

# CASTING THE LONGEST SHADOW



**A 5E WARLOCK ADVENTURE BY BENJAMIN L. EASTMAN  
FOR FOUR 5TH LEVEL CHARACTERS**

# CASTING THE LONGEST SHADOW

## Adventure Background

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While traditionally an insular realm, the Kingdom of Bjornrike has found itself drawn into political machinations well beyond its borders. King Mesikammen has sent ambassadors to faraway lands such as Zobeck, Perunalia, and the Grand Duchy of Dornig. These ambassadors serve as the eyes and ears of the kingdom, influencing foreign policy and identifying threats before they find their way to port in Bjeornheim. Mesikammen sent Teppen Berlatillat to serve as ambassador to the Dornitian city of Bad Solitz. Teppen brought his partner and three cubs to this posting.

Teppen is a cousin of Ernalda Berlasdottir, hierophant of the Moonlit Glades. As the spiritual and magical leader in the moonswept north, Ernalda is devoted to maintaining the moonlit wards that protect the bearfolk enclave in the Shadow Realm. As such, denizens of the Shadow Realm often seek subtle ways to disrupt her work or lessen her power.

## Recent Events

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Two weeks ago, Teppen traveled to Reywald to visit the Court of the Beloved Imperatrix. He brought his cub Taimel to see the Movable Feast of the Great Procession, presently immobilized in the great city.

Three shadow fey, transformed into shadow goblins after repeatedly disappointing their mistress, heard of the ambassador's trip to Reywald and awaited him there. In hopes of regaining their original forms, they assaulted Teppen, kidnapped Taimel, and spirited the cub away to Corremel, the City of Lanterns.

## Adventure Hooks

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Teppen and Ernalda would be happy to travel to Corremel and rescue Taimel from the clutches of his kidnappers. However, Ernalda's status in the Moonlit Glades makes this action too risky, meaning they must rely on adventurers to save the cub.

- **Hired by House vann Rottsten.** The Grand Baron Dymytros Howlik vann Rottsten builds connections by currying favors throughout Dornig, whether his beneficiaries are elfmarked

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**Open Game Content:** The Open Content in this adventure includes the darkness ghoul, shadow fey rook, and shadow goblin stat blocks and the *tincture of moonlit blossom* magic item.

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courtiers, gnomish servants, or foreign ambassadors. Dymytros, who has heard of the PCs' exploits, sends word, asking them to meet Teppen at the embassy.

- **Shadow Traveler.** One of the PCs has reputedly traveled the shadow roads. Ernalda finds this PC in a Bad Solitz tavern and convinces them to help her cousin Teppen, stating that the PC, of all people, should know how dangerous the Shadow Realm is for children.
- **Past Exploits.** Teppen already trusts the PCs after they found his cub Khemma, and he contacts them again to rescue Taimel. For more information, see *Warlock Lair #42: The Wandering Whelp*.

## Introduction

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The PCs are summoned to the Bjornrike embassy in Bad Solitz based upon their adventure hooks. They wait in the tearoom until a stout bearfolk guard escorts the PCs to a hallway on the embassy's second floor. In the meeting room, two large bearfolk sit uncomfortably in chairs built for humans. Upon seeing the PCs enter, both respectfully stand.

The shorter bearfolk is Teppen Berlatillat, Bjornrike's ambassador to Bad Solitz. He has thick, black fur and a copper muzzle, and he wears a burgundy red tunic with gold trim. His left eye is swollen shut.

The taller bearfolk is Ernalda Berlasdottir, the hierophant of the Moonlit Glades. She is slender and decorates her long red-gold fur with braids, beads, feathers, and silver charms. While soft-spoken, she is unshakable when she makes up her mind, and she peppers her language with Druidic phrases and idioms to identify any druid PCs.

As a diplomat, Teppen treats every PC with equal respect, regardless of the PC's Status. Ernalda pays closer attention to the PCs' Status (see page 25 of the *Midgard Worldbook* for more information on Status in Midgard). If you aren't using the Status optional rule, Ernalda directs her conversation to the person with the highest Charisma score, while Teppen addresses the PCs equally.

After thanking them for coming, Teppen introduces himself as the Bjornrike ambassador to Bad Solitz. He also introduces his cousin Ernalda as the preeminent druid in the Moonlit Glades in the Shadow Realm. Gesturing toward his swollen eye, Teppen explains that he was accosted while traveling home from Reywald. Shadow goblin assailants knocked Teppen unconscious and kidnapped his youngest cub, Taimel. Upon returning to the city, he summoned his cousin Ernalda to Bad Solitz.

Ernalda has numerous contacts throughout the Shadow Realm. In the days after the attack, her contacts reported that a rickety coach crewed by goblins made several stops in the Shadow Realm, heading along the River Lethe. Accordingly, Ernalda believes the shadow goblins took Taimel to Corremel, the City of Lanterns.

The two bearfolk ask the PCs to travel to Corremel and rescue the young cub from the clutches of his abductors. Teppen is willing to pay each PC 250 gp upon Taimel's safe return.

If the PCs ask about Teppen's partner Kendhal (or if the PCs tarry too long), the PCs hear a loud sound from the other side of a nearby door. It is half growl and half uncontrollable sob, but somehow exponentially more frightening than either alone. Teppen winces before explaining that his partner is distraught at the situation and has sequestered herself in his study until Taimel returns. He politely asks they hurry and save his son.

