hands, the more she reminds me of a rebellious adolescent in an eternal temperamental snit.

Albeit a dangerous, deadly adolescent.
—Faylene, 1421 HC

overview

Unseelie faeries are a macabre host of evil and undead beings, the hideous counterpart of the Seelie Court. The Unseelie Court has its own dark queen and other “nobles” who manipulate the Seeming toward their own sinister ends.

physical description

The Unseelie Court comprises two types of faeries: evil living faeries, and evil undead faeries. Like the seelie faeries, each is unique in size, shape, and form.

The evil that the living faeries carry within has corrupted their physical appearances. Their skin bears ashen tones, their eyes are sunken or blaze with the fever of malevolence, their bodies are withered or bloated. If an evil faerie has horns, they are twisted, if it has wings, they are leathery, if it has a tail, the appendage is barbed. Unseelie faeries are far more likely than seelie faeries to sport cloven feet or taloned hands.

Undead faeries are incorporeal phantasms of their former selves. Their eyes have no pupils—only blank, white-hot glowing orbs that seethe hatred.

role in the campaign

Unseelie faeries are even more likely than their seelie counterparts to torment travelers just for kicks. Their tricks range from merely mean-spirited to seriously harmful or even deadly—particularly if the unseelie faeries believe their victims to be allies of the Seelie Court or otherwise agents of good. PCs may not even realize the source of the attacks.

The Unseelie Court wages an age-old war against the Faerie Queen and the Seelie Court. Characters may find themselves caught in the crossfire, enlisted (willingly or not) to aid one side, or trying to redirect the war efforts toward subduing a larger menace: the Cold Rider (assuming that shadowy presence doesn’t win over the Dark Queen first).

habitat/society

The Unseelie Court is a hideous mockery of the Seelie Court—in a sense, the Faerie Queen’s entourage as seen through a fun-house mirror. The Dark Queen (see below) and her followers reside in the Shadow World’s most haunted, twisted forest. There, they plot against the seelie faeries and others they consider their enemies. Because evil seeks its own reflection and treachery breeds mistrust, the unseelie faeries see an enemy in nearly everyone they encounter.

THE DARK QUEEN

The Dark Queen, Lussina, reigns over the Unseelie Court. The daughter of the seelie Faerie Queen, she once possessed beauty beyond imagining. But Lussina also possessed envy, ambition, and ruthlessness. She plotted to overthrow her mother and take her place as queen of the Seelie Court. She failed. The Faerie Queen, unable to bring herself to punish her daughter with a traitor’s death, cast Lussina out of the Seelie Court forever. In a rage, Lussina gathered her followers together and formed her own court—with herself as queen.

Lussina, the Dark Queen: AC 3; MV 15, Fl 15 (B); HD 14; hp 81; THAC0 7; #AT 1; Dmg by spell; SA Seeming, spells; SD immune to illusions and charm spells, invisible at will, *know alignment* SW iron, salt; MR 50%; SZ M (4' 4" tall); ML 16 (champion); AL NE; XP 15,000.

Notes: The queen has a

Seeming score of 78 and a perception score of 90. SW—Iron weapons inflict an additional 2 points of damage with each hit; salt thrown on the queen neutralizes her invisibility ability for 1 turn; holy water burns her flesh for 1d6+1 points of damage.

S 11, D 17, C 17, I 16, W 13, Ch 19.

Personality: Cruel, calculating, seductive, megalomaniacal.

Spells under her command (6/6/6/5/3/2/1 per day): All priestly spells of the charm and necromantic spheres, plus *destroy (create) water*, *detect good (evil)*, *detect magic*, *entangle*, *faerie fire*, *protection from good (evil)*, *putrify (purify) food and drink*, *shillelagh*; *badberry (goodberry)*, *barkskin*, *obscurement*, *produce flame*, *speak with animals*, *undetectable (detect) charm*, *warp wood*; *bestow (remove) curse*, *create food and water*, *pyrotechnics*, *seelie spell of forgetting*, *spike growth*, *tree*; *hallucinatory forest*, *protection from good (evil) 10-foot radius*, *reflecting pool*, *sticks to snakes*, *tongues*; *false (true) seeing*.

The Dark Queen has lost her comeliness but retains the allure of a black widow. Any male character who beholds her must immediately succeed at a saving throw vs. spell or fall prey to her seduction (per a *charm* spell). Lussina seeks not to seduce her victims sexually, however, but psychologically, trying to enlist them in her side of the eternal war she wages on the Seelie Court.

Lussina demands (and receives) absolute loyalty from her followers. She grants no clemency for the smallest of infractions; even harmless negligence is punishable by death. Her own life, she believes, demonstrates the folly of mercy—she considers her mother a fool for having spared it. The Dark Queen will not risk another traitor rising up to depose her.

The Unseelie Court continually receives new members. The Faerie Queen has no tolerance for faeries with evil tendencies—more often than not, the malevolent faeries she banishes from her court find their way to her daughter's.

ecology

Undead members of the Unseelie Court come into being when a faerie (of any alignment) dies in a battle between the two courts. The horror of kin slaying kin creates a ripple through the Seeming itself, preventing the deceased faerie from dissipating into it. The creature's spirit becomes trapped, sentenced to eternally walk the Shadow World but stripped of the magical abilities it once had. It becomes an unthinking being, lashing out in anger and resentment at the living, held in check only by the Dark Queen.

variations

Gremlins and imps (see the *MONSTROUS MANUAL* accessory) have been spotted among the Unseelie Court.

adventures

Unseelie faeries appear in the scenario "Courting Danger."

combat and other encounters

Unlike their counterparts in the Seelie Court, unseelie faeries harbor no reservations about engaging in hand-to-hand combat. Peaceful encounters are rare.

combat

Unseelie faeries always try to use their ability to turn invisible to gain the advantage of surprise. Once discovered by an opponent, their strategies vary.

Living evil faeries use their spells until they reach melee range. They can cast five of the following spells per day: any 1st- or 2nd-level spell from the charm sphere, *destroy (create) water*, *entangle*, *faerie fire*, *protection from good (evil)*, *putrify (purify) food and drink*, *shillelagh*; *badberry (goodberry)*, *barkskin*, *obscurement*, *produce flame*, *speak with animals*, *warp wood*; *bestow (remove) curse*, *pyrotechnics*, *spike growth*. In addition, they can cast *seelie spell of forgetting* an unlimited number of times.

In melee, they fight with magical (+1) short swords individually scaled to each

CLIMATE/TERRAIN:	Living Evil Faerie Shadow World	Undead Faerie Shadow World
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Court	Court
ACTIVITY CYCLE:	Nocturnal	Nocturnal
DIET:	Any food but milk	Nil
INTELLIGENCE:	Very to high (11–14)	Average (8–10)
TREASURE:	U (G)	Nil
ALIGNMENT:	Any evil	Chaotic evil
NO. APPEARING:	1–8 (100–400)	4–16 (100–600)
ARMOR CLASS:	5	0
MOVEMENT:	12, some Fl 15 (B)	15, Fl 24 (B)
HIT DICE:	4+2	7+2
THACO:	17	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d6+1 or by spell	1d8
Special Attacks:	Spells, Seeming	Perception drain, Seeming
SPECIAL DEFENSES:	Invisibility, Seeming, immune to charms/illusions	Iron or +1 or better weapons to hit
MAGIC RESISTANCE:	25%	25%
SIZE:	Tiny to large (6" to 12' tall)	Tiny to large (6" to 12' tall)
MORALE:	Steady (11–12)	Elite (13–14)
BLOODLINE:	None	None
BLOOD ABILITIES:	None	None
PERCEPTION/SEEMING:	Extraordinary/ Extraordinary	Extraordinary/ Extraordinary
XP VALUE:	2,000	3,000

faerie's size and carrying an enchantment that works only when borne by a faerie. If fighting nonfaeries, they also use their Seeming abilities, both offensively and defensively (see the "Faerie, Seelie" description).

Living unseelie faeries are immune to charms and illusions, but have several weaknesses. Iron weapons inflict an additional 3 points of damage per hit. Salt renders them unable to turn invisible for 1d4 turns.

Undead faeries close to melee range as quickly as possible. The touch of such a creature chills the blood and clouds the mind. For each successful hit, victims suffer 1d8 points of damage and lose 5 points from their perception score.

Undead faeries can be hit only with iron or +1 or better weapons. They are vulnerable to holy water, which inflicts 1d6+1 damage points per vial. They can be turned as spectres.

peaceful encounters

Evil doesn't fight fair. Even in what seems to have been a "peaceful" encounter with an unseelie faerie, travelers often walk away victims of a *curse*.

perception and/or seeming

Unseelie faeries are matched only by their seelie counterparts in command of the Seeming and ability to see through it. Against nonfaerie opponents, they use it constantly to bewilder and intimidate their foes. Against the Seelie Court, however, they know such illusions are useless.

halfling, shadow world

I had heard that the diminutive people we call “halflings” in Cerilia once dwelled in the land of shadows. If so, they were wise to flee.

Their counterparts back in the Shadow World are not a pleasant people. The evil that permeates the land has wrought ill effects on a race that once enjoyed life. Now, most of the natives have either given themselves over to the evil, or given up altogether. Their state is a sad one indeed to witness: that of a once proud people corrupted and consumed by darkness.

—Kaiana, 1377 HC

overview

Similar in many respects to the Cerilian halflings who escaped the escalating darkness, those halflings who stayed behind have been forever changed by their ever-worsening environment.

physical description

The appearance of a halfling varies with his or her social status (see “Habitat/Society,” below). Domain lords have access to the best food and live easier lives than other halflings; they therefore stand taller (about 4 feet) and weigh more (typically exhibiting a paunch) than the others.

They dress themselves in fine, brightly colored robes and show off their wealth in the form of rings, jewels, crowns, and other adornments.

Slaves barely sustain themselves on what they are given to eat.

Further, their state of constant fear takes its toll on their health. Halfling slaves rarely grow taller than 3 feet.

They have emaciated builds and haunted looks in their eyes. They wear

very plain, purely functional clothes of rough homespun and drab colors.

Freedom fighters (see below), though challenged by the difficulties of life on the run, manage to keep themselves in better physical condition than either of the other two classes. They hunt for their food and train for battle, nourishing their bodies and toning their muscles. Most importantly, their eyes still sparkle with life, fight, and hope.

role in the campaign

Halflings account for the largest number of living, mortal Shadow World residents. Some, corrupted by evil, rule domains of their own. The vast majority have become a downtrodden, enslaved population forced into servitude for the Shadow World’s many powerful denizens. But a few small bands exist who have not had their will beaten out of them. These individuals have become freedom fighters, and work for a day when good shall again triumph over evil and chase the shadows from their beloved homeland.

habitat/society

Once, halflings lived in pleasant, egalitarian, pastoral communities where they enjoyed the blessings of good food, warm hearths, and happy families. Now, however, the evil forces pervading the Shadow World have dramatically altered their existences. The life of a Shadow World halfling varies greatly according to what class he or she has fallen into (or chosen). And none know true peace.

DOMAIN LORDS

As happens with any population that experiences wrenching changes in its environment, some halflings took advantage of the rise of evil in the Shadow World to grab authority for themselves. Corrupted by Azrai and his minions, these halflings climbed to power on the bodies of their brethren—in many cases, literally.

Domain lords rule Shadow World realms of their own, in much the same way Cerilian regents do. Some have landed domains, while others command trade. But unlike most Cerilian regents (at least, those respected by their sub-

jects), the halfling lords of the Shadow World rule their domains as harsh dictatorships, using terror, intimidation, and violence to control their underlings. These tactics, once used out of fear of being overrun by the Shadow World's more powerful denizens, are now ingrained into the very nature of the halfling domain lords.

SLAVES

Sadly, the majority of halflings left in the Shadow World are slaves. Some of them live under the corrupt regimes of the halfling domain lords, while some have been captured by other evil rulers and forced into servitude.

Halfling slaves live a silent, dreary existence. Their love of life has been beaten out of them, and the greatest goal they can imagine for themselves is simply to make it through another day without getting into trouble. They live in perpetual fear that somehow, without even knowing the means, they will incur the wrath—and the vengeance—of their cruel masters.

FREEDOM FIGHTERS

Freedom fighters live in small bands scattered throughout the Shadow World. They work to liberate their brethren from the bonds of servitude and overthrow the evil domain lords who betrayed their people.

Freedom fighters often infiltrate slave communities. There, over a period of months, they work to incite rebellion. Few uprisings are successful—most rebellious slaves end up dead—but those who do survive and escape typically join the ranks of the freedom fighters.

A few freedom fighters have become caretakers of havens. Newly freed slaves are brought to these places of safety. There, some train as warriors to join the resistance movement; others work to support the fighters in their own way (fashioning weapons, sewing clothes, cooking, and so on).

Though they know that evil pervades the world and extends far past the tyranny under which the slaves directly toil, freedom fighters realize that a handful of renegades acting alone can't effect much change in a world where the shadows grow longer every day. If an opportu-

nity arises to join forces with other champions, they may agree to lend their strength to the cause of greater good. Their primary focus, however, is improving the lots of their own kind.

ecology

Domain lords gain their power by giving themselves over to the Cold Rider, worshipping him as a god. In exchange for their loyalty, he invests these followers with a seed of evil: a sliver of his own essence that takes the form of a tainted bloodline.

Domain lords believe the world belongs to them. They drain the land's already-challenged resources for their own ends, without a care for the future.

In the few areas of the Shadow World suitable for raising crops and livestock, slaves farm the land. Most of their harvest, however, goes to their masters. Slaves also perform for their lords other tasks that affect the environment, such as hunting, fishing, and clearing terrain.

Freedom fighters live off the land, using only what they need. The wasteful extravagance of the domain lords sickens them—part of the reason they believe the selfish dictators should be overthrown.

variations

Shadow World halflings are, of course, related to Cerilian halflings. The two groups share little in common, however, except their ancestry. Those who left the Shadow World experience very different lives from those who stayed behind.

combat and other encounters

Combat training and abilities vary with each halfling's station in life.

combat

Their dexterity and short statures grant all halflings an

advantage when trying to gain surprise, provided they are not in metal armor. Nonhalfling foes suffer a -4 penalty to surprise rolls (-2 if a door or other screen must be opened).

Shadow World halflings have sturdy Constitutions that grant them a +3 bonus to saving throws vs. poison, wands, staves, rods, and spells. (The downtrodden slaves receive a bonus of only +2.)

Domain lords seldom do their own fighting, relying instead on 2d6 trained guards (AC 6, HD 2, THAC0 18) armed with crossbows and short swords. Should direct combat become inevitable, domain lords defend themselves with short swords (1d6 points damage), held or thrown daggers (1d4+1 points damage), spells, and the Seeming.

As worshippers of the Cold Rider, domain lords are granted priest spells. They can cast eight spells per day (3/3/2), choosing from the following: *curse (bless), command, cause (cure) light wounds, protection from good (evil), cause (remove) fear; charm person or mammal, enthrall, obscurement; animate dead, cause (cure) blindness or deafness, cause (cure) disease, speak with dead.*

Slaves fight for their masters if forced, but suffer a -1 penalty to attack and damage rolls because their hearts aren't really in the effort. If defending themselves or their families, they fight without penalty.

Masters generally do not allow slaves to own arms; they fight, therefore, with whatever makeshift weapons are at hand. These often include slings (1d4+1 points damage), knives (1d3, +1 if thrown), hand axes (1d6, +1 if thrown), and sickles (1d4+1).

Freedom fighters wear leather armor to provide relative ease and silence of movement.

Their preferred weapons are the short bow (1d6 points of damage), sling (1d4+1) and thrown daggers

(1d4+1) at missile range, and the short sword in melee (1d6). They are, however, very resourceful, and in a tight spot can make use of just about any weapon or object at hand—from clubs and slings to stools and frying pans.

Freedom fighters live dangerous lives, and have developed several roguish skills in order to survive. These daring halflings can backstab (as 5th-level thieves) for three times normal damage and also possess the following abilities:

Open locks	35%
Find/remove traps	35%
Move silently	70%
Hide in shadows	90%
Detect noise	50%
Climb walls	50%

peaceful encounters

Once per day, domain lords and freedom fighters can *dimension door* shadow walk (at the 10th level of ability), moving along the edges of the land's shadows to cover great distances quickly. Freedom fighters, who use this ability often, know the terrain of the Shadow World better than any other native creatures (except, perhaps, the seelie faeries).

Living in the eternal twilight of the Shadow World has caused all native varieties of halflings to develop infravision (out to 60 feet).

perception and/or seeming

The most powerful halflings are those who have learned to use the Seeming to their benefit. Domain lords wield it to great effect and often use it to keep their subjects in line. They are not quite as good, however, at penetrating the illusions of others—their perceptions are skewed by years of seeing the world the way they want to see it and forcing it to conform to their wills.

Freedom fighters, by contrast, have had to learn to look past the Seeming in order to survive. They have not fully mastered manipulation of it (except those who once were slaves), but work to improve their understanding so they can use the Seeming toward more noble ends than do the domain lords.