If the PCs agree to the mission, Ernalda leads them to a pair of smooth river stones flanking a small creek a few miles outside of Bad Solitz. These stones are all that remain of an ancient, partially collapsed gate to the shadow roads that sees seldom use due to its unpredictability. Practiced in traveling between Midgard and the Shadow Realm, Ernalda awakens the ancient gate in a swirl of argent and green magic, and she directs its road to Shimmer, a small village she frequents when she has business in Corremel. The strain of opening the ancient, unstable gate and controlling the destination of its road is noticeable in Ernalda's furrowed brow and trembling paws. She can hold the gate open for 1 minute before she falls to her knees, too exhausted and magically drained to continue. She growls at the PCs to hurry if they take too long to step through it.

## Part I. Traveling the Shadow Road

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Once on the shadow road, the PCs are swallowed by dark, gloomy forest. The shadow road continues through the forest as a sparsely cobbled, dirt path. The shadows of the realm are all encompassing and dampen all light. Nonmagical light sources provide half their normal amount of light while in the Shadow Realm.

Despite Ernalda's efforts to get them close to Shimmer, the PCs are still a few hours' travel outside of the village. Travel along any shadow road is dangerous and fraught with peril. To traverse the road and not lose it among the roots, fallen leaves, and shadows, the PCs must make DC 13 Wisdom (Survival) checks. Shadow fey have advantage on these checks, while creatures without darkvision have disadvantage.

If they make three successful checks before three failures, the PCs successfully stay on the road and avoid the dangers of the forest. They arrive in Shimmer after two hours of travel.

If they fail three checks before three successes, the PCs lose the path a few times and are attacked by four **shadows**. They arrive in Shimmer after 5 hours. This delay means that when the PCs reach the Refectory in Shimmer, they see Andovarr strike down Raerbitte. If the PCs don't act fast, Raerbitte dies and is unable to provide them with the information presented in Travel to Corremel on page 4.

## A. THE VILLAGE OF SHIMMER

From Ernalda's description, the PCs might expect to see a quaint village along a lazy river bend. They instead encounter cries of alarm and smoke rising over the forest canopy. Two shadow-touched humans, known as dark folk by the denizens of the Shadow Realm, rush down the forest path, nearly colliding with the PCs. They warn that Shimmer is under attack by creatures with long claws, sharp teeth, and pitch-black eyes. A successful DC 10 Intelligence (Religion) check confirms the description as that of a ghoulish.

Entering Shimmer, the PCs wade into the carnage of a ghoulish raid.

### 1. THE CARRIAGE

*A large cart rests outside a modest home with a skeletal horse yoked to it. Frightened screams echo from inside the home.*

A **warhorse skeleton** stands yoked to the cart, while three **ghouls** drag dark folk out of the home to shackle to the cart.

Upon seeing the PCs, the ghouls drop their prizes to fight the more obvious threat. These ravenous ghouls fight to their second deaths. While harnessed, the warhorse's speed is 0. After 1d4 rounds, the warhorse breaks free and defends its ghoulish masters.

### 2. THE REFECTORY

*A slender shadow fey lunges at a ghoulish, dagger in hand, and slices the ghoulish's cheek. The ghoulish dabs ichor from his face before hissing, "You're barely a meal, but I'll relish sucking the marrow from your cracked clavicle." The ghoulish blasts the shadow fey with an umbral bolt, briefly blinding the bold fey.*

The refectory is 40 feet long and 30 feet wide with a 10-foot high ceiling. The ghoulish raiders toppled the benches throughout the room, leaving the area filled with difficult terrain. A large fireplace smolders in the north wall, casting dim light in the room.

**Creatures.** Three **ghouls** push dark folk monks around the abbey's refectory at the instruction of their master, the **darkness ghoulish** Andovarr. Andovarr orders the ghouls to attack the PCs while he stays at range. When forced into melee, Andovarr uses his claws and bite to tear at his foes. When Andovarr dies, all surviving ghouls flee the abbey and Shimmer empty-handed.

**Allies.** Raerbitte is a shadow fey **veteran** who frequents Shimmer and was meditating in the abbey when the ghouls attacked. If the PCs engage the ghouls, he stands by the injured dark folk monks, defending them from any ghouls that draw near.

## TRAVEL TO CORREMEL

After driving off the ghouls, the PCs meet Abbott Pocitod, a kindly, graying dark folk who offers the PCs a *tincture of moonlit blossom* (see page 12). Afterwards, the monks prepare a dinner of caramelized carrots and sautéed mushrooms, imported directly from Midgard, and the PCs are encouraged to spend the night.

Raerbitte feels indebted to the PCs for saving his life and the lives of the people of Shimmer. Despite being shadow fey, he finds solace in the Shimmer abbey and has learned the monks' meditations to combat the persistent shadow around him. Upon learning of their mission, Raerbitte offers to escort the PCs to Corremel.

If the PCs decline his offer, Raerbitte is disappointed but takes solace in the abbey. If the PCs accept his offer, Raerbitte



uses this time to teach the PCs some basic information about the Shadow Realm and the shadow fey. If Raerbitte isn't with the PCs, a successful DC 15 Intelligence (History) check reveals one of the following pieces of information. A full breakdown of shadow fey society, etiquette, and court traditions is outside the scope of this adventure. For those who want to add such details or who want to expand this adventure to encompass those aspects, see the *Warlock Guide to the Shadow Realms* and the *Courts of the Shadow Fey*.