	Domain lord	Slave	Freedom Fighter
CLIMATE/TERRAIN:	Woodlands, hills,	Slave communities	Slave communities, forests
FREQUENCY:	Rare	Common	Uncommon
ORGANIZATION:	Solitary	Community	Band
ACTIVITY CYCLE:	Day	Day	Nocturnal
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11–12)	Average (8–10)	High (13–14)
TREASURE:	W (G)	J (0x3, Q)	K, M (Px3, W)
ALIGNMENT:	Lawful evil	Lawful neutral	Chaotic good
NO. APPEARING:	1	1–10 (20–200)	1–12
ARMOR CLASS:	7 (10)	10	7 (10)
MOVEMENT:	6	6	6
HIT DICE:	6 (d6)	1 (d6)	4 (d6)
THACO:	18	20	17
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon or spell	1d4	By weapon
SPECIAL ATTACKS:	Seeming	None	Backstab, Seeming
SPECIAL DEFENSES:	Seeming	None	Seeming
MAGIC RESISTANCE:	None	None	None
SIZE:	S (4' tall)	S (3' tall)	S (3'6" tall)
MORALE:	Elite (13–14)	Unsteady (5–7)	Champion (15–16)
BLOODLINE:	Azrai, tainted	None	None
BLOOD ABILITIES:	(1) Long life, Persuasion, or Resistance	None	None
PERCEPTION/SEEMING:	Lesser/Greater	Slight/Slight	Greater/Lesser
XP VALUE:	2,000	65	650

Slaves, having grown up in a world permeated by the Seeming, possess a passing familiarity with it. They use their slight abilities as a means of escapism, a way to make their existences not quite so gloomy. Some domain lords turn a blind

eye to the harmless illusions generated by slaves, such as the appearance of a feast to mask a meager meal. Others forbid use of any Seeming abilities, considering them a means of empowerment that must be denied on any level.

minion of the lost

Riders emerged out of the twilight. As they came closer, I thought I recognized them as orogs mounted on their hideous lizards. But as they neared, I realized they weren't like any orogs I had ever seen in Cerilia.

—Kaiana, 1377 HC

overview

More than two millennia ago, even before the first Adurian tribes fled to Cerilia's shores, Azrai hand-picked twelve vile humans and instructed them in the arts of dark sorcery. These most exalted of the Evil One's servants fought on his side in the battle at Mount Deismaar. The force of that cataclysm blasted the sorcerers into the Shadow World. In Cerilia, where no one knew what had happened to them, these wizards became known as the Lost.

The minions of the Lost are former humans, humanoids, and demihumans transformed into new races. These races exist solely to serve their evil creators.

physical description

While each race of minions has its own unique appearance, all minions retain characteristics of their former races (human, elfen, goblin, giant, etc.). Some of these attributes are physical, such as build or acute senses. Some are mental, such as intelligence. All minions speak the language of their race of origin.

The minion races are too numerous to list here in full, but they include the following:

HALFLING SPAWN

Many evil denizens of the Shadow World have enslaved the native halflings, but only the Lost have

monstrously mutated the race. Several members of the Lost have created their own unique breeds of halfling spawn. Those of Macchius sport monkey tails, unusually long and sinuous arms, and clawed paws that allow the halfling spawn to swing from trees and move quickly through the dense, gnarled forests of the Shadow World.

MASETIAN SPAWN

The Mount Deismaar cataclysm obliterated most Masetians from the face of Cerilia, but some found themselves in the Shadow World. One member of the Lost found this race ideal as servants—with a few adjustments. Masetian spawn retain their human bodies and swarthy coloring but bear the heads, agility, and senses of Siamese cats. (Ironically, these minions came into being accidentally when their creator's familiar strayed into a magical experiment the spellcaster was conducting on a Masetian. The resulting feline humanoid exhibited such superior senses and stealth that the wizard bred dozens of litters to serve as spies.) Masetian spawn can sneak through the Shadow World's murky twilight better than many native races.

OROG SPAWN

When a raiding party of Cerilian orogs charged right through a portal and into the Shadow World, several members of the Lost found the vicious, battle-minded race worth studying. In the years since, several varieties of orog minions have evolved, including one that crosses the orogs with their signature mounts. These centaurlike spawn have the upper torsos of orogs and the bodies of giant lizards.

role in the campaign

The Lost are among the strongest and most important denizens of the Shadow World. They have had 2,000 years to amass power, knowledge, and followers. The first, they seized; the second, they researched. The third, they created for themselves.

The minions of the Lost are those creatures who—willingly or unwillingly—serve the twelve evil wizards. A party might encounter them on their own as they complete a task for their master, or characters might have to battle their way through the minions to get to the master.

habitat/society

Minions live in small communities, usually within their masters' compounds (as some of the Lost have found their way back into Cerilia, they have brought their minions with them). They are monitored by an overseer or warden; sometimes this individual is a member of the minions' own race who has gained the trust of the wizard.

An individual member of the Lost may have multiple races of minions as servants. Occasionally, fights break out among the different races—but punishment is swift and memorable enough that such incidents are rare.

ecology

The first minions were the result of magical experimentation. Each member of the Lost sought to create his or her own followers, and tried different approaches on different creatures until each developed the “perfect” minion to suit individual taste.

Once a significant number of minions of each race were created, they began to breed. Each race's population now supports itself, under the watchful eye of its creator. Like any slavemaster, the wizard encourages enough reproduction to provide a steady supply of servants, but keeps the population small enough to prevent uprisings. The harsh life of enslavement to an evil master serves as its own population check, as it results in a low life expectancy: about one-fifth that of the minion's race of origin.

Most minions are omnivores. Those generated from races that have more limited diets (such as vegetarian elves or carnivorous goblins) retain those dietary restrictions.

variations

Shades (see separate entry) are another type of Lost minion. Unlike the “spawn” minions, shades may be used by any member of the Lost, and cannot reproduce. The Lost also summon monsters from this plane and beyond to do their bidding.

Other types of creatures, such as the awnsheghlien, also create and/or enslave minions.

combat and other encounters

Encounters with minions of the Lost vary depending on the type of minion involved.

combat

Halfling spawn wear leather armor to provide enough freedom of movement to swing from tree branches. This choice of armor also enables them to gain the advantage of surprise in many encounters: Opponents suffer a –4 penalty to surprise rolls.

These minions attack with slings and thrown missiles from a distance, and with their claws at close range. Like ordinary halflings, the spawn gain a +1 bonus to attacks with missiles. In melee, these minions swipe with their claws for 1d4 points of damage each.

During hand-to-hand combat, halfling spawn attempt to strangle their opponents with their long, muscular tails. A successful “hit” means the minion has wrapped its tail around a victim's throat. Each round that the choke hold remains in effect, the victim suffers 1d8 points of damage and must succeed at a saving throw vs. paralyzation or lose consciousness for 1d4 turns.

Halfling spawn enjoy a +2 bonus to saving throws vs. poison, wands, staves, rods, and spells.

Masetian spawn have acute senses that allow them to be surprised on only a 1 or 2. In addition, opponents suffer a –3 penalty to surprise rolls. These minions can use any missile or melee weapon ordinary Cerilian humans do. They can also bite for 1d6 points of damage.

The natural agility of Masetian spawn enables them to move silently (50%), hide in shadows (45%), detect noise (45%), and climb walls (90%) per the thief abilities.

Orog spawn have thick, hairy hide instead of ordinary skin

	Halfling Spawn	Masetian Spawn	Orog Spawn
CLIMATE/TERRAIN:	Cerilian or Shadow World forests	Shadow World	Shadow World
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Community	Community	Community
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Average (8–10)	Very (11–12)	Low (5–7)
TREASURE:	J (O, P)	K (M, P)	J (O)
ALIGNMENT:	Neutral evil	Lawful evil	Chaotic evil
NO. APPEARING:	3–24 (10–100)	3–24 (10–100)	3–24 (10–100)
ARMOR CLASS:	6	8 (10)	3 (armored torso), 5 (lower body and unarmored torso)
MOVEMENT:	6, 12 in trees	12	12
HIT DICE:	2	3	4+4
THAC0:	19	18	17
NO. OF ATTACKS:	1 (missile) or 3 (melee)	1	1
DAMAGE/ATTACK:	By weapon or 1d4/1d4/1d8	By weapon or 1d6	By weapon +2
SPECIAL ATTACKS:	Strangle	Bite	Nil
SPECIAL DEFENSES:	Resists poison	See text	Nil
MAGIC RESISTANCE:	See text	Nil	Nil
SIZE:	S (3' 6" tall)	M (6' tall)	H (7' tall, 20' long)
MORALE:	Average (8–10)	Steady (11–12)	Elite (13–14)
BLOODLINE:	None	None	None
BLOOD ABILITIES:	None	None	None
PERCEPTION/SEEMING:	Middling/Lesser	Lesser/None	Slight/None
XP VALUE:	270	175	270

on their torsos, which grants them an Armor Class of 5 on their upper bodies that matches the AC 5 of their lizard lower bodies. Most orog spawn wear armor, however, to bring their upper body Armor Class to 3.

These minions favor axes, crossbows, heavy long swords, maces, and polearms. Their strength grants them a +2 damage bonus to attacks made with these weapons. Bright sunlight blinds and nauseates orog spawn, inflicting a –3 penalty to attack and saving throws.

Other types of minions
can enjoy a range of
special abilities
and defenses,
depend-
ing

on the type of acts their creator wishes them to perform. Such attributes can include character-class-specific abilities such as spellcasting, thief skills, or weapon specialization. They can also include special attack and defense modes (poison, paralyzation, regeneration, etc.).

peaceful encounters

Because minions of the Lost tend to be intelligent creatures, it is possible to converse with them. Minions, however, know little of their masters' plans beyond the immediate task assigned to them.

perception and/or seeming

Minions of the Lost generally develop at least some ability to penetrate the Seeming. Only minions based on native Shadow World races, however, have any ability to manipulate it.

seemer

Of all the sinister, hideous creatures I encountered while in the Shadow World, by far the worst was a horror called the seemer. It appeared to me as my own darling boy—only strangled and mutilated, and walking with the heavy, dull steps of the undead.

—Kaiana, 1377 HC

overview

Seemers are creatures who play upon the fears of those they encounter, making themselves appear to be whatever their observers most dread.

physical description

A seemer is a manifestation of the Seeming itself, a coalescence of the illusory energies in a given area. A seemer can take on the appearance and properties of any living entity, from a flea to a dragon to specific individuals. Seemers can even take on the forms of plants; multiple seemers, for example, together could form an entire “forest.”

Seemers appear as their observers’ worst fears. In an encounter with several viewers, a single seemer may focus on the anxieties of only one character—appearing the same to all foes—or appear different to each individual, so that each must face his or her own worst enemy.

role in the campaign

Seemers enable the Dungeon Master to really mess with the player characters’ minds. They are one’s biggest nightmares come to life, and nearly any cause of anxiety is fair game. PCs can suddenly find themselves face to face with their worst enemies (dead or alive): individuals they met in combat, neighboring regents who make their lives difficult, awnsheghlien who strike fear in the hearts of all Cerilians.

Or the seemer can take the form of other fears. For example, an arachnophobic character can be apparently faced with a giant spider (or a swarm of small

ones); a pyrophobic, a fire elemental; a hemophobic, a tidal wave of blood.

habitat/society

At the dawn of the Shadow World, seemers were very rare creatures of neutral alignment. The shapes they took were based on observers’ psyches, but not necessarily their fears. As the Seeming grew more powerful, seemers became more plentiful. Unfortunately, during this evolution Azrai’s influence increasingly permeated the Shadow World, corrupting parts of the Seeming and most of its manifestations. Though neutral seemers still exist, the majority of the seemers alive today are evil in nature. Born of the Shadow World itself, they seek to eradicate intruders.

ecology

A seemer springs into existence when the Seeming in a certain area becomes so concentrated that its energies spontaneously generate into life. The new creature takes on the image of whatever living entity it first sees, then quickly looks about for nourishment.

Seemers feed off the psychic energy of their observers, using this sustenance to shape themselves accordingly. Because deep-rooted fears occupy a proportionally high amount of a character’s subconscious, seemers seize upon those images and adopt them.

combat and other encounters

A seemer can detect a character’s psychic energy from a range of 500 yards, enabling it to transform before it is seen by a PC.

combat

Seemers automatically attack any intelligent being they encounter who is not native to the Shadow World.

CLIMATE/TERRAIN:	Shadow World
FREQUENCY:	Rare
ORGANIZATION:	Solitary or small group
ACTIVITY CYCLE:	Any
DIET:	Psychic energy
INTELLIGENCE:	High (13–14)
TREASURE:	None
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–10
ARMOR CLASS:	4
MOVEMENT:	Varies
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Maximum of 2d6
SPECIAL ATTACKS:	Seeming
SPECIAL DEFENSES:	Seeming
MAGIC RESISTANCE:	None
SIZE:	Any
MORALE:	Elite (13–14)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Slight/Extraordinary
XP VALUE:	2,000

Because the seemer embodies something personally fearful to the character, it automatically gains surprise unless the viewer succeeds at a saving throw vs. paralyzation.

The seemer fights with the weapons and abilities normally associated with the entity it appears to be. Thus, a seemer in the form of a fire elemental attacks with flaming limbs; one in the shape of a giant python has a constriction attack.

A “spellcaster” seemer uses the Seeming to create spell-like effects; these exclude abjuration and divination spells. “Fighters” use weapons fashioned from the Seeming. However, because the Seeming is not as hard as steel, as hot as flame, and so on, each attack inflicts a maximum of 2d6 points of damage—less if the real form of attack inflicts less. Thus a seemer in the form of a huge spider could inflict only 1d6 points of damage; one in the form of an orog with a long sword inflicts 1d8+2 points of damage.

Poisons, aging, level drains, and other “indirect” attacks have a placebo effect—the victims and their companions think they suffer the effect, but it wears off in 2d4 hours.

Seemers are corporeal and suffer normal damage. They are sensitive to sunlight, suffering a –2 penalty to all attack and damage rolls in such conditions.

peaceful encounters

Noncombative encounters between a seemer and a visitor to the Shadow World are extremely rare. Native creatures with at least a greater Seeming score can converse with seemers. Those with an extraordinary Seeming score stand a chance (5% per 10 Seeming points) of winning a seemer’s cooperation for a brief period.

perception and/or seeming

As children of the Seeming itself, seemers have extraordinary control over it. They have trouble seeing past it, however, and therefore have limited perception.

seeming walker

As I stared into the dark, tangled forest, despairing of ever finding my way through it, a slight movement caught the corner of my eye. A ripple seemed to pass through the forest, as if a breeze fluttered a sheer curtain hanging between me and the gnarled trees.

I blinked, then peered more closely. But the phenomenon—whatever it was—had passed.
—Kaiana, 1377 HC

overview

Seeming walkers are chameleonlike creatures that “wade” through the Seeming, camouflaged by the illusions then in effect.

physical description

Nobody is entirely sure what a Seeming walker *really* looks like. It’s often perceived as a ripple in another image as the Seeming walker moves through it, like a stagehand brushing up on a scenery curtain.

Sages believe that, stripped of the Seeming’s shroud, Seeming walkers are ugly little creatures. Full-grown walkers are believed to stand 4 feet tall, have wrinkled green skin covered with thin yellowish fur, and bear only a few tufts of hair on turnip-shaped heads. They are said to have thin arms and legs, with an opposable thumb and two large fingers on each hand, and three toes per foot. This description, however, is mere speculation and has never been reliably confirmed.

role in the campaign

Seeming walkers tend to mind their own business, moving through Shadow World terrain in pursuit of their own simple goals and not taking an interest in the larger, more worldly affairs of other inhabitants.

However, because they move through the illusions woven by the Shadow World’s powerful denizens, Seeming walkers inadvertently bear witness to major events and conversations. Akin to the proverbial “fly on the wall,” a Seeming walker could relate fascinating stories—provided the would-be listener managed to track one down.

habitat/society

Solitary creatures by nature, Seeming walkers wander in search of a “comfortable” illusion in which to dwell for a time. They prefer environmental manifestations of the Seeming—passive, semipermanent illusions that cloak the landscape—as opposed to the more active manipulations wrought by Shadow World denizens who can control the Seeming. Seeming walkers generally remain in a passive illusion for several weeks unless disturbed (the illusion shifts, or a character penetrates it).

Seeming walkers travel from place to place through the Seeming, often using active manipulations as “bridges” between passive illusions. Thus, observant characters facing a large dragon might notice a ripple pass along its belly—evidence that the formidable beast is just an illusion.

ecology

Though Seeming walkers create ripples while traveling through the Seeming, they have little other effect on the environment and leave behind no evidence of their passing. They dine on broken illusions—pieces of images shattered by a perceptive character’s ability to penetrate the Seeming. When they die, the Seeming absorbs their bodies.

combat and other encounters

Though many Seeming walkers exist in the Shadow World, encounters with them are rare, and combat rarer still. Because a Seeming walker needs active uses of the Seeming in order to travel, it unconsciously exerts an effect on encounters between other parties in order to sustain the tension between them. Should the active Seeming face a threat of exposure, the presence of a Seeming walker temporarily boosts the Seeming scores of all involved creatures by 10 points (provided the creatures have at least slight Seeming to begin with).