- Many believe shadow fey were once elves who swore allegiance to Sarastra, the goddess of night and magic. Having abandoned Midgard, they rule the Shadow Realm with their cruel, capricious fists.

- Many shadow fey courts exist within the Shadow Realm. Those who wish to deal with the shadow fey must parlay with their nobles.
- Among shadow fey, prestige and status are of primary importance, but gifts, especially trendy gifts, can win over most shadow fey in the courts.
- Shadow fey are protective of their servants, upon whom they depend to maintain their comfortable lifestyles. Harming their servants is considered abhorrent.
- Despite his frequent absences from the city, the Black Prince Hander Svenk rules Corremel. Many travelers from Midgard consider the City of Lanterns the safest place in the Shadow Realm.



**MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)**

While unaware of any bearfolk in the city, Raerbitte recommends the PCs query the visitors staying at the Horn Gate Inn, as it is the primary destination for travelers from Midgard. If the PCs mention the kidnappers were shadow goblins, he suggests they speak with clientele at Forty Lashes, a shadow goblin social hall. While he finds the practice despicable, Raerbitte feels the PCs might find information from the scallywags wagering on pit fights at Donnybrook's.

Raerbitte also talks about some of Corremel's latest trends. As these trends follow the ebb and flow of the ever-capricious shadow fey culture, one trend of the GM's choosing is woefully out of date. Raerbitte's frequent trips in Shimmer mean he isn't always able to keep up with all the trends of his people.

- This season, shadow fey favor sweet dishes with spicy flourishes. Shadow goblin chefs highly value anything that sates their masters' hunger.
- Well-dressed visitors earn the respect of the shadow fey. Of late, only fools are seen wearing anything at court but terrycloth.
- Mice with crimson fur are considered the finest gift one can give this season.

With or without Raerbitte, the PCs reach Corremel without incident, entering through the northern gate near the Horn Gate Inn.

## Part II. City of Lanterns

Perched along the banks of the River Lethe, Corremel is a beacon of relative safety in the Shadow Realm. Corremel derives its nickname, the City of Lanterns, from the myriad lamps lining its streets.

Two shadow roads intersect in Corremel, leading to the Free City of Zobeck and the Nurian city also called Corremel. This makes the City of Lanterns a crossroads for commerce along the shadow roads. Full exploration of Corremel is outside the scope of this adventure, which focuses on the following three locations in the city and the Gleaming Court outside the city. The Gleaming Court, Forty Lashes, and Donnybrook locations are unique to this adventure. For further details on Corremel or if you wish to expand this adventure to encompass more of the City of Lanterns, see the *Warlock Guide to the Shadow Realm*.

### WHERE TO GO?

Both Raerbitte and locals direct the PCs to three locations in Corremel. Depending upon party composition, you may guide them to the location that best piques their interests. While adventure can be found at each location, the PCs need only visit one to learn that Taimel's abductors are servants of the Duchess of the Gleaming Beacon.

If Raerbitte didn't survive the encounter in Shimmer or didn't travel to Corremel with the PCs, a successful DC 13 Charisma (Persuasion) check and an hour of talking to locals in the city earns the PC one of three location names (your choice) as possible areas for leads: Horn Gate Inn, Forty Lashes, and Donnybrook.

Each hour the PCs spend in the streets of Corremel, there is a 50 percent chance a street urchin, down-on-their-luck dark folk, or capricious fey steals from one of the PCs. That PC must succeed on a DC 12 Dexterity saving throw or lose 11 (2d10) gp. If the PC fails the saving throw by 5 or more, the thief also steals 1d3 random mundane items from the PC. The PCs can recover stolen goods by speaking with Calv in the Horn Gate Inn.

### HORN GATE INN

For many visitors, the Horn Gate Inn is their first experience in the City of Lanterns. This tavern offers cold ale, loud music, and warm pillows to anyone who can cover the modest price. Its owner, Rodrig Goldseam, takes pride in offering food free of the corruption that plagues the Shadow Realm.

**Operators.** PCs who sidle up to the bar can speak with Harried Harald, a disheveled but hardworking human **commoner** pouring flagons of ale. PCs who request a table can speak with their server, Tamikula, an **elfmarked** woman with emerald eyes and a warm smile. If they are polite, tip well, and discuss their quest, Harried or Tamikula reveal that there was a bearfolk cub in the inn for a short time. They recall that the cub left with shadow goblins that serve the Court of the Gleaming Beacon, an upstart court outside Corremel on the southern bank of the Lethe.

**Patrons.** A few other patrons enjoy the comforts of the inn at the same time as the PCs, including:

- Calv, a **blink dog** gifted with the ability to speak Common and Umbral, sits on a barstool, lapping ale from a wooden bowl. He uses his nose to track down missing objects for locals and can help the PCs recover any items they lost. Calv charges 10 gp to track down coins lost within the last half day or 20 gp to track down items. A successful DC 17 Charisma (Persuasion) check reduces his fee by half. A PC that buys Calv a bowl of ale has advantage on this check. If hired, Calv meets the PCs outside the Horn Gate Inn before they leave Corremel, their lost items in saddle bag-like pouches on his back.
- Mandisa Alrayan, a Nurian merchant, lounges in a terrycloth robe at one of the more opulent tables, enjoying shadow fey wine. If the PCs inquire, Mandisa is willing to sell similar robes for 10 gp each.