CLIMATE/TERRAIN:	The Seeming
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Active Seeming
DIET:	Broken illusions
INTELLIGENCE:	Very (11–12)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5 (10)
Movement:	3, 12 in Seeming
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	See text
SPECIAL ATTACKS:	Seeming shards
SPECIAL DEFENSES:	Seeming camouflage; immune to illusions, <i>charms</i>
MAGIC RESISTANCE:	None
SIZE:	S (4' tall)
MORALE:	Unreliable (2–4)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Extraordinary/ Greater
XP VALUE:	420

A Seeming walker can create this boost up to three times per encounter. So, each time an active use of the Seeming starts to falter or the encounter to resolve itself, the active Seeming increases. The effect can occur even within cooperating parties; characters start believing their companions are behaving suspiciously, when in fact they are merely going about their business.

Seeming walkers don't wish to harm anyone with this unintentional escalation—they merely need to keep the Seeming active as long as possible.

combat

Seeming walkers usually pass right by others undetected.

If spotted (as a ripple), they hold still, attempting to camouflage themselves within the Seeming.

If a Seeming walker is attacked or the Seeming is penetrated by some other means, the illusions around the creature shatter. The Seeming walker is extremely vulnerable in this state; its movement rate drops to 3 and its armor class shifts to 10. In addition, the creature loses 1d8 hit points per day that it remains exposed to view. It will beg for its freedom and promise nearly anything in exchange. (See "Peaceful Encounters," below.)

Should combat prove inevitable, the creature uses the shards of shattered illusions as missile weapons, hurling them toward opponents. The Seeming shards create random illusions when they hit a target or the ground. Damage is based on the nature of the illusion created (see restrictions for the seemer). DMs may select the illusions themselves, or allow the shards to function like a *deck of illusions*. Seeming walkers use the chaos created by the illusions to attempt escape.

peaceful encounters

Seeming walkers avoid encounters with others if at all possible. Painfully self-conscious, they cannot bear to be looked at or be near someone who knows they exist.

If captured, a Seeming walker negotiates for its freedom—all the while ducking its head and trying to shrink from view. It offers nearly anything in its possession, from information to spare Seeming shards. Failing that, the creature watches for opportunities to use shards to create distractions that enable it to slip away.

perception and/or seeming

Seeming walkers have extraordinary perception, which grants them the ability to navigate through the Seeming.

While Seeming walkers have a greater Seeming score, it represents only how high a character's perception must be to spot a Seeming walker's rippling movements. A viewer's perception score must exceed a Seeming walker's Seeming score by at least 20 points before its true appearance is revealed.

Though Seeming walkers possess a unique ability to use the Seeming as a medium for travel, they cannot otherwise manipulate it.

shade

There's a creature said to walk among us—"shades," they call them. The beings look like humans, talk like humans, walk like humans. But inside, there's nothing human about them.

—Halden, Faylene's grandson, 1467 HC

overview

Shades are former humans transformed into creatures of shadow. They move freely through both the Shadow World and Cerilia, doing the bidding of their evil masters.

physical description

Shades bear such a strong resemblance to humans that the creatures are often mistaken for them. Most shades appear as humans of their former physical height and appearance, but with grayish or nearly black dusky skin and veiled eyes. They favor somber clothing and wear armor if they so desire, provided it does not interfere with any spellcasting abilities they may possess. Shades can speak as many languages as their intelligence allows, but have no special language of their own. All shades speak their native human tongue.

role in the campaign

Created by evil wizards, shades exist to serve their masters as slaves. Though any evil mage with enough experience and resources can transform someone into a shade, few meet these qualifications. Most of those who do dwell in the Shadow World. Shades are favorite minions among the land's powerful denizens.

Should player characters encounter a high-level evil wizard, they could wind up in danger of becoming shades themselves.

habitat/society

Shades tend toward taciturn dispositions and prefer solitude. They live primarily in the Shadow World. Though some shades still maintain strong connections with their former abodes in Cerilia, most underwent their transformations so long ago that they have almost forgotten their lives

as mortals. Such shades find many humans' urgent concerns trivial. They may even have difficulty concentrating on the conversations of mortals addressing them, having grown used to ignoring people and things that do not interest them.

Shades spend a great deal of time returning to Cerilia, much more so than many other creatures of the Shadow World. They do so under the direction of their evil masters—many of whom cannot or prefer not to make the crossing themselves. These lords send them on missions to gather information, retrieve powerful items, kidnap or kill important (or seemingly unimportant) beings, protect a certain location, or perform some other task.

ecology

Human beings become shades when wizards use powerful magic (see spell description, below) to replace their spirits with the stuff of shadows. Most undergo this transformation involuntarily, though a few people sworn to the cause of evil have been known to submit freely. The process confers upon subjects virtual immortality (shades die only if slain and prevented from regenerating), but leaves them sterile.

Create Shade Alteration

Level: 9

Range: Special

Components: V, S, M

Casting Time: 1 day

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: None

This powerful spell infuses one being with shadowstuff from the Shadow World and transforms that individual into a shade.

The subject must be a single-classed human or demihuman of at least 10th level.

Only a free-willed wizard

can cast this spell successfully.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the subject must not be disturbed at all, or else the spell will fail. Additionally, the wizard must cast *summon shadow*, *shadow walk*, *gate* and *permanency* upon the subject for the transformation to succeed. Upon completion of all the castings, the subject must survive a system shock roll.

A 25% bonus can be added to this roll if this spell is cast in the Shadow World itself. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into Shadow, lost forever. Not even a *wish* can recover the subject.

It is possible for the subject to undergo an alignment change by this spell (see table, below). A *wish* spell can prevent any change in alignment. After the spell is cast, the wizard loses 1d6 Constitution points and loses consciousness for 1d8 days. He or she also ages five years if using a *wish* spell to prevent an alignment change.

1d10 Alignment Result

- | | |
|-----|----------------------------------|
| 1 | Stays the same |
| 2-4 | Moves a step toward true neutral |
| 5-7 | Moves a step toward evil |
| 8-9 | Becomes true neutral |
| 10 | Becomes neutral evil. |

The material components for this spell are 5 GB worth of powdered onyx, 5 GB worth of powdered diamond, and a chip of Azrai's *sielshegh* (see *The Book of Magecraft*). The powdered onyx and diamond are consumed during the casting, while the chip of bloodstone draws forth the necessary amounts of shadowstuff and *awnmebhaighl* from the Shadow World.

Shades eat much the same diet as they did while mortal, but apparently receive

some nourishment from shadow itself; no accounts exist of any of captive shades (for what little time they were captured) starving or becoming malnourished for lack of food and water. Shades do not create an uneasy reaction in animals, as do many unnatural creatures; quite to the contrary, they seem to be ignored by creatures of lesser intelligence, perceived simply as shadows rather than as living beings.

Demihumans who become shades function as described here, though their appearance suggests their former race. A dwarven shade, for example, might appear very stout. There are very few demihuman shades compared to the number of apparently human shades.

adventures

A shade appears in "Courting Danger."

combat and other encounters

Shades, by their nature, have an affinity for shadow, and behave differently depending on the degree of shadow they occupy.

combat

Shades become fairly weak when exposed to unrelieved light or complete darkness, but prove formidable when in shadows. Their varying capabilities are described below, and also listed in the Shade Ability Summary Table for ease of reference.

No Shadows (Cerilia): The shade is surrounded by multiple light sources: within a magical light or darkness spell, in a room cut off from all light sources (complete darkness), or in the open on a bright, clear day. The shade suffers these penalties:

- ◆ All the shade's senses function at half the human norm.
- ◆ Base movement rate reduced to 12.
- ◆ -2 hit points per hit die (minimum 1 point per die).
- ◆ -4 saving throw penalty.

Weak Shadows (Cerilia): These lighting conditions include outdoors at dawn or twilight, in the woods on a bright day, in

average indoor light, or outdoors on a moonless or overcast night. The shade functions normally in most respects, enjoying acute eyesight and hearing. The shade inflicts a -1 penalty on an opponent's surprise rolls.

Strong Shadows (Cerilia): The shade enjoys the following advantages outdoors at night or in dim indoor light:

- ◆ Highly acute eyesight and hearing equal to twice the human norm.
- ◆ +1 hit point per Hit Die.
- ◆ +2 to surprise rolls, -2 to opponent's surprise rolls.
- ◆ Base movement rate of 15.
- ◆ +1 to all saving throws, attack rolls, and damage rolls; all such rolls made against the shade suffer a -1 penalty (minimum 1 point of damage per die).
- ◆ Magic resistance equal to 2% per Hit Die or level of experience (but never more than 40%).
- ◆ Invisibility once per turn, maximum duration 1 hour per use.
- ◆ Slight ability to manipulate the Seeming while in Cerilia.
- ◆ The ability to regenerate 1 hit point a turn. The shade can regenerate severed limbs if the lost limb is pressed against the stump, but cannot regenerate its head if decapitated.

Shadow World: As the Shadow World is a shade's home terrain, its abilities are strongest there. While in the Shadow World, a shade enjoys:

- ◆ Highly acute eyesight and hearing equal to twice the human norm. The shade sees through shadows as well as a human sees in broad daylight. Any hide in shadows attempts (except by other shades) automatically fail with respect to the shade.
- ◆ +3 hit points per Hit Die.
- ◆ +3 to surprise rolls, -3 to opponent's surprise rolls.
- ◆ Base movement rate of 18 and the ability to make a controlled *blink* once every two rounds. This ability allows the shade to appear in any very shadowy area within 100 yards and attack, use an ability, or cast a spell after it appears. The shade never appears inside a solid object.
- ◆ +3 to all saving throws, attack rolls, and damage rolls; all such rolls made

CLIMATE/TERRAIN:	Shadow World, Cerilia
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (SW); Twilight/night (Cerilia)
DIET:	Omnivore
INTELLIGENCE:	Low to Genius (5-18)
TREASURE:	K, M, N, or W
ALIGNMENT:	Any nongood
NO. APPEARING:	1-2
ARMOR CLASS:	10 (or by armor type)
Movement:	15
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (usually 1d8)
SPECIAL ATTACKS:	Seeming, surprise
SPECIAL DEFENSES:	Seeming, blink, regeneration
MAGIC RESISTANCE:	Variable
SIZE:	M (avg. 6' tall)
MORALE:	Elite (13-14)
BLOODLINE:	None (lost during transformation)
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Lesser /Varies with location
XP VALUE:	6,000

against the shade suffer a -3 penalty (minimum 1 point of damage per die).

- ◆ Magic resistance equal to 3% per Hit Die or level of experience (but never more than 70%).
- ◆ Middling ability to manipulate the Seeming.
- ◆ The ability to create quasi-real images once an hour. This ability is similar to a *demishadow monsters* spell

shade ability summary table

The table below presents the varying abilities of shades based on the amount of ambient shadow present.

Lighting Conditions	Senses (re: Human)	MV	hp	MR (Max.)	Attack/Surprise	Damage	Saving Throw	Magic/Seeming
No shadows	1/2	12	-2/die	Nil	—	—	-4	—
Weak shadows	1	15	Normal	Nil	-1 ²	—	0	—
Strong shadows	2	15	+1/die	2%/level (40%)	+2 ³	+1 ³	+1	slight Seeming, regenerate 1/turn, invisibility 1 hour
Shadow World	2 ¹	18	+3/die	3%/level (70%)	+3 ³	+3 ³	+3	middling Seeming, quasi-images, blink 1/2 rounds, regenerate 3/round, teleport 1/day

1 See in shadows as human in full daylight. Non-shade thieves in shadows are seen clearly.

2 Opponents have a -1 penalty to their surprise rolls.

3 Opponents have an opposite bonus or penalty of the same magnitude. For example, in strong shadows, a shade has a +1 attack bonus, while its opponents have an attack penalty of -1. Hit dice are not reduced below 1 hit point/die; damage rolls are not reduced below 1.

cast at the shade's level (or 2nd level, whichever is better), except that 1d4 duplicates of the shade appear. The shade has mental control over the duplicates.

- ◆ The ability to regenerate 3 hit points a round, with the limitations noted above under the regeneration ability for strong shadows.
- ◆ The ability to *teleport without error* to anywhere in the Shadow World once per day.

peaceful encounters

Noncombative encounters with shades are possible. Characters should find them reluctant to converse (unless a shade is itself digging for information) and unwilling

to disclose any details about themselves. Most shades PCs meet have tasks to fulfill for their masters; they have little time to tarry and even less inclination to divulge the details of their nature or activities.

perception and/or seeming

The longer they have been shades, the more these creatures know about the Shadow World and the more they can penetrate its Seeming. Shades average a lesser perception score, though very new shades have lower scores and old shades have higher scores.

Shades' Seeming abilities vary with location and lighting conditions (see "Combat").

shadow steed

Our new acquaintance said he would ride along with us as far as Aberannwn. I glanced around for his mount, but saw none.

He whistled. I listened expectantly for the soft thump of hooves hitting the ground as his horse trotted out from wherever he had left it.

Instead, a shape began to form out of the shadows. The twilight itself seemed to coalesce, taking on the figure of a large stallion.

I blinked. Surely my eyes were deceiving me.

—Halden, 1467 HC

overview

Shadow steeds are stallions made of shadowstuff—the shadows, twilight, and mists that permeate the Shadow World and help create its sinister atmosphere.

physical description

The color of shadow steeds varies from light gray to black. The mounts are incorporeal but opaque, like a heavy fog. Due to the eternal twilight that enshrouds the Shadow World, these stallions often blend right into the landscape.

From a distance, their riders frequently look as if they're floating through the air. But up close, observers can see the glow of their pupilless eyes, the thick tendrils that form their manes, their whip-like tails, and the sharp, semi-corporeal hooves that hammer on the ground. And anyone unfortunate enough to receive a kick from one of those hooves feels force equal to that of a flesh-and-blood stallion behind it.

role in the campaign

Shadow steeds serve as mounts for many denizens of the Shadow World, including riders of the Wild Hunt, the queens of the Seelie and Unseelie Courts, and the Cold Rider himself.

habitat/society

Each shadow steed is individually coalesced and shaped from shadowstuff by its master, a process which allows the rider to tailor the horse to his or her specific needs and preferences. As mount and rider become more used to each other, the stallion learns to make adjustments of its own. Their relationship becomes symbiotic, with the two seeming to function as a single entity.

ecology

When not in use, the steed diffuses back into the twilight until called again by its master. The stallion need not reappear where its rider last “left” it: a shadow steed can rematerialize in any shadowy or twilight area of the Shadow World (which means nearly anywhere, except a region artificially illuminated by *light* or some other means).

variations

While repeated interaction with its master makes each shadow steed unique, it is said that the Cold Rider's mount makes all others look like trick ponies. Popular belief credits his stallion with abilities far surpassing those of ordinary shadow steeds. In fact, some hypothesize that the Cold Rider and his mount don't merely work as one: They *are* one.

combat and other encounters

As shadow steeds are essentially war horses, characters are far more likely to encounter them in combat than in other situations.

combat

Shadow steeds are mounts worthy of the powerful riders they bear. In battle, they can fight better than the best-trained Cerilian war horses.

CLIMATE/TERRAIN:	Shadow World; Cerilia within 100' of a portal
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d10/1d10/1d4/1d8 (kick/kick/tail/bite)
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Half damage from all but magical or silver weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (6-7' at shoul- der)
MORALE:	Champion (15-16)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Middling/None
XP VALUE:	1,400

A shadow steed fights by kicking with its front or rear hooves, for 1d10 points

of damage per hoof. It also uses one additional form of attack. If the stallion's opponent is behind it, it uses its whiplike tail to strike for 1d4 points of damage; if the foe is in front of it, the destrier bites for 1d8 points of damage.

If given an opportunity to charge, a shadow steed can attempt to trample an opponent for 2d6 points of damage.

Magical and silver weapons inflict full damage on shadow steeds. All other weapons inflict half damage.

As creatures of shadow and twilight, shadow steeds are vulnerable to bright light. *Light* and *continual light* inflict 1d8 points of damage and blind the mount. *Sunray* injures the stallion as if it were undead.

peaceful encounters

Shadow steeds are never encountered without their masters. If a rider is engaged in a peaceful encounter with characters, his or her mount waits patiently, snorting or nickering if it senses the presence of someone (or something) its master would consider a foe.

perception and/or seeming

The ability to see through the Seeming enables a shadow steed to aid its rider. Riders with lower perception scores than their horses have been known to charge headlong into apparent danger, placing their trust entirely in their mounts.

shadow warrior

The cwn annwn had me in its jaws—burning me with its fire, raking me with its claws, and shaking me until I dropped my bow. Alderic could not help me—another beast had him pinned to the ground. Our elven companion was already slain. I knew in that moment, with sickening certainty, my son and I were going to die.

Suddenly, the hound released me with a howl of pain. It turned and growled. Behind it stood a ghostly warrior. Dressed in archaic armor, the knight attacked the cwn annwn with a sword bathed in mystical light.

With the aid of this surprise ally, we managed to slay the hounds. Before we could thank our rescuer, however, he disappeared into the night.

—Faylene, 1420 HC

overview

Shadow warriors are spirits of noble Cerilians who fight on behalf of good in the Shadow World. Killed trying to defend their land from shadow incursions, they now continue their battle from the other side.

physical description

Shadow warriors look as they did in life. Because many of these spirits died long ago, often they wear antiquated armor and clothing. In the Shadow World, shadow warriors are transparent until they engage in combat; then they become semicorporeal.