## FORTY LASHES

Ten cellar steps off a side alley lead to Forty Lashes, a social hall frequented almost exclusively by shadow goblins. While most shadow fey prefer their goblins submissive, most are pragmatic enough to realize their servants must occasionally blow off steam. So long as their rolls are buttered and their pillows are fluffed, the fey don't pay close attention to where their servants disappear at the end of the evening.

Forty Lashes is owned by Eben the Clever. Once a servant of a shadow fey noble, he poisoned the wrong courtesan's drink, for which he was punished. Eben received forty lashes, one more than permitted by shadow fey custom. For this malfeasance, the Black Prince ordered Eben freed, and the noble paid her former servant for this extra lash. Eben used the money to open this hall, now named for the folly that freed him.

**Entering Forty Lashes.** Fennel, a trollkin **thug**, protects the front door. If accompanied by a shadow goblin, he admits the PCs without second thought. Otherwise, the PCs must succeed on a DC 15 Charisma (Persuasion) check to gain entrance. The DC is reduced by 1 for each gold piece offered to Fennel. Shadow fey are never permitted inside the hall—"no masters."

Inside, the PCs can survey the social hall. Shadow goblins and their guests drink mead from copper flagons and eat spicy stews from wooden bowls. Others play darts and roll dice. Torches stolen from the street illuminate a small stage where a bard is finishing a romping set.

**Patrons.** If asked, most shadow goblins are tight-lipped about their compatriots. Nevertheless, a successful DC 15 Wisdom (Insight) check deduces the shadow goblins know more than they admit. Any threat of violence results in the PCs' ejection from Forty Lashes. However, a few of the hall's patrons are willing to listen to the PCs, including:

- Belica Oselia, a dark folk bard, is far more talkative. PCs mentioning their search for the cub find her willing to discuss an altercation she witnessed three nights ago. During her set, two groups of goblins were forcibly ejected from the hall. From the stage, she thought she saw a small animal posturing with one group. Later that evening, Fennel showed her a bite mark courtesy of a bear who traveled with servants of the Gleaming Beacon, an upstart court outside Corremel on the southern bank of the Lethe.
- Hayrazor, a shadow goblin **thug** with red knuckles, approaches the PCs with a proposition. Inside a wooden box, he carries eight mice with crimson fur that are all the rage at the courts. He's willing to part with one for 10 gp. A successful DC 15 Wisdom (Perception) check realizes the mice are painted red. Less discriminating recipients may accept the mice at face value, however.

## DONNYBROOK'S

This dilapidated theater was once home to comedy and drama, but its greatest tragedy is that it now plays host to an underground fighting ring. At Donnybrook's, all manner of creatures can fight for coins, gems, or whatever currency the shadow fey deem valuable.

**Fighting and Gambling.** When they arrive, a fight between an alliumite **knight** and a **shambling mound** takes place in the ring. The PCs can gamble on the winner. By making a successful DC 15 Wisdom (Insight) check, a PC correctly predicts the winner. Winners earn double their wagers. If the PCs log opposing wagers, the PC with the higher result wins.

A PC can also challenge the victor. As no one fights to the death, the combatants make attack rolls against their respective ACs. The first combatant with three successful attacks wins. If both opponents make three successful attacks on the same turn, the contest continues until one succeeds and the other fails. The victor earns a portion of the lost wagers—25 gp.

**Patrons.** Many patrons at Donnybrook's have loose lips, but most of the information isn't useful. A few patrons draw the PCs' eyes, however:

- Dagmark, a reaver dwarf who brought his pet **bulette** to brawl, has information for the PCs. Three days ago, he saw shadow goblins at Donnybrook's who were hoping to fight their bear in the ring. After revealing a mere cub, the goblins were laughed out of the theater. Dagmark thought he heard another patron mention that such fools could only come from the Gleaming Beacon. Looking for new marks, he learned that this is an upstart court outside Corremel on the southern bank of the Lethe.
- Rutendo, a Southlands merchant from the High Jungles, sits at the periphery of the theater, nearly passed out in his booth. Poisoned by his guards and robbed of most his worldly possessions, he implores the PCs to help him. Rutendo is poisoned and at 1 hit point. Healing Rutendo gives him the strength to fight off the poison. Alternatively, the poison can be removed with the *lesser restoration* spell or a successful DC 12 Wisdom (Medicine) check using a healer's kit. Once healed or cured, Rutendo informs the PCs he will hastily return to Midgard. If they help him unload his coach, he offers the PCs his cargo: green mangos and chili peppers.

## Part III. Court of the Gleaming Beacon

Having explored Corremel, the PCs have learned the connection between Taimel's abductors and the Court of the Gleaming Beacon. They also should have found one or more items desired by the shadow fey to help gain admittance to the court.

The Court of the Gleaming Beacon is a relatively new court that's caused a bit of a stir in the shadow fey political sphere. Unhappy with the Black Prince for unexplained reasons, the Duchess created a court just outside Corremel to spite the prince, and she has steadily been gaining attention and followers. She holds her court at a mansion a quarter mile southeast of Corremel, overlooking the Lethe.

Duspin, the shadow goblin butler, speaks with the PCs when they arrive. He is congenial and listens to them. However, he doesn't allow the PCs entry without some type of gift for the Duchess or proof of their trustworthiness.