At portal openings in Cerilia, shadow warriors are invisible; only characters with middling or better perception can see or hear them. To such a perceptive character, the warriors appear transparent.

Shadow warriors keep all abilities, skills, languages, and knowledge they had in life.

role in the campaign

Only rarely do player characters find themselves opposing shadow warriors in combat. Usually, these spirits interact with PCs as transient allies, appearing unexpectedly during Shadow World battles where the forces of good are in danger of losing. They

might also appear in Cerilia at portal openings, perhaps to offer warnings.

Though shadow warriors will speak to good-aligned characters, they do not converse long and are highly unlikely to enter into any kind of formal alliance or cooperative agreement. The spirits should be used as momentary sources of information or aid, not as auxiliary party members.

habitat/society

Prince Eyrmin, a former member of the Sielwode's royal family, leads the shadow warriors. The elven prince died several centuries ago driving a lich-lord out of the Sielwode and back into the Shadow World. When the portal closed, trapping him and 50 other spirit warriors on the wrong side, the elves vowed to fight for the cause of light in their new, dark home. Since then, more spirits (demihuman and human) have joined their ranks.

The prince has 15 Hit Dice and carries a powerful magical sword, *Deathirst* (details on page 51).

The warriors canvas the Shadow World in small bands, offering aid where they can and collecting information to report to the prince. Any band of 10 or more warriors includes a 12 HD lieutenant; the prince also has three 13 HD captains among the ranks. Occasionally, the bands come together for large-scale assaults on one Shadow World denizen or another. But Eyrmin realizes that their numbers are too small to take on all the Shadow World's many evils, so rather than engaging in futile suicide missions, the spirit warriors focus their efforts on smaller skirmishes in which they can make a difference.

The shadow warriors maintain a secret headquarters deep within one of the Shadow World's many forests. Each band of warriors returns there once every two to four months to report news and activities and, when necessary, receive new instructions. A 25% chance exists of finding the prince there at any

given time; more often than not, he is patrolling along with his troops. During the prince's absences, one of his captains oversees the command post.

Should the scattered bands need to communicate quickly over distances, they use a system of high-pitched whistles undetectable to mortal ears.

ecology

The original 50 shadow warriors began as spirits trapped on Aebrynis after their deaths. When Eyrmin (with the help of his son) freed their essences during a battle at a portal, they chose to follow him into the Shadow World and make his cause their own.

New shadow warriors come into being when a champion of strong moral character dies trying to defend his or her homeland from a shadow incursion. Not every fighter who dies in such a manner becomes a shadow warrior: The choice is a conscious one. Only those whose dedication to Cerilia surpasses even death itself join these noble ranks. For that reason, most shadow warriors were once scions or elves. Though they lost any bloodlines at death, their mystical connection to the land and drive to defend it continues beyond the grave.

When a shadow warrior is "killed," its spirit fades from the Shadow World and at last enjoys the peaceful afterlife dictated by its culture of origin.

adventures

The BIRTHRIGHT novel *Greatheart* tells the story of Prince Eyrmin, *Deathirst*, and the original shadow warriors.

combat and other encounters

Player characters should hope their encounters with shadow warriors are peaceful ones, for the ghostly knights prove themselves formidable opponents in battle. After a skirmish, they may stick

around, attempting to glean information from those they have helped, or they may simply disappear into the eternal twilight.

Shadow warriors will not aid parties with even one evil-aligned character among them, no matter what the circumstances.

combat

Shadow warriors' transparency and ability to move silently enable them to gain surprise 90% of the time. As these warriors have considerable experience fighting creatures of the Shadow World, they often can penetrate an opponent's Seeming or already know a monster's weakness and adjust their tactics accordingly. If aiding an adventuring party, they may call out instructions.

The fighters carry whatever weapons they died bearing. Because shadow warriors generally are of noble birth and died prepared to battle forces of the Shadow World, a majority of them hold magical weapons. The DM may assign arms or use the following table to determine each shadow warrior's weapon.

1d10	Weapon
1	<i>short sword of quickness</i>
2	<i>long sword +2</i>
3-4	<i>long sword +1</i>
5-6	<i>long bow +1</i>
7-8	nonmagical long bow
9-10	nonmagical sword

The three captains carry a *two-handed sword +3*; a *sword, +4 defender*; and a *long sword +2, +3 vs. magic-using and enchanted creatures*, respectively. Lieutenants bear either a *sword of sharpness* (66% chance) or a *crossbow of accuracy*, +3 (34% chance).

Shadow warriors can be hit only by silver or magical weapons. They are immune to poison, paralyzation, *sleep*, *charm*, and all but the most powerful illusion spells (sixth level or higher). Their long residence in a land of eternal twilight and countless battles against Shadow World evils, however, have taken their toll: The fighters have become especially vulnerable to priest spells of the sun sphere and wizard spells from the school of necromancy. *Light* and *continual light* (cast by priests or wizards) and *sunray* automatically blind the warriors (no saving throw); *sunray* also inflicts undead damage. Necromancy

spells inflict double damage and impose a +2 saving throw penalty (in addition to any other penalties the spell may cause).

DEATHIRST

Prince Eyrmin carries the magical sword *Deathirst*, a powerful blade forged by the gods themselves in the days before the Mount Deismaar cataclysm. Once an evil weapon used against him, in the prince's hands it has become a neutral instrument.

Deathirst is a vorpal sword +6, a blade so sharp that it can literally cut through the Seeming. When holding the sword, one sees opponents, events, and terrain as they really are, stripped of the Seeming's masking influence. In addition, the weapon can cut through the barrier between the Shadow World and Cerilia, creating portals at the bearer's will. A single word spoken by the owner closes the portal.

The blade is a bastard sword inscribed with dark, wicked runes. These runes seek to corrupt anyone who wields *Deathirst* infusing the bearer with evil. Only Eyrmin has been able to withstand this corruption.

In evil hands, the weapon gains additional abilities, becoming a *sword of life-stealing and wounding*. It also increases its wielder's Seeming score by 20 during combat; if the owner is blooded, the bearer receives an additional major blood ability.

Deathirst was forged simultaneously with *Starfire*, a blade created for the cause of good. Though centuries ago *Starfire* was carried by Cald, Eyrmin's adopted human son, no one knows what has become of it since.

peaceful encounters

Initial encounters with shadow warriors tend to occur in combat situations. However, occasionally circumstances prompt the ghostly fighters to approach characters for other reasons. If sure of adventurers' nonevil alignment (through observation or instinct), shadow warriors may offer warnings about something that lies ahead or seek information to broaden their own knowledge of Shadow World happenings.

perception and/or seeming

Most shadow warriors have resided in the Shadow World for years (often centuries).

CLIMATE/TERRAIN:	Shadow World; near portals in Cerilia
FREQUENCY:	Rare
ORGANIZATION:	Solitary or squad
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Very high (15-16)
TREASURE:	U
ALIGNMENT:	Any nonevil
NO. APPEARING:	2-12
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	11
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise; silver or magical weapons to hit; immune to poison, paralyzation, most illusion spells, <i>sleep</i> , <i>charm</i>
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall)
MORALE:	Fearless (19-20)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	Greater/None
XP VALUE:	6,000 Lieutenant 7,000 Captain 8,000 Prince 10,000

In addition, many encountered shadow creatures and the Seeming while still alive. This familiarity with the Seeming grants shadow warriors greater perception; a rare few (including the prince) have extraordinary perception.

Though they are long-term residents of the Shadow World, shadow warriors are diametrically opposed to the Seeming and therefore have no ability to manipulate it themselves.

the sluagh

The doors of the inn shivered at the violence of the thunderstorm raging outside. As an icy draft licked the hearth flames, I gathered my cape more closely about me, thankful for the comfort of the fire.

A gentleman across from me rose. "I'm going to check on my horse," he said. "She gets skittish in storms this loud."

The innkeeper shook his head. "I would not go outside, sir, were I you."

The gentleman frowned. "Whyever not?" "Tis near midnight, sir," the innkeeper said. "And the Host sounds angry tonight."

"Bah!" The noble waved his hand in disdain as he headed out the door. "I fear no peasant superstitions."

We never saw him again.

—Reganna, Halden's daughter, 1499 HC

overview

The Sluagh (*SLOO-ah*), or the Host of the Unforgiven Dead, are the spirits of Cerilians who have died with unspeakable crimes on their consciences. Rejected in the afterlife by their gods for their transgressions, the Sluagh become trapped on Aebrynis.

physical description

The Sluagh appear as vaporous apparitions. Their heads and upper bodies, though composed of gray mist, retain a human shape—indeed, their facial features might be faintly recognizable to those who knew them well. Their expressions still hold the malice and cruelty they did in life.

Below the waist, the figures taper off into foggy tendrils.

role in the campaign

Were the spirits that comprise the Sluagh capable of re-

morse, they would not be sentenced to such a lousy way to spend eternity. The gods, after all, were once themselves mortal—they understand mortal weakness, and they understand forgiveness. But when death is the only reason an evil person stopped committing heinous acts, the gods feel quite justified in withholding the compassion the deceased never showed.

The unforgiven dead are sentenced to walk the earth until they have made up for their crimes. Unfortunately, those who make up the Host just never get it. They find fault with the gods for rejecting them instead of looking inward with a critical eye. They use their extended time on Cerilia as an opportunity to continue the plots and vendettas they began while alive. And they enslave the living into abetting their causes.

habitat/society

The Sluagh live in the great gray clouds that drift across Cerilia's night skies. From there, they launch their attacks on the living. The newly dead tend to focus their ire on enemies they had as mortals—particularly if their deaths occurred at the hands of such enemies. As time passes, however, this focused hatred expands to encompass all the living, from powerful kings to simple farmers to dumb animals. Those caught outdoors at midnight, be they men or beasts, risk dropping dead—the victim of an invisible dart. When someone dies unexpectedly, from no apparent cause, the victim is said to have caught the eye of the Host.

ecology

The Sluagh not only interfere in the affairs of the living, but also fight among themselves. Folk wisdom says that particularly violent storms indicate mighty clashes going on between factions of the Sluagh. Occasionally, the morning after such an event, their blood stains rocks and stones. The phenomenon is called *shegh nan sluagh*, or "blood of the Host."

combat and other encounters

Though the Host of the Unforgiven Dead can be deadly in missile combat, they prove even more sinister in personal encounters.

combat

Typically, the only sign of an impending Sluagh attack are gathering cumulonimbus clouds with high vertical development. The Host can easily hide themselves in these clouds to gain surprise.

The Sluagh attack from the sky, hurling their invisible darts at those below. Each dart inflicts 1d6 points of damage. Two to three minutes after being hit, victims feel a burning poison (class B) enter their veins and must attempt a saving throw vs. poison for each hit. Failure means they suffer an additional 20 points of damage from the poison; success reduces the damage to 1d3 points.

Because the Sluagh attack from such a distance (clouds tend to be at least half a mile—880 yards—in elevation), they are out of range for nonmagical weapons and many offensive spells. Dungeon Masters may allow characters to use battle spells (as described in *The Book of Magecraft* and *The Book of Priestcraft*) during combat with the Host.

peaceful encounters

By far the most insidious encounters with the Sluagh come when they attempt to dominate (per the *domination* spell) a character's will. Driven by vengeance, a member of the Host sometimes descends from the clouds to speak to its victim. The malevolent being addresses the character in hypnotic, soothing tones to lower the victim's guard, then subjugates his or her will. The master then uses the character to carry out acts of vengeance against its old enemies. Should the victim avoid being killed by those enemies for his or her actions, and live long enough for the effects of the *domination* to wear off, the character must succeed at a system shock roll or die.

CLIMATE/TERRAIN:	Cerilia, near populated areas
FREQUENCY:	Rare
ORGANIZATION:	Host
ACTIVITY CYCLE:	Nocturnal, near midnight
DIET:	Nil
INTELLIGENCE:	Very (11–12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1–20
ARMOR CLASS:	0
MOVEMENT:	Fl 24 (B)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d6
SPECIAL ATTACKS:	<i>Domination</i> poison
SPECIAL DEFENSES:	Range
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13–14)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/None
XP VALUE:	4,000

perception and/or seeming

The Host of the Unforgiven Dead is a threat native to Cerilia, and therefore has no Seeming score. Even if members of the Sluagh adventured in the Shadow World while alive, upon death they lose any perception score they attained.

spectral awnshegh

In Cerilia, legends tell of the Diabolyk's fall at the hands of the Gorgon. Some doubt that such a mighty awnshegh can truly be dead. They believe that he lies low somewhere, biding his time until the day he will reappear.

I doubt no longer.

I have seen the Diabolyk—or what I believe was once him. And if he was fearsome in life, he is even more horrific in undeath.

—Halden, 1467 HC

overview

Summoned by the Cold Rider to serve his dark bidding in undeath, spectral awnsheghlien are the spirits of slain Abominations from the waking world. At their moments of death, the Cold Rider trapped their essences in the Shadow World—it would be a shame, after all, to let such pure, unmitigated evil merely scatter to the winds.

physical description

Spectral awnsheghlien generally appear as they did in life, only in semitransparent form. In combat, however, they can become corporeal at will.

role in the campaign

Spectral awnsheghlien exist at the will (and the whim) of the Cold Rider.

Among the most powerful of his minions, they act as he dictates; they use their powers to forward his goals.

Characters, however, probably won't realize that a spectral awnshegh they encounter serves such a powerful master, unless the DM chooses to reveal this fact in the course of multiple encounters.

This creature provides the DM an opportunity to bring back favorite major and minor awnsheghlien the characters thought Cerilia was rid of for good—and now the monsters are bigger, badder, and meaner than before, thanks to the Cold Rider's dark gifts.

habitat/society

Spectral awnsheghlien can be found in all parts of the Shadow World. Though none have ever been spotted in Cerilia, it's possible that one could grow powerful enough (DM's discretion) to make the crossing and terrorize the waking world once again.

As they were in life, spectral awnsheghlien are solitary creatures. Unless called together by their evil master, they do not interact with each other.

Though they serve the Cold Rider, spectral awnsheghlien create strongholds of their own in the Shadow World. These lairs are not as large or elaborate as the ones they had in life, though sometimes a spectral awnshegh will manipulate the Seeming to make a Shadow World home resemble its Cerilian counterpart.

Often, spectral awnsheghlien have their own goals and agendas, which the Cold Rider permits them to pursue. When he beckons, however, they must drop everything to answer his summons and carry out his plans.

A number of spectral awnsheghlien command minions. Some of these unfortunate servants are undead versions of the minions the awnshegh had in life. For example, if the Spider died in Cerilia and reappeared as the Spectral Spider in the Shadow World, he would likely have a legion of undead spiders under his control.

Spectral awnsheghlien also take advantage of the native population of the Shadow World, impressing all manner of creatures into their service. Depending on the awnshegh's level of power, it may enslave halflings, changelings, members of the Seelie or Unseelie Court, various types of undead, or other monsters.

ecology

When a Cerilian awnshegh dies, the bloodline of Azrai that it carried in its

veins dissipates and travels to the Shadow World. This holds true even for awnshegh victims of bloodtheft. (Recall that even with a *tighmaevril* weapon, the attacker receives only 5 bloodline strength points; the rest dissipate.) Only an awnshegh who invests its bloodline before death is immune to the possibility of becoming a specter.

The Cold Rider manages to keep the spectral awnsheghlien in line by magically trapping and absorbing part of this essence. Scions of Azrai in life because they carried in their blood a part of the evil god, they become servants of the Cold Rider in death because he carries part of them within himself.

This connection can be broken by the Cold Rider if he so chooses. He never has.

variations

It is said that perhaps spectral ehrsheghlien also exist in the Shadow World. If so, such a creature would be connected to one of Cerilia's new gods, doing the work of that deity in an attempt to improve the lots of those who dwell in lands eclipsed by shadow.

combat and other encounters

In combat, spectral awnsheghlien are even more fearsome now than they were in life.

combat

Spectral awnsheghlien retain the same combat abilities they possessed in life. In addition, their spectral nature also grants them a shadow touch attack. Each time a spectral awnshegh touches an opponent, it transforms some of the victim's life essence to shadow and drains 1 Constitution point. Should a character's Constitution drop to 0, the victim turns into a spectre (see the *MONSTROUS MANUAL* tome).

All spectral awnsheghlien have the ability to regenerate per the major regeneration blood ability (described in the BIRTHRIGHT *Blood Enemies* accessory).

CLIMATE/TERRAIN:	Shadow World
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Same as in life
TREASURE:	W, V (H, Vx5)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	Same as in life
HIT DICE:	Same as in life
THAC0:	Same as in life
NO. OF ATTACKS:	Same as in life
DAMAGE/ATTACK:	As in life +4
SPECIAL ATTACKS:	Shadow touch
SPECIAL DEFENSES:	Regeneration, Seeming
MAGIC RESISTANCE:	As in life +25%
SIZE:	Same as in life
MORALE:	Fearless (19–20)
BLOODLINE:	Azrai, strength varies
BLOOD ABILITIES:	Vary
PERCEPTION/SEEMING:	Greater/Varies
XP VALUE:	Varies

peaceful encounters

One can converse, negotiate, and bargain with a spectral awnshegh to about the same extent as when the individual creature was alive. An awnshegh will not, however, listen to a character who was responsible for its death—it will only seek to repay the deed in kind.

perception and/or seeming

The Cold Rider has bestowed greater Seeming on his minions, a power they often make use of in combat. Perception varies with how long an awnshegh has resided in the Shadow World: 1 point per decade.

waff

'Twas a sight I shall never forget—indeed, with each passing hour, it haunts me more.

After fighting my way through a thick, eerie forest and battling countless terrors, I saw with relief that a village lay ahead. I approached it eagerly, fairly running down the crooked road in my haste.

As I rounded a bend, I encountered a young man stumbling toward me. He staggered, then fell to the ground. A great axe protruded from his back, embedded there by some unknown foe.

I approached the man to see if I could render any aid or comfort his last moments. As he lifted his head to meet my gaze, a chill passed through my heart.

I was staring into my own eyes.

The man looked exactly like me—he even wore the same attire and bore an identical cut to the one I'd just received from a skeletal foe. As soon as I gasped in recognition, the figure dissipated into the twilight air.

The sighting was a portent of my own demise. Of this I am sure. But whose axe awaits me—and when?

I now live in perpetual trepidation. I cannot look forward, but always over my shoulder for the murderer's blade. I have not slept since the moment I saw my double. I can do naught but hold my breath, waiting for the axe to fall.

—Aledric, Faylene's son, 1435 HC,
(the night before he died of an axe wound)

overview

A waff is a body double whose image depicts a character at the moment of his or her death. The waff may be spotted by the character himself or by an acquaintance.

Waffs are products of the Seeming, illusions generated by the Shadow World itself to terrorize trespassers.

physical description

Because a character's death may be very near or hover far in the future, the waff may appear exactly like the character does now or as an older image. The Seeming, however, can influence a waff's appearance: Just because a 20-year-old character sights a 60-year-old waff, the vision does not ensure that the person's death is indeed 40 years away. It does not even guarantee that the person will die by the means depicted—although the shock of a sighting usually leads characters to believe they will.

The method of death might be obvious, such as a dagger in the back, a noose around the neck, or a great sucking wound in the chest. Or it may be more mysterious: The waff might simply wear a horrified expression. Whatever the cause, the image is always disturbing.

Though they appear corporeal, waffs are creatures of illusion. They cannot be harmed, healed, or held. They are made of shadow stuff and return to it once they have sufficiently shocked their viewers.

Although waffs look like ordinary individuals and can be mistaken for the real people they duplicate, waffs cannot speak. They make no attempt to communicate, even if directly addressed. They have no knowledge of future events and therefore could not warn a viewer of imminent danger even if they wanted to do so.

role in the campaign

It is said that spotting one's own waff is a portent of death. It is up to the DM to decide whether this bit of Shadow World folklore is true. But even if a DM allows a character to avoid perishing as "predicted" by a waff, the sighting of a double should produce shock, paranoia, and eeriness among the PCs—and their players. Waffs can be used as the catalyst for an adventure, or to add a spooky element to the atmosphere of a Shadow World excursion.

habitat/society

Waffs are encountered almost exclusively in the Shadow World. The sighting of one in Cerilia would serve as an omen of not

just one individual's demise—but the spilling over of shadowstuff into the waking world.

Because waffs cannot speak and do not attempt to communicate, they will seem aloof to anyone who tries to address them. For example, if Shalana encounters a double of her former adventuring companion Daken and tries to speak to it (thinking it is, in fact, Daken), the waff will ignore her and continue on its way—leaving Shalana believing that her old friend has just treated her very rudely.

ecology

Waffs coalesce out of the Seeming itself and exist long enough to fulfill their purpose—horrifying someone they encounter. They usually generate spontaneously, though a native Shadow World creature with a greater-level Seeming score can shape them from the Seeming (perhaps to provide a distraction while working toward some other end).

Once sighted, waffs dissipate back into the shadows. This may occur before the viewer's eyes, or while the character's gaze is averted. ("I glanced away for a moment, and when I turned around, Daken was gone!")

variations

Waffs who seem perfectly healthy (in other words, not depicting a character's death) have been known to appear on occasion. They look like they're just going about their business. They generally exist to confuse party members: Which of the six Dakens is the friend they have come to rescue?

combat and other encounters

Most encounters with waffs are shocking but peaceful, as the double disappears once seen.

combat

Upon spotting a waff, characters must succeed in a saving throw vs. petrification or go into shock. If the waff is one's own double (as opposed to that of an acquaint-

CLIMATE/TERRAIN:	Shadow World
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
Diet:	None
INTELLIGENCE:	0
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Shock
SPECIAL DEFENSES:	Invulnerable
MAGIC RESISTANCE:	100%
SIZE:	M (6' tall)
MORALE:	Fearless (19–20)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/ Extraordinary
XP VALUE:	0

tance), the character suffers a +3 penalty to this roll. Shocked characters lose the ability to act for 1d6 rounds. For the remainder of the turn, the victim has trouble thinking coherently, suffering a –2 or –10% penalty to all actions and a –4 or –20% penalty to Intelligence- or Wisdom-based activities. The DM may choose to reduce these amounts if the waff does not take on a character's own form. (For actions not involving die rolls, the DM should impose other appropriate penalties.)

Once recognized for the individual they duplicate, waffs dissipate back into the Seeming. Should a character manage to land a blow before this occurs, however, the blow passes right through the waff—and will appear to have caused the dissipation.

peaceful encounters

The true terror of an encounter with a waff should occur after the double disappears. Was this truly an omen of the PC's death? What can be done to avoid this fate?

In cases where a character sees his or her own waff, DMs should encourage the character's—and player's—paranoia. DMs can also use their discretion in imposing penalties during encounters related to the death vision. For example, Aledric's dread, and distraction, might cause him to suffer

a –3 penalty against any axe-wielding opponent. PCs might suffer nightmares or become obsessed with the vision.

If well roleplayed, an encounter with a waff should leave PCs looking over their shoulders for the rest of an adventure, the rest of a Shadow World campaign, or the rest of their lives.

perception and/or seeming

Waffs are creatures of the Seeming, but have no ability to manipulate it themselves.

wild hunt

A more fearsome spectacle I never witnessed! Bells sounding, hounds baying, hooves thundering, the Wild Hunt roared past me, its spectral riders in hot pursuit of the unfortunate elf.

Aledric, 1434 HC

overview

The Wild Hunt is a fearsome party of unseelie faeries, undead, shadow steeds, and cwn annwn that stampedes through forests in a never-ending hunt for elves. Most often encountered in the Shadow World, the hunters have been known to enter Cerilia in their quest for prey.

physical description

The Wild Hunt is truly a spectacle to behold. Hunters of all shapes and sizes, sporting gruesome visages, charge forth on shadow steeds in fierce pursuit of fleeing elves. Baying cwn annwn add their howls to the clamor of shouting riders and thundering hooves as the din echoes for miles. The Hunt cuts a merciless swath through the forest, sparing not trees, nor plants, nor stray creatures in its path.

And after this violent fury has passed through the Shadow World terrain—not a trace of the Hunt remains.

role in the campaign

An appearance of the Wild Hunt is always an event, even in its home terrain of the Shadow World.

Appearances in Cerilia occur rarely—perhaps once every five centuries—and are considered bad omens. In its aftermath, humans and dwarves probably won't know what happened (their memories don't extend far enough). But the elves will become very uneasy, particularly if the frequency of occurrences increases. Not only does the Wild Hunt present a danger to the safety of the Sidhe, but it signifies an intrusion of the Shadow World's power into Cerilia.

habitat/society

The deep-rooted fear elves harbor toward the Shadow World derives in no small part from ancestral memories of the Wild Hunt. The how and why of its origin have been lost to time. Some believe it stems from the war between the Seelie and Unseelie Courts (refer to the “Faerie, Unseelie” entry), while others think it goes back further, to the time when the seelie and Sidhe people were one (see the “Faerie, Seelie” entry). Regardless, it has been pursuing and persecuting elves as long as anyone can remember.

Comprising supernatural creatures who can go on living—or unliving—forever if not defeated in combat, the Wild Hunt is a tireless, ongoing pursuit. As members fall, others join the quest. The Hunt never stops. Sometimes it doesn't even pause to slay its quarry, but simply tramples the elf to death in its endless drive.

The entourage is led by the Master of the Hunt, an evil faerie from the Unseelie Court. The Huntmaster is a tall, gaunt figure with large black eyes and a sinister, toothy grin. His harsh voice, often shouting out in pursuit, echoes loudly enough to be heard above the thundering hooves of the Hunt's shadow steeds.

The Master of the Hunt is considered a favored noble of the Unseelie Court, though he never breaks from the Hunt to visit it. Should he ever fall in battle, the Dark Queen would appoint another of her courtiers to take his place.

ecology

Like a speeding train, the Wild Hunt charges ahead regardless of what lies in its path—including portals. Occasionally, the Wild Hunt, in hot pursuit of its prey, lunges right through an open portal and storms into Cerilia. When this occurs, the Hunt leaves behind evidence of its passing (unlike in the Shadow World).

Huge swaths of trees are felled, crops and fields are trampled. The region is left looking like a tornado has blown through it.

variations

The Wild Hunt is believed to have inspired the *ghaellie Sidhe*. Searching for a way to drive humans from their land, the elves created their own Hunt.

adventures

The Wild Hunt appears (optionally) in “Courting Danger.”

combat and other encounters

This section discusses the Wild Hunt as a single entity. For information about the creatures that compose it, see their individual entries in this book and in the *MONSTROUS MANUAL* tome.

combat

The Wild Hunt creates such a cacophony as it charges through the forest that it cannot gain surprise against potential prey. Even the deaf can sense it coming through reverberations in the ground.

The hunters use bows to attack from a distance. Though about 200 individual creatures make up the Hunt, only about 20 (10%) of them can get off a clear shot in a single round. Each arrow inflicts 1d6 points of damage.

Once the hunt closes in on its prey, either the cwn annwn rush in to attack (see separate entry) or the riders use their momentum to trample their quarry beneath the shadow steeds’ hooves. Trample victims suffer 4d10 points of damage and must pass a system shock roll or die.

The Wild Hunt is immune to illusions and phantasms, *slow* and other movement-affecting spells, and *walls*. Only a *globe of invulnerability*, *limited wish*, or *wish* can divert the Hunt off its path.

CLIMATE/TERRAIN:	Forests, primarily in Shadow World
FREQUENCY:	Very rare
ORGANIZATION:	Unique
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low (6—mob mentality)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 (200 members)
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	50
THAC0:	5
NO. OF ATTACKS:	20
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Immune to illusions, <i>slow</i> , <i>walls</i>
MAGIC RESISTANCE:	10%
SIZE:	Gargantuan (150' long)
MORALE:	Fearless (19–20)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/Greater
XP VALUE:	46,000

Though the sum of 200 hunters’ Hit Dice would exceed 50, that number has been listed as a guideline for “defeating” the Wild Hunt. Should characters manage to bring the Hunt down to 0 hit points, the Hunt disbands and regroups in 6d8 hours.

peaceful encounters

Though the Hunt ignores any creatures but elves, it does not divert its path to avoid them. Therefore, even non-elf player characters had better dive out of its way to avoid being trampled.

perception and/or seeming

The Master of the Hunt, as an unseelie faerie, has the ability to cloak the Wild Hunt in the Seeming. He generally does not bother to do so, however, for it makes a fearsome enough spectacle all by itself.

The Hunt itself has no perception score, though individual members might.

will o'shadow

It was the blackest midnight I had ever seen. And cold, so cold I thought I would freeze to death ere reaching camp. I cursed myself a fool for arrogantly believing that I could survive the Highlands winter that had claimed so many before me.

Now I was lost. I had ventured away from camp in search of firewood and had become disoriented in the darkness. I shouted for the others to light a torch to guide me. At last, a light appeared, a faint glow that bobbed and danced.

Its movement puzzled me. Had my companions found it necessary to break camp and flee? I dropped the firewood and raced to catch up with them, following the flickering light.

After about an hour, the light suddenly vanished. I looked around, attempting to discern my surroundings in the darkness. If I thought I was lost before, I knew it now.

I wasn't in Rjurik anymore.

—Faylene, 1402 HC

overview

The will o'shadow is a mesmerizing being that lures unsuspecting folk into entering the Shadow World. It appears in places where the curtain between Cerilia and the Shadow World is thin, and feeds on Cerilian life energy.

physical description

Will o'shadows appear as glowing spheres of light that float and bounce through the night air. Their size, which ranges from 1 to 4 feet in diameter, varies depending on how soon a portal into the Shadow World is about to open: The larger the light, the sooner the event. Their size, however, can be deceiving, as they are typically viewed from a distance.

A will o'shadow can communicate with others of its kind by varying its pattern of movement. The complexity of this code renders it unfathomable to any but another will o'shadow.

role in the campaign

The appearance of a will o'shadow in Cerilia presages the opening of a portal. Portals can (and do), however, open without will o'shadows present.

The evidence a will o'shadow leaves behind can provide clues to where a portal once opened and for how long (see "Ecology").

variations

Will o'shadows, a variation of the will o'wisp, are often mistaken for their more malevolent cousins.

habitat/society

One to three will o'shadows generally appear in a single sighting. They make their home in the Shadow World in places that border Cerilia; however, they are seldom seen there. The eternal twilight of that land usually renders them invisible to the naked eye.

When a portal is about to open, the boundary between the Shadow World and Cerilia becomes so thin that will o'shadows are able to pass through it before anything else can. This "head start" might last anywhere from one minute to three hours.

Once the portal opens, a strong force pulls the will o'shadow back into the Shadow World. The creature resists, leading to its bouncing, dancing movements in the air. It attempts to stay in Cerilia as long as possible, feeding off Cerilian life energy.

Common folk believe that the compelling force which summons the will o'shadows back home is the creatures' master, a sapient being such as the Cold Rider or a member of the Lost. The most learned Cerilian sages, however, believe it merely to be the "pull" of the Shadow World itself.

ecology

Will o'shadows feed off the life energy

of Cerilia. That is why they are so reluctant to return to the Shadow World.

Once on the Cerilian side of a portal, they try to gather as much strength as possible, leaving the life around them weaker. Generally, the plant life near a recently closed portal (at which will o'shadows were present) looks wilted and brown for 1d4 days per round that the portal was open.

If animal life (including humanoids and player character races) is in the vicinity, will o'shadows might feed off of it instead of plant life. They don't do so maliciously; they merely seek the strongest source of energy. See "Combat and Other Encounters."

Folk wisdom states that will o'shadows are Cerilian stars that became trapped in the Shadow World as a result of the cataclysm at Mount Deismaar. This, so the stories say, explains why they can be seen only on the Cerilian side of the border, and why they so desperately want to stay in our world.

combat and other encounters

Any time Cerilian characters are within a quarter-mile of a will o'shadow (knowingly or not), there is a 50% chance that the creature attempts to feed off of human/demihuman life energy instead of other plants and animals in the environment. In such an instance, the PCs must succeed at a saving throw vs. poison or suffer 2d6 points of damage. The victims feel strangely weaker (perhaps dizzy or fatigued) and—if they spotted the will o'shadow previous to failing the saving throw—might notice that the will o'shadow has grown brighter.

If Cerilian characters are on the Shadow World side of a portal that's about to open, they are especially vulnerable to the creature's feeding (provided a will o'shadow is pre-

CLIMATE/TERRAIN:	Cerilia and Shadow World
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night/Any
DIET:	Cerilian life energy
INTELLIGENCE:	High (13-14)
TREASURE:	Q
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1d3
ARMOR CLASS:	-8
MOVEMENT:	Fl 18 (A)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	Life drain
SPECIAL DEFENSES:	Immune to most magical attacks
MAGIC RESISTANCE:	See below
SIZE:	Tiny to small (1-4')
MORALE:	Champion (15-16)
BLOODLINE:	None
BLOOD ABILITIES:	None
PERCEPTION/SEEMING:	None/Lesser
XP VALUE:	6,000

sent). Will o'shadows are invisible on this side of the portal; the characters, however, stand out as the only source of Cerilian life energy. In such circumstances the characters must roll saving throws vs. poison at a +1 penalty, suffering 2d6 points of damage for failure.

combat

Will o'shadows generally avoid direct confrontation unless provoked. If attacked, however, they enter a feeding frenzy in an attempt to replace lost energy. Using their exceptional speed and maneuverability, will o'shadows dart and swoop at their attackers, trying to brush against them. The touch of a will o'shadow steals 2d8 hit points of life energy from its Cerilian victim. (Though these points feed the creature, they are not added to its own hit point total.) Will o'shadows are generally insatiable.

Non-Cerilian victims suffer a burn that inflicts 1d8 points of damage, but provides no sustenance to the will o'shadow.

Physical weapons inflict normal damage on will o'shadows; however, the creatures are immune to most magical attacks. Only *detect invisibility* and *shadow magic* are known to work against them. Magical light sources render will o'shadows invisible until the source is extinguished.

A will o'shadow reduced to 5 or fewer hit points attempts to flee.

peaceful encounters

If characters succeed at their saving throws and do not attack the will o'shadow, they may well have a perfectly peaceful encounter. That is not to say, however, that an even worse creature won't greet them on the other side of the portal.

perception and/or seeming

Will o'shadows have lesser Seeming. In combat, they may camouflage themselves with *blur*, *color spray*, *dancing lights* or a *hypnotic pattern*.