### GAINING ENTRY TO THE COURT

The PCs must have at least two of the following items or qualifiers before Duspin allows them entry:

- A PC is a shadow fey
- A PC has a noble title
- The PCs rescued Raerbitte, and he accompanied them to Corremel.
- A trendy item, such as mangoes and peppers, terrycloth robes, or crimson mice

If the PCs don't have enough qualifiers to gain entry and are persistent, Duspin relents under one condition. One of his roles at court is to prepare, distill, and serve mortal memories to the courtiers. Since the court's move outside Corremel, such memories are harder to obtain. If the PCs each sacrifice a favored memory, Duspin grants them an audience with the Duchess.

Ask the players to describe the memories they sacrifice. Before the end of this adventure, you can impose disadvantage on one attack roll, saving throw, or ability check as the PC inconveniently forgets a past lesson related to the sacrificed memory.

Duspin pricks each PCs' finger and drains the memory into a small bottle. In sacrificing a memory, the PC forgets that it

ever existed. The PCs can regain their sacrificed memories by purchasing the bottles from Duspin before returning home (see the Conclusion on page 12).

### AN AUDIENCE WITH THE DUCHESS

Once granted audience with the Duchess, the PCs enter the Court of the Gleaming Beacon. Since breaking away from the Black Prince's court in Corremel, mortal petitioners have been few and far between, and many courtiers view the PCs with an air of mystery.

Once presented before the Duchess, an elegant female shadow fey seated on a magically gleaming throne, the PCs can explain their quest. The Duchess is aloof and often requires prompting from her chief counselor to continue paying attention to the PCs' words. Though inattentive, a successful DC 13 Wisdom (Insight) check recognizes the power the Duchess wields, as her guards wield razor-sharp falchions and the shadow fey courtiers filling the grand hall hang on her every word.

Realizing her servants are likely to blame, the Duchess states that she transforms her worst courtiers into shadow goblins if they fail too often. She admits to making an off-hand comment recently about the incompetence of some of her shadow goblins, saying they can't even do something as simple as steal a bear cub from its parent.

If the PCs ask to speak with the goblins, the Duchess requires assurances that no harm will come to them. She reminds them that shadow fey treasure their servants—even the most incompetent—and harming them will result in furious retribution. Alternatively, if the PCs mention the cub is the nephew of Ernalda Berlasdottir, hierophant of the Moonlit Glades, the Duchess pauses for a moment, paying full attention to the PCs for the first time. Her soft, power-filled voice sweeps in an icy wave across the hall, demanding the shadow goblins responsible show themselves. Shadow fey relations with the Moonlit Glades are tenuous with occasional ambassadors on both sides, but the Duchess knows that such a kidnapping, especially from a newer court, could cause her more trouble than she has the magical and political power to handle.

Duspin brings the shadow goblin abductors before the PCs and the Duchess to answer the charges. The goblins admit they stole a carriage and kidnapped Taimel. They even took him around Corremel, trying to improve his reputation for the Duchess's benefit. Upon bringing him to court, they were waylaid by the "squatters" and haven't seen him in two days.

At the mention of squatters, the Duchess's brow furrows ever-so-slightly. She explains that a mutated cousin and its hangers-on have taken up residence in her basement. While once content to steal food and clothing, the squatters have grown bold of late, even filching the Duchess's canopy bed. Each courtier visibly winces at the barely contained rage in the Duchess's voice.

### ENTERING THE COURT WITH STATUS

If you are using the optional Status rule (*Midgard Worldbook*, p. 25), a PC with a Status of 6 or higher counts as one qualifier. If at least one PC has a Status of 8 or higher, Duspin hurries them in to see the Duchess without asking for any other qualifiers.

The Duchess's mutated cousin, Gallineau, was once a member of the Black Prince's court like her. Together, they decided to break away from the court and start their own. Unfortunately, neither could agree who should rule the new court. A magical duel between the two resulted in Gallineau's transmutation and subsequent loss of much of his magic. After the duel, he fled to the basement of the new court's mansion, taking his loyal shadow goblins with him. As the duel wasn't to the death, the laws of the courts prevented the Duchess from hunting down her wayward cousin, leaving the two in their current stalemate.

The PCs' arrival presents the Duchess with a delightful way of removing her troublesome burden. The fact that Gallineau has a coterie of his own shadow goblins and that he stole the bear cub from her servants also leaves the Duchess room to absolve herself of the kidnapping should bearfolk from the Moonlit Glades come knocking.

Of course, the Duchess doesn't share this information with the PCs, preferring to appear congenial to these outsiders who claim to have the ear of a powerful figure in the Moonlit Glades. She declares she will permit the audacious mortals to leave with the cub if they eliminate the squatters. Even if the Duchess knows Taimel's identity, she gives the PCs this stipulation, desperate to be rid of her cousin and not willing to lose her own servants to recover the cub. Duspin then leads the PCs to the basement.

## Part IV. Down to the Basement

The basement lies through the mansion's kitchen and down past the laundry rooms. When the PCs reach the wooden door to the basement, Duspin stammers, "*We don't go past here—too much trouble.*" As he walks away, he whispers, "*Good luck!*"

**Doors.** Doors in the basement are unlocked and constructed of wood.

**Lighting.** Unless otherwise noted, the basement is unlit. Like elsewhere in the Shadow Realm, light sources shed half their normal amount of light.