The barrier between the Shadow World and the material world is breaking down on many fronts. Laws of nature and physics can no longer be counted upon. What better time to start a Shadow World campaign?

The adventures are deliberately non-specific about their exact starting location, so that you can easily use them no matter where your campaign is set and what race your player characters belong to. Feel free to add details that give descriptions of nonplayer characters

part II: adventures in the world of shadow

The following adventures are designed to help you, the Dungeon Master, introduce some of the creatures from this book into a Shadow World-based campaign. If your player characters have not yet begun exploring the Shadow World, these adventures can enhance their education, giving them extremely valuable experience with the local denizens and illusions.

Feel free to intersperse these two scenarios that follow within adventures of your own or adjust them to account for whatever amount of Shadow World adventuring has already taken place in your campaign.

The scenarios can be played in any order. Both allow parties to begin in Cerilia and be drawn into the Shadow World, or to begin already in the twilight realm. PCs might even just wake up one day and find themselves on the wrong side of the barrier: With divisions between the two worlds breaking down, not all portals are gaping maws in the fabric of the world. Some can be breached without travelers even realizing it.

(NPCs) and sites a more local flavor.

Though these two adventures each feature different creatures, they share a common characteristic: an emphasis on roleplaying over straight combat. PCs who attempt to hack-and-slash their way through the Shadow World are doomed to failure, and these scenarios offer an early lesson in that fact. Yes, player characters will have plenty of opportunity for combat, but the Shadow World's greatest threats are more subtle in nature.

The start of each adventure provides a list of the creatures that it features. Familiarize yourself with these monsters ahead of time, especially noting (where appropriate) their mannerisms, patterns of speech, and other traits that can't be summarized in the statistics boxes. These are the attributes that will help you breathe life into the creatures and give them color that makes them stand out in this land of eternal twilight.

Each adventure also provides a summary at the outset. Should you decide suddenly to take your campaign on an unexpected detour into the Shadow World, you can familiarize yourself with the plot quickly and insert it into an ongoing game. However, whenever possible it is best to read through the entire scenario before beginning play, to acquaint yourself with new items and locales.

be our guest

Creatures Involved: The Sluagh (page 52) and the dispossessed (page 21).

Adventure Summary: The characters, while traveling in Cerilia, find themselves caught out in the open during a surprise attack by the Sluagh. Seeking shelter, they enter a roadside inn—and, unbeknownst to them, the Shadow World. The inn is populated entirely by the dispossessed. The spirits are not immediately hostile, nor do they look incorporeal, so the player characters have an opportunity to gather intelligence about the growing unrest between Cerilia and the Shadow World from what appear to be normal people.

However, the dispossessed's aura of depression threatens to subtly render the PCs unable to act. And, though at first willing to converse with the player characters, the spirits become convinced that the PCs inhabit their stolen bodies. A battle ensues. The PCs, if they manage to hold on to their own bodies, soon discover that they have lost their way—for they are stranded in the Shadow World. And even if they have visited the twilight land before, it never looked like this.

setup

As mentioned earlier in this book, the barrier between Cerilia and the Shadow World has been growing thinner and thinner of late. In places where the curtain has grown particularly fragile, people might see a disruption in the usual Cerilian day/night cycle. Darkness can fall at any time, with little warning, and last for 15 hours or more before the sun struggles to ascend once again. Nocturnal creatures may appear at nearly any hour. And there are reports that even when the sun *is* in the sky, it doesn't have as strong an effect on undead creatures as it once did.

Those beginning Shadow World campaigns can introduce these ominous changes into campaigns as a prelude to “Be Our Guest.”

our story begins . . .

. . . in Cerilia, where the player characters set out on a journey. Their purpose and destination does not matter. This can be a tour of the domain's outlying holdings, a visit to relatives, a diplomatic mission, a trip into town on market day, part of a trek begun in a previous adventure—anything the DM cares to devise, so long as it takes the PCs at least a few miles away from home. With the recent incursions of the Shadow World, the players may well initiate the journey themselves. True adventurers, be they kings or commoners, don't tend to stay housebound for long.

As the party departs, the sky is overcast, but it looks like any rain (or snow, depending on geography and time of year) will hold off.

The journey can be as eventful (or not) as you like. The PCs may encounter other travelers, brigands, native creatures, or no one at all as they head toward their destination.

Once the player characters travel too far to turn back easily, they see a small inn in the distance. The inn should not stand out in any way as being unusual; mention it in the context of other terrain features and sites of interest the party passes en route. Its architecture should be appropriate to the region (e.g., a two-story structure in Anuire, a longhouse in Rjurik, etc.), and it should look like a pleasant enough place to spend the night. If the player characters are very familiar with the road on which they travel, the inn appears new.

Though the PCs might decide on their own to enter the inn, before they can do so they receive some unexpected persuasion. Read aloud or paraphrase the following text, which describes the start of an attack by the Sluagh, the Host of the Unforgiven Dead.

The wind whips up, threatening an oncoming storm. Light rain *[or snow]* starts to fall. An eerie howling sound surrounds you, soft at first but soon reverberating through the very ground.

Within moments, the storm arrives in full force. Gusts of wind turn into gales that threaten to knock down even the sturdiest among you. Hail mixed with sleet drives upon you, quickly drenching you and your belongings.

As a bolt of lightning rips the sky, you see an unnatural glow staining the clouds. The eerie light seems to grant the clouds humanoid forms, creating giant faces in the sky.

Sluagh (8): AC 0; MV Fl 24 (B); HD 8; hp 40 each; THAC0 13; #AT 2; Dmg 1d6/1d6 (darts); SA poison; SD range (880 yards minimum); SZ L (10' tall); ML 14 (elite); Int very (12); AL CE; XP 4,000.

Notes: Darts contain class B poison; successful save vs. poison inflicts 1d3 damage points (in addition to dart's 1d6), failure inflicts 20 points.

Allow the characters an opportunity to respond to the initial deluge, then continue:

As winds buffet you and ice pelts your face, you realize that some of the raindrops *[snowflakes]* have a reddish cast to them. With each passing second, more and more red drops fall from the sky, staining both you and the earth, until it appears that the heavens are raining blood.

The Host fight among themselves a round or two longer, then turn their attention on the player characters.

The Sluagh throw poisoned darts at the PCs, themselves staying well out of range of normal missiles. Though the party may attempt to fight back, eventually the player characters must seek shelter at the

inn to avoid the Sluagh's darts.

The public house the party enters is the Wanderers Inn.

the wanderers inn

When the party enters the inn, read aloud or paraphrase the following text.

The clean, well-kept inn seems an ideal place to escape the outdoor assault. As you open the door, tantalizing aromas fill your nostrils with the promise of a good meal. The room within is snug and dry.

The sign above the door outside identified this place as the Wanderers Inn, and as you take in the clientele, the name seems apt. About a dozen travelers of all descriptions and walks of life loiter in the common room—Anuireans, Khinasi, Rjurik. You think you even spot a Vos warrior warming herself by the fire.

The patrons note your arrival, but otherwise pay you no heed. They also seem to pay no attention to the tempest outside. The host, however, calls out to you from across the room, where he is serving ale to a richly-dressed Brecht merchant.

"Welcome to the Wanderers Inn," he says, traces of a smile flickering over his pale features. He is a slender man in his mid-thirties, wearing plain but well-made attire. He gestures to an empty table near the center of the room. "Sit down, sit down. I'll be right with you."

Though the PCs don't know it, the party is no longer in Cerilia. The door to the Wanderers Inn is actually a one-way portal to the Shadow World. The moment the player characters entered, they left their homeland far behind.

The host and other patrons are members of the dispossessed, spirits of possession victims in search of new bodies. The Seeming makes them look perfectly corporeal to the player characters. The PCs, therefore, shouldn't realize their peril at this point. To them, the Wanderers Inn appears simply an ordinary travelers' rest.

Roll a saving throw vs. paralyzation

for each character. Those who fail suffer a halved movement rate; they find themselves feeling tired and run-down. Though this is the start of the dispossessed's depression effect, hint that the weariness probably just derives from fighting and/or fleeing the Sluagh's assault.

The PCs likely follow the innkeeper's invitation to take a seat. Read aloud or paraphrase the following text.

Though the host said he'd be right with you, he seems to be taking his time. He moves with slow, deliberate steps, shuffling like a man thrice his age. The weight of a thousand cares seems to stoop his shoulders.

Should the characters take advantage of this lull to study their surroundings, read aloud or paraphrase the following:

The Wanderers Inn looks larger on the inside than it did when you saw it from the road. Eight plain wooden tables fill the common room, their surfaces worn smooth by years of use. Benches surround them. A few stools, most of them occupied by other patrons, form a half-circle near the fire.

At either end of the room stands a door. The host disappears through one of them, which probably leads to the kitchen. The other likely leads to sleeping quarters.

The common room has few windows, and they are small. You can see that outside the sky is quite dark, though you can't hear the storm through the building's thick walls. The fire casts dancing shadows along the wooden walls.

Twilight envelops the inn because it lies entirely in the Shadow World. A former Cerilian inn that centuries ago witnessed a brutal mass-murder within its walls, the building materialized in the Shadow World when neighbors burned it to the ground in the waking world. Recent events, however, have caused its image to appear in Cerilia, and unfortunate travelers who try to enter find themselves someplace they never intended to go.

The host, once a local man, was the innkeeper of the cursed hostel. An evil spirit possessed his body and committed the

heinous murders of his guests. Since that day, his dispossessed spirit has remained trapped in the inn, where he goes through the motions of operating his business.

Numerous dispossessed who wander the Shadow World know of the inn and use it as a way station in their endless roaming. If the player characters choose to observe the other patrons, read aloud or paraphrase the following text.

To your right sit four warriors. They wear the colors of Avanil and their armor bears the prince's insignia. Each hunches over a tankard of mead. One of them eyes your party warily, fingering the sword at his side.

Two merchants occupy the table to your left. Though the host has just served steaming bowls of chowder, neither takes interest in the meal. They push the soup away and lean forward, propping their chins on their hands.

A family is seated at another table: a mother, father, and two children. The son appears to be about twelve, the daughter perhaps a year older. From their manner of dress and blond, braided hair, they look Rjurik.

A woman stands near the fire. Her dark skin, covered head, and flowing robes reveal her as Khinasi. She slowly nods her head in acknowledgement when she catches you watching her.

Another woman also enjoys the warmth of the fire, this one appearing as barbaric as her companion seems dignified. Clothed in coarse fur robes, she sits on a stool, slowly running a whetstone along the blade of her sabre. The firelight plays across her hard face, revealing the wicked-looking tattoos and ritual scarring that cover it.

Aside from a few murmurs here and there, no one speaks. Each patron appears preoccupied with his or her own reflections—or with observing you.

a most depressing company

Roll another saving throw vs. paralyzation for each character, now and with each passing turn. Failures are cumulative; consult the chart below to determine the effects of failure on PCs.

No. of Failed Saving Throws	Resulting Effect*
1	Sadness; movement rate halved
2	Depression; -3 or -15% penalty to attacks and Dex actions
3-5	Apathy (if an NPC, morale halved); additional -1 or -5% penalty per fail
6	Movement rate halved again

*Effects are cumulative

Should the PCs attempt to talk with any of the patrons or the host, conversation proves challenging. Inquiries about the “surrounding area” meet with answers that make little sense to the player characters—the dispossessed respond with information about the Shadow World, while the PCs probably believe they are still in Cerilia.

Persistence can, however, pay off for characters who ask the right questions. If the PCs have not encountered the Sluagh before today, one of the spirits reveals (from memories of his life in Cerilia) the nature of the Host (unforgiven dead who war endlessly against each other and humanity).

PCs who think to inquire whether the patrons or innkeeper know anything about the Shadow World may gather some or all of the following intelligence from the spirits:

- ◆ It is said that the barrier between the Shadow World and Cerilia thins and tears more every day.
- ◆ It is also said that a powerful wizard who dwells in the Shadow World has found a way to eradicate the barrier completely, and only waits for the right moment to do so.
- ◆ Of late, the Cold Rider has appeared with increasing frequency in the Shadow World. Some claim to have seen him actually speaking with others, though the identity of his cohorts is unknown.

The dispossessed dodge questions about themselves and their business, or how they might know so much about the Shadow World, instead trying to glean information about the party members. If the player characters don’t attempt conversation with the patrons, the spirits take the initiative themselves. As the PCs interact with the dispossessed, even those who succeed at their saving throws feel an aura of sadness, grief, and hopelessness begin to weigh upon them. Read aloud or paraphrase the following text.

As you speak with the other patrons, your mind wanders from the conversation. A wave of melancholy crashes over you. What a bleak day this has turned out to be! With the onslaught outside and the shadows growing longer each minute, your destination seems further away than ever. You might as well just resign yourself to spending the night here.

As conversations continue, draw on each PC’s individual fears, insecurities, and frustrations—especially as failed saving throws accumulate. Play up jealousies and rivalries in personal relationships. (“Realization dawns that you will never be half the leader your brother is.”) Make the goal of the party’s present journey suddenly seem pointless or futile. Push the PCs toward apathy and depression.

You might wish to draw individual players aside or pass notes so that other players don’t know how deeply affected their companions may be. Of course, depressed characters might reveal their inner state through verbal cues during conversa-

tion. They might also become withdrawn, feel sleepy, or drink more than usual.

do i know you from somewhere?

After a while (perhaps when at least half the PCs have failed one or more saving throws), each player character finds herself the subject of a particular patron's curiosity. The spirit asks questions about where the PC is from, how old she is, who her parents are, and so on, pressing in closer during the conversation to get a good look at the individual. The other dispossessed hover around the edges of the room, positioning themselves to block the exits (without looking too much like they're doing so).

The questioning dispossessed (hereafter called the "directly involved" spirits for ease of reference) believe one or more of the party members is inhabiting their stolen bodies. This conviction is a construct of the Seeming and may well cross gender, racial, and class lines. For example, the spirit of a female Vos warrior might think a male Khinasi wizard has possessed her body.

Now that the spirits have moved in so close, PCs with lesser perception scores who have not failed a saving throw may notice that something doesn't seem quite right about the other patrons—perhaps their noncorporeal nature begins to show through, or their dress appears archaic. Even player characters with no previous Shadow World experience may grow suspicious at the odd nature of the spirits' questions. But any character who has failed at least one saving throw is too distracted by internal angst to notice.

hey—give that back!

If a perceptive PC confronts the dispossessed, the spirits respond by attacking immediately. If not, one of the patrons eventually points an accusing finger at a PC and cries out, "Thief! Body thief!"

All 13 of the dispossessed close in. (If the PC party is large or very experienced, feel free to bring in more spirits from the kitchen and/or sleeping quarters at any

time during the battle. Should the party be small or otherwise outmatched, some of the indirectly involved spirits can be of good alignments and refrain from attacking.)

Those who believe specific PCs inhabit their bodies focus their attacks on those individuals. The rest attack whoever is nearest. At least some of the PCs will likely be slowed and hampered by the effects of depression.

Details of the dispossessed's combat techniques, including the special "touch of despair" attack, appear in the creature description in Part I. Should the host fail a morale check, he begs for mercy or hides in the kitchen. Any patron who fails a morale check flees, unless it is a directly involved spirit. In the latter case, the spirit remains so convinced that its former body is present that the creature cannot leave it.

If the PCs attempt to escape, the directly involved dispossessed pursue them into the twilight.

resolution

In the event that one or more members of the dispossessed succeed in stealing a PC's body, proceed to "Continuing the Adventure," on the next page.

Should the player characters defeat the dispossessed, they can question any unslain spirits about their nature to learn more about the creatures. The patrons answer a few inquiries patiently, then ask for leave to continue searching for their bodies. The innkeeper (if he survives the battle) remains at his post.

The dispossessed carry no treasure, but other travelers have stayed in—and died in—the hostel. Careful exploration of the kitchen will reveal a loose brick in the fireplace. Behind it is hidden a pouch containing 200 gp, four precious gems, and *bracers of perception* (a magical item that adds 5 points to a character's perception score when worn).

The innkeeper, if not slain, will-

ingly gives the PCs these items in exchange for his life.

Once the player characters have finished exploring the inn—or if they lose the battle and have to flee—they step outside once again. Read aloud or paraphrase the following text.

You step outside into crisp, cold air. Twilight cloaks the land, draping it in shadows so thick you cannot see the road.

Then you realize that you can't see the road because it isn't there. Nor is any of the familiar terrain from earlier today. A vast gray wasteland stretches out before you, in every direction, as far as your eyes can see.

rewards

In addition to any treasure found at the Wanderers Inn and experience points for any slain spirits, player characters who survive their encounter with the dispossessed gain perception points. PCs add 1 point to their permanent perception scores, and benefit from an additional +2 perception bonus when encountering dispossessed spirits in the future.

continuing the adventure

No matter how the adventure ends, it will take a while for the effects of the PCs' depression to wear off—a fact that will influence future encounters. Refer to “The Dispossessed” creature description for timing details.

If one or more of the player characters fell victim to a possession attempt, a quest to retrieve the stolen bodies ensues. At the DM's whim, this endeavor can prove as simple as catching the body-snatcher after a brief pursuit, or become an adventure in itself that requires days (even weeks) of constant searching. Details of how a character goes about repossessing a stolen body appear in “The Dispossessed” creature description.

Finally, “Be Our Guest” serves to transport the player characters from Cerilia to the Shadow World. From here, the DM can let the characters explore a bit, or segue straight into an adventure set entirely within the Shadow World. “Courting Danger” makes a good followup, or another adventure of the DM's own creation.

courting danger

Creature(s) Involved: Seelie faeries (page 23), unseelie faeries (page 29) and shades (page 43). Changelings (page 16) are indirectly involved.

Optional: The Wild Hunt (page 59), plus DM's choice of standard AD&D monsters listed in the appendix.

Adventure Summary: The player characters find themselves lost in the Badlands of the Shadow World, a stark, seemingly endless territory. They come upon Gilken, a seelie faerie who tricks them into challenging a nearby monster in order to reveal the path out of the Badlands. The monster is a shade who, during his human years, lived among the Seelie Court as a changeling. Since his conversion into a shade, the creature has been in thrall to Lussina, the Dark Queen of the Unseelie Court.

Though Gilken himself can help the party find its way out of the Badlands, he wants the PCs to fight the shade so that he can retrieve the *Amulet of Seeming*, a powerful magical item the shade has stolen from the Seelie Court at Lussina's behest. A disruption in the Shadow World has caused Lussina's control over the Seeming to weaken, and she needs the amulet to reassert her command.

Depending upon the outcome of their battle with the shade, the PCs could end up visiting (willingly or not) one of the faerie courts and becoming involved in the age-old war between them. Both factions may look to the party for information—or blame—regarding the changes shaking their homeland. The player characters conclude the adventure having gained either a tentative ally or yet another Shadow World enemy.

our story begins . . .

. . . in the Shadow World Badlands. Parties who have just completed "Be Our Guest" found themselves in the Badlands at the end of that adventure. Otherwise, DMs can take advantage of the Shadow World's shifting geography to suddenly deposit PCs in the middle of a bleak, eternal wasteland.

Read aloud or paraphrase the following text.

A gray, chalky desert surrounds you on all sides, punctuated by grotesquely chiseled buttes. As icy winds buffet you, roaring in your ears and plastering your hair to the sides of your face, it is not hard to imagine how the hills came by their eerie shapes. For millennia, each passing year has carved its initials into the landscape, whittling away at the barren, hard-packed soil.

Yet the sinister aura of this terrain bespeaks an unnatural hand as well. The harsh angles of the earthen sculptures cast ominous shadows—shadows that seem to pulse with a life of their own. It feels as if evil itself has sculpted this land in its own image.

The Badlands are actually a rather small area, but the Seeming hangs so heavy upon them that the region appears vast. Because the Badlands have an environmental Seeming score of 20, characters need a perception score of at least greater level to successfully navigate the terrain (and even then, unless they are Shadow World natives, they have difficulty). Those with lower scores become confused by the shifting shadows and hills. They wind up covering the same ground over and over again. In fact, travelers have been known to starve to death mere yards away from game-filled woodlands that they could not see.

are we there yet?

The player characters should be unable to find their way out of the Badlands. Let them wander until they get good and frustrated. Though they pass the same hills and landmarks dozens of times, the Seeming and shadows perpetually alter the terrain's appearance.

Feel free to insert random encounters with a few creatures to keep things interesting. A surprise appearance by

the Wild Hunt (see page 59) could fit in well here, as could some skirmishes with skeletons or other nonconversant undead. See the appendix of this book for ideas of appropriate monsters to include.

Eventually, the PCs should grow doubtful of their ability to find their way out of the Badlands by themselves. Let that fear develop for a little while. Feed it. Ask how many rations they have left. Ask how much water they're carrying. Then read aloud or paraphrase the following text.

As you approach an outcrop that looks eerily like an enormous winged gargoyle, you hear a warbling voice. It sounds humanoid, and, though you can't make out the words it seems to be singing.

The voice comes not from the outcrop, but from behind it. Assuming that the player characters investigate, continue with the following text.

A remarkable sight greets your eyes. In the middle of this desolate, endless wasteland rests an enormous dinner table so laden with food that it nearly bows under the weight. A cornucopia of fruit spills onto the tablecloth. Gold serving dishes cradle roasted meats, assorted cheeses, breads, pastries, and any other dish your heart could desire. Place settings of fine bone china, crystal, and silver stand at attention.

Though large, the table sits very low to the ground, almost like an extremely long coffee table. Small chairs line its sides.

At the head of this elaborate feast sits a lone diner. He is a curious little figure, perhaps two feet tall, clad in a suit that appears to be woven from ivy vines. His blond hair bears a greenish cast, like the inside of a still-quick twig. Compared to a human, his head seems disproportionately large, and his legs disproportionately short. The latter, he swings back and forth while sitting at the table.

The little man's facial features are screwed up in concentration as he cuts the food on his plate. All the while, he talks to himself in a sing-song voice:

"Six eights are forty-eight,
Eighty halved is forty.
Seven eights are fifty-six,
Sixty halved is thirty.
Eight eights are sixty-four,
Forty halved is twenty. . . ."

If the PCs call out to him or do something else to attract his attention, he glances up immediately. If not, he continues for a minute as if he doesn't realize they're present, then looks directly at them.

"My name is Gilken. Nine eights are seventy-two. Who might you be?"

gilken

Gilken is a seelie faerie, the former treasurer of the Faerie Queen's court.

Gilken (faerie, seelie): AC 5; MV 15; HD 4+2; hp 22; THAC0 17; #AT 1; Dmg 1d4 (dagger) or by spell; SA Seeming, spells; SD immune to illusions and charm spells, invisible at will, *know alignment* SW iron, salt; MR 25%; SZ S (2' tall); ML 10 (average); Int High (14); AL LN; XP 2,000.

Notes: Perception/Seeming scores of 65/62. SW—Iron weapons inflict an additional 3 points of damage with each hit; salt thrown on Gilken neutralizes his invisibility ability for 1d4 turns.

Spells (5/day): Any priestly enchantment/charm spell of 1st or 2nd level, plus *create water*, *entangle*, *faerie fire*, *light*, *protection from evil*, *purify food and drink*, *shillelagh*; *barkskin*, *goodberry*, *produce flame*, *speak with animals*, *warp wood*; *continual light*, *create food and water*, *pyrotechnics*, *seelie spell of forgetting*, *tree*, *water walk* Can cast the *seelie spell of forgetting* an unlimited number of times per day.

Gilken's linguistic gymnastics (refer to the section about faerie speech in the "Faerie, Seelie" entry of this book) manifest as mathematical calculations laced throughout his statements. The computations he

interjects usually have absolutely nothing to do with the topic of conversation.

Gilken has been temporarily banished from the Seelie Court because he lost possession of the *Amulet of Seeming* a treasury item for which he was responsible. Lussina, the Dark Queen of the Unseelie Court, sent a shade to steal the powerful magical item from the seelie faeries. Gilken cannot return to the Seelie Court until he gets the amulet back for the Faerie Queen.

Gilken, however, hasn't the courage to confront the shade directly, so he hopes to trick some traveler into doing it for him. He could hardly believe his good fortune at the sight of the player characters perpetually wandering around in a 100-yard circle.

Gilken immediately invites the party to partake of his feast. Read aloud the following text.

"Have you traveled far? Three from ten is seven. You must be hungry. Please—join me. Five and one is six. There's plenty of food for all, and I was growing quite lonely. Dining by oneself is so dull. Thrice four is twelve."

Though the player characters may hesitate to accept Gilken's invitation, the meal he offers is perfectly safe for consumption. It is plain fare, generated via *create food and water* and enhanced by the Seeming to look, smell, and taste like an elaborate banquet. Gilken proves an attentive host, doing his best to make the PCs comfortable in their small chairs at the short table. He does not, however, reveal the source of the meal if asked, calling it simply "Just something I conjured up. Six fives are thirty."

Should the PCs decline his hospitality, Gilken does not pressure them. He does, however, continue eating his own meal as he talks with them, in hopes of changing their minds. He really does want to do something nice for the player characters before he sends them off on an errand that he fears spells swift and certain doom.

If the party asks why Gilken is dining in the middle of a wasteland, he responds, "I live here. Eight and eight are sixteen." (The statement is true enough—he must dwell in the Badlands until he recovers

the *Amulet of Seeming*.) Should the characters inquire about the nature of the Shadow World or the Seeming, Gilken responds with similar vague half-truths. On only one issue is the faerie outright deceiving: how to leave the Badlands.

From watching the party cover the same ground repeatedly, Gilken knows the group is lost in the confusion of the Seeming. His plan is to trick the PCs into believing they must defeat the shade who holds the amulet in order to escape the Badlands. At first, he waits for the party members to initiate any discussion of their plight and ask for directions. If necessary, however, he brings up the subject himself after establishing a comfortable rapport with the PCs. He does so in his characteristic roundabout way, however, asking where the characters are headed, how long they have been traveling, and so on.

Once the party asks for directions or help in finding its way out of the Badlands, read aloud the following text.

Gilken scratches his head. "Leave the Badlands? A tricky matter, that. Once two is two."

The odd little character leans forward. "A fearsome monster dwells not far from here," he says in a conspiratorial whisper. "Twice two is four. He's the reason you have not been able to find your way out. Half four is two. Defeat the creature, and the path shall be revealed."

"Half two is one."

In Gilken's moral view, he has just told the truth: The shade *is* at fault for the PCs' predicament, because Gilken would have helped them sooner if he didn't have the creature to worry about. And the path out of the Badlands *will* be revealed upon the shade's defeat—by Gilken. He can't help it if the player characters construe a stronger cause-effect relationship between those events

than he intended, can he? In seelie speech, passive voice is a wonderful thing.

Should the party inquire about the nature of the monster, Gilken replies:

“Oh! It’s a huge thing! And ugly—really revoltingly, hideously ugly. Four seventeens are sixty-eight.”

Again, Gilken speaks the truth (his version of it): For someone 2 feet tall, a 6-foot creature *is* pretty large. As for being ugly—well, such matters have always been subjective. The faerie avoids naming the creature or describing it in more concrete detail, though if pressed he will offer a few more synonyms for “ugly.” Recall that shades can pass for humans—you want the PCs to be expecting something more monstrous.

If the player characters are hesitant to confront the creature, Gilken employs all the powers at his disposal to persuade them. He first uses just “plain” seelie speech, suggesting that the monster—while ugly—might not be too tough. Should that fail, he attempts to *charm person or mamma*. As a last resort, he waits until the PCs leave his presence and invisibly accompanies them with the intention of subtly guiding them into an unintentional encounter.

Assuming the player characters decide to confront the monster (they *are* adventurers, after all), they need to know where to find it. Read aloud the following text.

Gilken directs your attention to a tall, pointed outcrop in the distance. “See the spire yonder? That’s where its lair lies. Once naught is naught.”

When they turn around to face Gilken again, he is gone.

the monster’s lair

Gilken hasn’t left the party—he merely turned invisible. He accompanies the PCs so he can collect the *Amulet of Seeming* when (and if) they defeat the shade, but he otherwise does not

plan to interfere or reveal his presence.

The shade’s camp is about 30 minutes’ walk from Gilken’s banquet. Gilken’s tacit presence enables the PCs to negotiate the terrain successfully this time instead of wandering in circles as they did before. The player characters therefore should have little trouble reaching the spire, although you are welcome to interject a random encounter or two along the way.

When the party nears the shade’s camp, read aloud or paraphrase the following text.

The outcrop rises from the unyielding earth like a great twisted horn or talon, its edges blurring into indistinction with the twilight. The elements seem to have carved a small depression or cavern into the formation, but the murky lighting renders you incapable of determining how deep it might be. Without, large rocks and sections of long-petrified trees lie scattered like a child’s abandoned toys.

The dusky light plays tricks on your eyes, draping a shadowy veil across the land that obscures objects and makes you feel as if your vision is out of focus. As you try to distinguish shapes, something seems to move in the gray light.

The “something” is, of course, the monster Gilken has sent the PCs to find.

Abbed (shade): AC 3 (+2 chain mail); MV 18; HD 10; hp 75; THAC0 8; #AT 1; Dmg 2d4+3 (broadsword); SA *blink*, quasi-images, Seeming, surprise; SD see in shadows, +3 bonus to saving throws, regenerate, teleport; MR 30%; SZ M (6' tall); ML 14 (elite); Int high (14); AL NE; XP 6,000.

Notes: Perception/Seeming scores of 6/19.

Special items: *Amulet of Seeming*, *faerie mail* (+2 chain mail).

Once a human changeling child raised by the seelie faeries, Abbed embraced darkness when he left Titania’s court. His evil actions earned him the attention of

Lussina, who captured him and turned him into a shade. Knowing his history, she believed he could prove useful in her ongoing war against her mother.

Just over a week ago, Lussina put her plot into action. She instructed the shade Abbed to infiltrate the Seelie Court, using his former affiliation to gain entrance on the pretense of soliciting aid. Once inside, he stole the *Amulet of Seeming* from the Faerie Queen's coffers.

Abbed has been instructed by Lussina to wait here with his prize until an emissary arrives to escort him back to the Unseelie Court. Meanwhile, he has created a temporary camp in which to pass the hours more comfortably.

The shade blends into the shadows so well that he spies the approaching party long before the PCs discern his outline in the twilight. The advance warning enables him to formulate a plan: He will try, as best he can, to pass himself off as his former human self in the hope that the party will leave him alone and move on. Out-numbered, he dare not chance losing the amulet.

Though ordered not to experiment with the amulet or use it toward his own ends, the shade will employ it in self-defense if the PCs engage him in battle and defeat appears imminent.

AMULET OF SEEMING

When Lussina was a child in the Seelie Court, her mother, the Faerie Queen, fashioned the *Amulet of Seeming* as a gift for her beloved daughter. The oval charm is made of a unique silver-green metal and inscribed with the Sie word *gwesyn* (guardian). Titania intended for the amulet to help Lussina learn to master the Seeming, and thus be a better guardian of the seelie people.

But Lussina's ambition exceeded her duty. After her thwarted coup attempt, Titania took the powerful item away. Lussina, however, believes the amulet is rightfully hers and wants it back. Further, recent events in the Shadow World have caused her to fear she may lose her grip on the Seeming, so she wants the amulet to help her maintain control. Lussina won't rest until it is returned to her.

The amulet draws on the power of the Seeming to create illusory effects. If the amulet is directed toward an inanimate object and one charge is used, the object appears to come to life. It functions according to the will of the amulet's owner, operating as an *advanced illusion* cast at 10th level. The owner must have a purpose in mind for the illusion when activating the charge (attacking a foe, creating a distraction, etc.); otherwise the animated object simply observes whatever transpires around it. The object remains animated for 10 rounds, unless the owner chooses to end the animation sooner.

If directed at the ground and two charges are used, the amulet creates *shadow monsters* (per the wizard spell, as if cast at the 10th level of ability). These creatures are constructs of the Seeming, and thus cannot be disbelieved in the same manner as ordinary illusions.

Both the animated objects and the *shadow monsters* exist as if fashioned by someone with a Seeming score of 50, regardless of the owner's actual Seeming score.

The amulet can also increase an individual's command over the Seeming, provided that individual already possesses a Seeming score of slight or higher. If aimed at oneself, another person, or a creature, the amulet temporarily raises the recipient's Seeming score by 7 points. Multiple charges may be used to cumulative effect, to a maximum increase of 49 points. The boost lasts 1d6 turns, regardless of how many charges were used.

Presently, the *Amulet of Seeming* has 47 charges. It can hold a maximum of 80 charges, and can be recharged only by the Faerie Queen.

encountering the shade

When the party draws near enough, read aloud or paraphrase the following text.

Out of the misty twilight, a human figure emerges. The object of your scrutiny appears to be a Khinasi man in his mid-thirties, though he is not dressed in native garb. He wears old-fashioned Anuirean-looking clothing with his armor, and his long, thick hair is tied at the nape. His mail is of unusual construction, its rings varying in hue to create a swirling, dizzying pattern.

He holds a broadsword in his left hand, but does not brandish it threateningly. Instead, he lowers it as he takes a step toward you.

“May I help you?” he asks.

After Gilken’s build-up, the party may be surprised that the dreadful monster they’ve been sent to defeat appears to be an ordinary human. Abbed tries to sustain this impression as long as possible. If approached peacefully, he introduces himself as a fellow Cerilian traveler and does his best to get the party moving along without sounding rude.

Abbed cannot direct the PCs out of the Badlands himself; his own perception score is low enough that he needs the help of the unseelie escort he awaits. However, he is not above pointing in a random direction and telling the party to head that way, just to get the group to leave.

Though Abbed works hard to maintain his disguise, the player characters may discover through perfectly innocent questions that the Khinasi warrior is not what he appears.

Because Abbed was stolen as an infant, he knows next to nothing about his native culture, or any other Cerilian culture.

What little information he does

have is distorted and filtered through the faeries and other creatures and travelers he has encountered. Sharp PCs may already have noticed that Abbed lacks the traditional Khinasi head covering. Dissonant answers to questions about his homeland or travels may provoke further suspicion.

The shade watches the PCs carefully, gauging their reactions to him. But having lived isolated from other humans his whole life, Abbed lacks the ability to finesse a personal encounter. If the PCs give any indication of doubting his humanity or harboring hostile intentions, he seizes the initiative and strikes first to gain the advantage of surprise.