### 1. GAMING ROOM

*The wooden stairs, swollen with moisture, creak and quake with each step. The stairs end in a square room with stone walls. The northern wall is incomplete, revealing worked earth behind the mortared stone. Stacks of stone lie nearby.*

A successful DC 12 Wisdom (Perception) check hears sounds of laughter as the PCs descend the stairs into the room. Along the north wall, eight small creatures play cards.

**Creatures.** After spotting the PCs, the **shadow goblins** (*Creature Codex*, p. 191 or page 13) cease laughing, and their smiles turn to sneers. Six goblins crack their knuckles and clench their fists menacingly, while the other two goblins

rush out the eastern door. These shadow goblins sided with the Duchess's cousin when the Court of the Gleaming Beacon was formed and continue to serve him even after his defeat. They regularly sneak into the mansion above to steal food and other objects, waging a silent and petty war against their former mistress.

**Treasure.** The PCs find little of value in the room—a broken table, chairs with missing backs or legs, a set of bone dice, and moldy playing cards with too many jokers—but each goblin carries a set of thieves' tools.

### 2. LONG HALLWAY

*This small room continues to the east in a long hallway. A wooden door sits in the room's northern wall.*

**Hazard.** The floor here is slick with mold and slime. If a creature takes the Dash action in this area, it must succeed on a DC 13 Dexterity saving throw or fall prone.

**Tracking the Goblins.** If any goblin in Area 1 escaped the PCs, the PCs can follow their trails. A successful DC 12 Intelligence (Investigation) or Wisdom (Survival) check discerns the goblins didn't go through Area 5. A successful DC 17 Intelligence (Investigation) or Wisdom (Survival) check discerns one goblin entered Area 6. If more than one goblin escaped, the PC also determines another goblin entered Area 3.

### 3. FERMENTING ROOM

*Large earthenware pots line the walls of this room, giving the area a pungent funk of decaying food. The entrance to an unfinished hallway sits in the eastern wall.*

If the PCs remove the lids on the pots, they find cabbage fermenting inside. The goblins and their leader ferment food stolen from the kitchens above to preserve for leaner times.

**Tainted Food.** A successful DC 15 Intelligence (Arcana or Nature) checks reveals the food is tainted by the Shadow Realm. A creature that isn't native to the Shadow Realm that eats the food is poisoned for 1 hour. If a creature eats nothing but this tainted food for 24 hours, it is poisoned until it spends at least 24 hours outside the Shadow Realm, eating untainted food. Since this food is tainted by existing within the Shadow Realm, spells like *purify food and drink* don't remove the corruption.

#### SHADOW-CORRUPTED FOOD

If you are using the Midgard setting and the shadow corruption rules (*Midgard Worldbook*, p. 414), eating the tainted food in Area 3 gives the PC two levels of shadow corruption instead of the poisoned condition.

#### 4. EEL POOL

*The rough-hewn tunnel winds into a small cavern filled with shallow water.*

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**Shallow Water.** The water in this area is a few feet deep. It is difficult terrain for Medium or larger creatures. Small or smaller creatures must swim when traversing the water. The water in the short tunnel to Area 8 reduces to a few inches in depth and no longer affects the PCs' movement.

**Creatures.** Electric eels sleep at the bottom of the pool and bats sleep on the cavern's ceiling. A successful DC 15 Wisdom (Perception) check notices the sleeping bats and eels. Each creature that walks or swims through the water must succeed on a DC 15 Dexterity (Acrobatics) check to avoid awakening the eels. Once awakened, the eels swarm and attack. The eels use the statistics of four **swarms of quippers**. Each creature that starts its turn in a swarm of eels takes 3 (1d6) lightning damage.

If the eels awaken and attack the PCs, the bats roosting on the ceiling also awaken and attack. The bats form two **swarms of bats**. If a swarm of bats is reduced to 10 hit points or fewer, it disperses, the bats fleeing through a hole in the ceiling.

#### 5. SHORT STAIRWELL

*This dusty stairwell leads down to a small landing with a closed wooden door.*

---

**Unused Stairwell.** A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check notices this stairwell hasn't been used in months.

**Shadow Burst Trap.** Gallineau (see Area 8) used the last of his fading power to magically trap this stairwell when he fled to the basement. The trap activates when more than 20 pounds of weight is placed on a pressure plate at the base of the stairs, causing a 10-foot-radius burst of necrotic energy extending from the pressure plate. Each creature in the burst must make a DC 12 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Prevention.** A successful DC 18 Wisdom (Perception) check notices the pressure plate. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the pressure plate destroys the trap.

#### 6. LONG CHAMBER

*A short stairway curves east, ending in a large, narrow chamber dominated by a large stalactite. Two doors sit in the northern wall and the hallway continues to the east.*

---

This room is home to a roper Gallineau has trained as a sort of guard. A successful DC 10 Wisdom (Perception) check notices bones of several small creatures litter the ground. These bones belong to bats, rats, and other small animals the goblins fed to the roper.

**Creature.** The stalactite is a **roper** that doesn't attack shadow goblins or shadow fey. The roper attacks with its tentacles once two PCs enter the room. As the room is quite narrow, it can use only two of its four tentacle attacks at one time. If it starts its turn with half its hit points or fewer, the roper flees through a hole in the ceiling to seek easier prey, dropping any grappled creatures on the floor below.

#### 7. SLEEPING QUARTERS

*Ten wooden beds lie scattered haphazardly around the room. Most sheets are filthy, but a basket of clean linens sits against the west wall.*

---

**Locked Doors.** The doors into this room are locked. A successful DC 15 Dexterity checks using thieves' tools unlocks a door, while a successful DC 15 Strength check forces it open.