Gilken helps the party as much as possible while remaining invisible (for example, by casting spells), but doesn’t expose himself to injury.

resolving the shade battle

Depending upon the PCs’ fighting skills and the extent to which the Dungeon Master wants to influence the direction of the adventure, the battle can resolve itself in a number of ways.

the forces of evil triumph

Abbed seeks only to get away from the party so he can complete his mission. If the player characters flee, he does not follow them. Should the player characters insist on fighting to the death, however, he obliges.

A PC defeat can take two forms:

THE SHADE WINS

Player characters are killed or subdued, or perhaps surrender. Any surviving PCs are bound over for delivery to Lussina. See “Lussina’s Dark Domain,” page 78, for guidance on handling a visit to the Unseelie Court.

SHADE LOSES, HIS ESCORT ARRIVES

If the party defeats (or nearly defeats) Abbed, but the DM wants the PCs to encounter Lussina, the shade’s unseelie escort arrives. The escort comprises 2 to 12 living evil faeries; the exact number de-

depends upon how many are needed to overpower the party. The escort captures the PCs, scoops up the amulet, and conducts everyone back to Lussina. Gilken accompanies them (as a captive if he has already revealed his presence, unseen if he hasn't).

See "Lussina's Dark Domain" on the next page for guidance on handling a visit to the Unseelie Court.

the heroes prevail

Should the player characters defeat Abbed, Gilken immediately reveals himself to claim the *Amulet of Seeming*. Read aloud the following text.

From the pulsing twilight around you, Gilken emerges.

"You did it!" he exclaims. "You defeated the monster! Ten tens is one hundred!"

The little fellow hurries to the fallen creature and wraps his thin fingers around an amulet hanging from Abbed's neck. With a strength that belies his diminutive size, Gilken snaps the chain.

"That hideous beast stole this from my queen," he says, grasping the shimmering charm tightly. "Twice naught is naught. But now I can return it to her, and you can leave the Badlands."

The remainder of the adventure will be determined by how the player characters respond to Gilken:

ALLOWING GILKEN TO TAKE THE AMULET

If the player characters accept the fact that the amulet doesn't belong to them and permit Gilken to have it unchallenged, the faerie uses the Seeming to fashion a path out of the Badlands. This path leads to wherever you, the DM, wish.

If he did not exhaust his spellcasting abilities in the shade battle, Gilken now casts whatever beneficial spells he can on the party's behalf (such as *protection from evil*, *create food and water*, etc.). He does so without the PCs' knowledge.

Finally, though the player characters do not realize it, their honorable treatment of Gilken has earned them a loyal

ally. Once Gilken returns the amulet to the Faerie Queen, he may again shadow the party, providing help when they least expect it.

ATTEMPTING TO THWART GILKEN

Should the party physically or verbally challenge Gilken's right to the amulet, the faerie employs every means possible to escape with the magical item. He first starts with seelie speech, attempting to trick the player characters into releasing him and the amulet. If unsuccessful, he next uses any remaining spells against the PCs and unleashes the full range of his Seeming abilities.

Gilken refuses, under pain of death, to reveal the nature of the amulet, its origin, or how it works.

If the party succeeds in withholding the amulet from Gilken, they have gained a powerful magical item—at a high price. If Gilken is left alive, he becomes a sworn enemy. He will do his best to hinder the PCs at every turn, and encourage other seelie faeries to do the same. And the heroes won't exactly have endeared themselves to the Faerie Queen, either.

A VISIT TO THE SEELIE COURT

Should a particularly clever player character sufficiently master the twisting logic of seelie speech, he or she may manage to convince Gilken that the faerie has no choice but to escort the party to the queen, where they can return the amulet themselves. Use your own discretion in determining whether a player character is creative enough to beat Gilken at his own linguistic games. One potential method might be spouting *incorrect* mathematical calculations between all one's statements. The blasphemy will torture poor Gilken into promising nearly anything to make it stop.

See "The Court of the Faerie Queen" on the next page for guidance on handling a visit to the Seelie Court.

the court of the faerie queen

The party's visit to the Seelie Court provides you, the DM, with a chance to point your Shadow World campaign in any direction you wish. The PCs can learn information, gain allies (or enemies), or encounter the catalyst for their next adventure here. It's up to you where you want to take things from this point.

The faerie folk may take little notice of the player characters' arrival, regard the party with curiosity, or sweep in with a barrage of questions and proddings. The Faerie Queen does not greet them initially; if they wish to speak with her, they must request an audience through Gilken or one of her other courtiers.

Should the party be so fortunate as to win an audience with Titania, the encounter is brief. The Faerie Queen seldom shows herself to mortals, but she takes advantage of this opportunity to question the party about the recent tumult in her homeland. After thanking the PCs for their role in retrieving the *Amulet of Seeming* she asks them about their travels in the Shadow World.

The Faerie Queen has sensed a shift in the fabric of the Seeming, and suspects her daughter may be involved. She doubts that Lussina alone is powerful enough to cause such a ripple, but knows that if the Dark Queen colludes with the Shadow World's other major forces, the combination could prove deadly indeed. Titania knows that the Cold Rider is gathering strength and is rumored to be on the march. She has heard that the Rider has enlisted the aid of his old servants, the Lost. And she has felt the dark energy, *awnmebhaighl* pooling and eddying into new sources.

Titania quizzes the player characters, in as roundabout a way as possible, to confirm these impressions and rumors. When she finishes, she presents them with a gift and a

word of warning before sending them on their way.

The gift is a small tin containing a *salve of seeing*. By dabbing a small amount of the salve into one eye, a character can see any disguised or invisible seelie faeries in his or her visual range. Should the PCs learn any information that would be valuable to the Faerie Queen, they are to use the ointment to locate one of her emissaries and send word to her. The tin holds three applications; each lasts for one day.

Once the player characters' visit is at an end, they are escorted out of Titania's domain and charmed with the *seelie spell of forgetting* so that they cannot find their way back.

lussina's dark domain

The player characters arrive in the Unseelie Court as prisoners, and endure the jeers and jabs of its unsavory population. Before long, they are brought before the Dark Queen herself. When they see her, she is, of course, wearing the *Amulet of Seeming*.

Upon hearing that the heroes attacked her servant Abbed, Lussina becomes convinced that the party is in league with the Faerie Queen. She interrogates them for hours about their involvement, Titania's plans, and the shift in the Seeming that she is convinced her mother has somehow effected.

Pleas of ignorance only increase Lussina's suspicions. She offers the PCs a choice: Either they voluntarily swear allegiance to her, or she will command it after their deaths. If they swear allegiance, she releases them, but considers them servants who can be called upon at any time.

Like a visit to the Faerie Queen's realm, an encounter with the Unseelie Court offers you, the DM, the perfect catalyst for continuing the story in any manner you like. A whole adventure could revolve around escaping Lussina's clutches, avoiding a plan to turn all the PCs into shades, or engaging in an espionage attempt to uncover Lussina's involvement with other Shadow World forces.

rewards

In addition to any experience points gained for defeating the shade, at the DM's discretion player characters may also earn the following:

- ◆ **1,000 XP and 1 permanent perception point each** for the experience of dealing with Gilken. Double this amount if PCs realized before Gilken's reappearance that defeating the shade had nothing to do with finding their way out of the Badlands.
- ◆ **A +2 perception bonus** in future encounters with seelie faeries. Triple this amount if the party visited the Seelie Court. If characters visited the Unseelie Court, they receive a **+4 perception bonus** in future unseelie encounters (more, if you prolong the PCs' time there with an adventure of your own).
- ◆ **A +5 perception bonus** during future excursions into the Badlands.
- ◆ **An additional +5 perception bonus** in seelie encounters for any character who mastering seelie logic well enough to wrangle a visit to the Seelie Court.

continuing the adventure

If the player characters avoided a trip to one of the faerie courts but kept the *Amulet of Seeming* for themselves, they have obtained a powerful magical item. However, the amulet comes with a dangerous string attached—and Lussina is holding the other end. The Dark Queen will stop at nothing to get her amulet back. Until she has it in her possession once more, she will make the PCs' lives—and deaths—miserable. The Faerie Queen wants the charm back as well, so the party may find itself caught in the middle of the Seelie War.

If the player characters visited one of the faerie courts during this adventure, one of the queens could charge them with performing some task or service—either during the initial interview, or at some unexpected time in the future.

The creatures described in this volume were created specifically for the BIRTHRIGHT setting. However, a number of standard AD&D monsters are also appropriate for Shadow World adventures. Dungeon Masters may use their own discretion in determining whether to introduce the following monsters into their campaigns.

moned directly to the Shadow World by evil inhabitants such as the Lost. Baatezu may serve a master, or may have escaped enslavement and roam free.

Banshee: Often found near portals in elven domains, trying to lure their living brethren into the Shadow World.

Bat: The Night Hunter and Sinister varieties are common in the Shadow World.

Bonebat³: Appears with rare frequency throughout the Shadow World.

appendix: additional monsters

Key to Monsters

Unless otherwise noted, all the creatures listed in this appendix are detailed in the *MONSTROUS MANUAL* accessory. Exceptions are as follows:

- 1 Creature appears in the *MONSTROUS COMPENDIUM Annual*, Volume One.
- 2 Creature appears in the *MONSTROUS COMPENDIUM Annual*, Volume Two.
- 3 Creature appears in the *MONSTROUS COMPENDIUM Annual*, Volume Three.

Aranea³: Often looks like a human or halfling in humanoid form; commonly found in Shadow World forests.

Arch-Shadow²: Appears with rare frequency in the Shadow World.

Baatezu: Any extraplanar creature summoned or gated to Cerilia must pass through the Shadow World; occasionally they get stuck there and never make it to Aebrynis. Other fiends are summoned

Brownie: Dwells among the Seelie Court.
Brownie, Quickling²: A member of the Unseelie Court.

Cat: The Giant Lynx (great cat) and Wild Cat (small cat) are the most common varieties found in the Shadow World.

Cath Shee²: These faerie cats live among the Seelie Court, often as pets. They have a slight command of the Seeming.

Cloaker: Appears with uncommon frequency in the Shadow World.

Cockatrice: Both the cockatrice and the pyrolisk can be found in the Shadow World, each with uncommon frequency.

Crawling Claw: Employed as guardians by powerful spellcasters; can also be found among the Unseelie Court.

Crypt Thing: Appears with rare frequency in the Shadow World.

Curst²: Can be found throughout the Shadow World.

Death Knight: Appears in Cerilia with rare frequency.

Dog: Wild Dogs are common; Death Dogs appear with rare frequency in the Shadow World. Blink Dogs on Cerilia briefly enter the Shadow World when they "blink."

Dog, Moon: Appears with very rare frequency in the Shadow World; has been known to lead travelers to havens.

Doppelganger: Appears with rare frequency in the Shadow World; thought to be spawned from the Seeming itself.

Doppelganger, Greater ²: These creatures usually serve powerful denizens of the Shadow World.

Dracolich: A unique creature in the Shadow World. Only one, transformed centuries ago from a Cerilian Dragon, is known to exist.

Dragonet: Faerie Dragons can be found among the Seelie Court.

Dream Spawn ³: In the Shadow World, a dream spawn is an independent being, not a servant of the Nightmare Court. It appears with very rare frequency.

Dream Weaver ³: Appears in the Shadow World with rare frequency to influence travelers' dreams.

Elemental: Kin varieties appear very rarely; others appear with the frequency noted.

Ettercap: Appears with common frequency in the Shadow World.

Eyewing: Appears with uncommon frequency in the Shadow World, usually swooping in on parties traveling across large plains or other open terrain.

Faerie Fiddler ³: Member of the Seelie Court. An evil faerie fiddler dwells among the unseelie faeries.

Faerie, Petty ¹: Squeakers and Stingers dwell among the Seelie Court with rare frequency.

Faerie, Petty ³: Brambles dwell among the Unseelie Court; gorse, among the Seelie Court.

Fish: Many nasty varieties inhabit the Shadow World's murky lakes, rivers, and seas.

Flameskull ¹: Appears with very rare frequency in the Shadow World.

Fungus: All varieties appear with common frequency in the Shadow World's many dark, dense forests.

Galeb Duhr: Appears with uncommon frequency in rocky Shadow World terrain; of neutral evil alignment.

Gargoyle: Appears with rare frequency in the Shadow World.

Ghost: Appears with uncommon frequency in the Shadow World.

Ghoul: Ghouls, Lacedons, and Ghosts all inhabit the Shadow World.

Giant: Many varieties appear with very rare frequency in the Shadow World.

More commonly, smaller creatures use the Seeming (consciously or not) to appear as giants.

Gibberling: Appear with rare frequency in the Shadow World.

Gloomwing: Both the Moth and the Tenebrous Worm appear with common frequency in the Shadow World.

Golem: Flesh, Clay, Bone, and Necrophidius golems appear with very rare frequency in the Shadow World.

Gremlin: Member of the Unseelie Court.

Grimlock: Appears with rare frequency in the Shadow World.

Hag: The Seeming often causes ordinary women in the Shadow World to look like hags.

Haunt: Appears with uncommon frequency in the Shadow World.

Hell Hound: Appears with uncommon frequency in the Shadow World.

Heucuva: Appears with rare frequency in the Shadow World.

Hound of Ill-Omen ³: May appear in both the Shadow World and Cerilia.

Imp: Member of the Unseelie Court.

Very rarely, Mephits can be found among the Unseelie Court or conducting their business elsewhere in the Shadow World.

Invisible Stalker: Summoned by powerful Shadow World denizens with very rare frequency.

Jackalwere: Appears with very rare frequency in the Shadow World.

Leprechaun: Member of the Seelie Court.

Lich: Not a generic monster.

Each lich in the Shadow World is a unique character (in the same way that the awnsheghlien and the Lost are). DMs are free to create their own.

Lycanthrope: Many varieties populate the Shadow World. Often, they are former Cerilians who strayed through a portal and found themselves cursed with lycanthropy.

Magebane¹: Appears with very rare frequency in the Shadow World.

Mastiff, Shadow³: Native to the Shadow World.

Mist: Both Crimson Death and Vampiric Mist inhabit the Shadow World with rare frequency.

Mummy: Appears with rare frequency in arid regions of the Shadow World.

Naga: All varieties are very rare in the Shadow World.

Nightmare: Shadow Steeds (see entry in this book) become Nightmares upon crossing into Cerilia.

Noran¹: Appears with rare frequency in gnarled Shadow World forests.

Ogre: The Seeming causes many ordinary humans in the Shadow World to appear as ogres.

Phantom: Appears with uncommon frequency in the Shadow World. Also known to appear in Cerilia depicting a death that occurred in the Shadow World.

Plant, Dangerous: Many varieties populate the Shadow World, including the Blood-thorn², Twilight Bloom², and Boring Grass².

Plant, Intelligent: The Hangman Tree, Oblivix, Quickwood, and Strangleweed all appear with uncommon frequency in the Shadow World.

Plant, Vampire Moss¹: Grows in Shadow World forests, marshes, and swamps.

Poltergeist: Appears with uncommon frequency in the Shadow World.

Rakshasa: Appears with very rare frequency in the Shadow World.

Revenant: Appears only rarely in the Shadow World.

Shadeling¹: Appears with rare frequency in the Shadow World.

Shadow: Appears with uncommon frequency in the Shadow World.

Skeleton: Ordinary skeletons appear commonly in the Shadow World. Giant and Warrior skeletons appear with rare frequency.

Snake: Many varieties inhabit the Shadow World, appearing with very rare frequency.

Spectral Wizard¹: Generally found in more populated areas of the Shadow World.

Spectre: Appears with uncommon frequency in the Shadow World.

Spider: Hairy, Large, Huge, and Giant spiders appear commonly. The uncommon Phase Spider enters the Shadow World when it "phases" out of Cerilia. Gargantuan Spiders appear with rare frequency.

Sprite and Sprite, Seelie Faerie²: Members of the Seelie Court.

Sprite, Unseelie Faerie²: Member of the Unseelie Court.

Tanar'ri: Any extraplanar creature summoned or gated to Cerilia must pass through the Shadow World; occasionally they get stuck there and never make it to Aebrynis. Other creatures are summoned directly to the Shadow World by evil inhabitants such as the Lost.

Treant: Most Shadow World treants are of chaotic neutral alignment.

Tree, Singing¹: Can grow in any Shadow World forest.

Undead Lake Monster¹: Appears with uncommon frequency in Shadow World lakes.

Urchin: Found in and near many Shadow World bodies of water.

Vampire: Appears with very rare frequency in the Shadow World.

Wight: Sometimes roams the Shadow World in small bands.

Will o'Wisp: Related to the Will o'Shadow (see entry in this book).

Wolf: Ordinary wolves appear commonly in the Shadow World; Worgs and Dire Wolves appear with uncommon frequency; Winter Wolves are rare.

Wolf, Vampiric ¹ or Zombie ¹: Appears with rare frequency in the Shadow World.

Wolfwere: Appears with very rare frequency in the Shadow World.

Wraith: Unlike standard wraiths, in the Shadow World they can be found anywhere, not necessarily near tombs or places of their deaths.

Yugoloth, Guardian: Appears with very rare frequency in the Shadow World.

Zombie: All varieties of zombies appear with rare frequency in the Shadow World, except for the Sea Zombie.