**Treasure.** A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check while searching the room discovers a small box under the smallest bed. Inside are five *memory philters of youthful joy* (*Midgard Worldbook*, p. 409) which the PCs may trade to the Duchess' butler to regain their own memories. If they can find a buyer, they can sell all five philters for 250 gp. If you aren't using the *Midgard* setting, the PCs find five *potions of healing* instead.

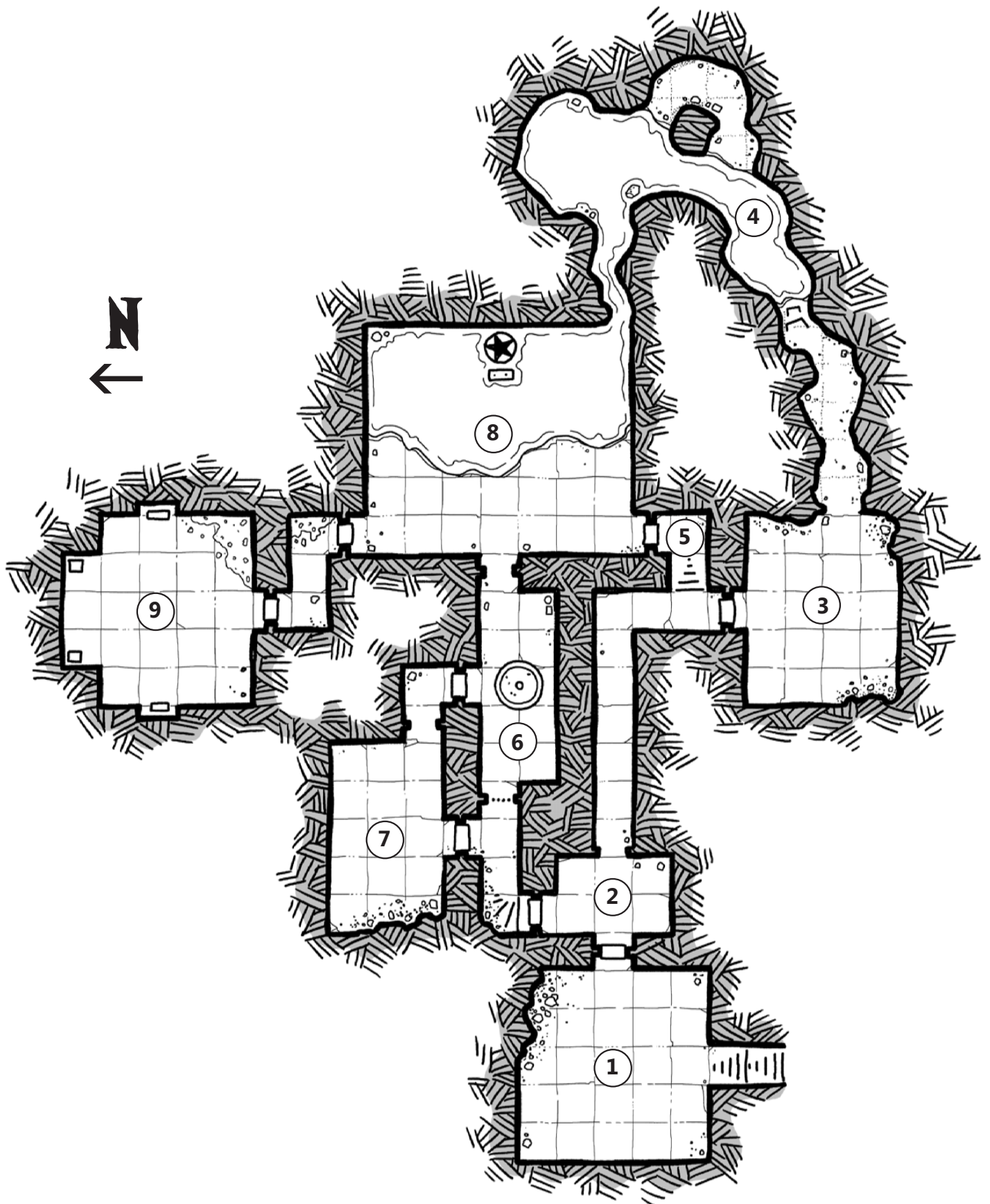
#### 8. TAIMEL'S PRISON

*A shallow pool of dark water covers most of this large chamber. Doors sit in the north and south walls, an open hallway exits the chamber to the west, and a narrow, water-filled tunnel exits to the east. A shadow-shrouded bear cub sits on a small mound of stones on the eastern wall.*

---

Most of this room is pool of still water. The water is only a few inches deep and doesn't hinder movement. Sandy earth covers the western part of the room leading to Areas 6 and 9, and the bearfolk cub Taimel reclines on a pile of stones against the eastern wall (see star on the map).

**Creatures.** Gallineau watches over his new pet in this chamber, not fully aware that the cub isn't a normal bear. He hopes to help the cub grow into a formidable ally against his cousin and has been feeding Taimel shadow-tainted food to



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

“help him grow strong.” Gallineau’s transformation during his duel with the Duchess left him with many crow-like features, including wings, but also left him without much of his former power or memories. Now, he is a **shadow fey rook** (see page 13), and he waits in darkness to the north with one **shadow goblin** and any of the goblins that escaped death in Area 1. A successful DC 16 Wisdom (Perception) check notices him; otherwise, Gallineau and his allies ambush the PCs when they cross the pool to reach Taimel.

**Taimel.** Taimel, too young and shadow corrupted to fully understand what is going on, comes to Gallineau’s defense if Gallineau is attacked within 20 feet of him. Taimel uses the statistics of a **black bear**, and he is poisoned. If Gallineau is slain, Taimel sits down and sobs, believing his only friend and protector has been killed. A successful DC 15 Charisma (Persuasion) check calms the distraught cub. A PC has advantage on this check if the PC mentions Teppen or Ernalda by name. Once calmed, Taimel’s affliction can be removed with the *dispel evil and good* spell or if the cub drinks the *tincture of moonlit blossoms*. Alternatively, the cub’s affliction is cured after spending a few days back in Midgard under Ernalda’s care.

9. GALLINEAU’S QUARTERS

*A canopied bed covered in silk sheets dominates this room. Throw pillows and a plush, though moldy, rug lie about the room. Small chests sit against the walls.*

Gallineau resides primarily in this room, attempting to recreate some semblance of the life he vaguely remembers. Though enamored with his new pet, his shadow fey vanity wouldn’t allow him to share the room with the smelly, walking “wet rug,” forcing him to spend his recent days in Area 8 with Taimel.

**Treasure.** The Duchess’s canopied bed sits in the room, mostly intact with only a few torn sheets. The chests contain silver coins worth 100 gp and assorted gems worth another 200 gp.

Conclusion

Having recovered Taimel, the PCs are able to return to Midgard. The Duchess commands some of her courtiers to escort the PCs and cub back to Bad Solitz via the nearby shadow roads.

Before departing, the PCs can speak with Duspin and trade the five *memory philters* for their own memories, if they traded their memories for entry. They can also find buyers for the *philters* in Corremel’s market, and they can return to the Horn Gate Inn if they hired Calv to recover their stolen items.

With the Duchess’s escort, travel back along the shadow roads takes a few days but is uneventful. Teppen and his

partner are overjoyed at Taimel’s return. Teppen pays the PCs for their service, and a grateful Ernalda offers to create 750 gp worth of scrolls or potions for them.

If the PCs are interested in further interactions with the shadow fey and their courts or in the Shadow Realm in general, you can find more information and adventures in *Warlock Guide to the Shadow Realms* and *Courts of the Shadow Fey*.

TINCTURE OF MOONLIT BLOSSOM

*Potion, very rare*

This potion is steeped using a blossom that only grows in the moonlight. A creature that drinks this potion removes three levels of shadow corruption\* (see *Midgard Worldbook*, p. 414).

\*If not using the Midgard setting, this potion instead acts as a single casting of the *greater restoration* spell.

DARKNESS GHOUL

Found in *Courts of the Shadow Fey* on page 31, these ghouls are infused with the essence of the Shadow Realm. While frequently tasked with stealth missions, darkness ghouls sometimes lead raiding parties of lesser ghouls in search of fresh food sources.

DARKNESS GHOUL

Medium undead, chaotic evil

**Armor Class** 13

**Hit Points** 45 (7d8+14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (–1)	10 (+0)	16 (+3)

**Skills** Stealth +5 (+7 in dim light or darkness)

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Umbral

**Challenge** 4 (1,100 XP)

**Shadow Stealth.** While in dim light or darkness, the ghoul can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the ghoul has disadvantage on attack rolls, ability checks, and saving throws.

**ACTIONS**

**Multiattack.** The ghoul makes two attacks, one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature other than an elf or an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Shadow Bolt.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 17 (5d6) cold damage. The target must succeed on a DC 12 Constitution saving throw or become blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**SHADOW FEY ROOK**

*Medium humanoid (elf), neutral evil*  
**Armor Class** 14 (leather armor)  
**Hit Points** 66 (12d8 + 12)  
**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	11 (+0)	11 (+0)	13 (+1)

**Skills** Acrobatics +7, Stealth +7, Arcana +2  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Elvish, Umbral  
**Challenge** 4 (1,100 XP)

**Cunning Action.** On each of its turns, the shadow fey rook can use a bonus action to take the Dash, Disengage, or Hide action.

**Fey Ancestry.** The shadow fey rook has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Sneak Attack (1/turn).** The shadow fey rook deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the fey that isn't incapacitated and the fey doesn't have disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the shadow fey rook has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

**ACTIONS**

**Multiattack.** The shadow fey rook makes two attacks: one with its bite and one with its shortsword.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Dexterity saving throw or its speed is halved until the end of its next turn.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**SHADOW GOBLIN**  
Found in the *Creature Codex* on page 191, shadow goblins are goblins who inhabit the Shadow Realm. Many serve within the courts of the shadow fey, which affords them varying levels of prestige and safety. Some shadow goblins, like those who kidnapped Taimel, are transformed shadow fey that greatly displeased their superiors.

**SHADOW GOBLIN**

*Small humanoid (goblinoid), neutral evil*  
**Armor Class** 13  
**Hit Points** 13 (3d6 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	8 (–1)

**Skills** Sleight of Hand +5, Stealth +5  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Elvish, Goblin, Umbral  
**Challenge** 1/2 (100 XP)

**Nimble Escape.** The shadow goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**Shadow Camouflage.** The shadow goblin has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

**Sunlight Sensitivity.** While in sunlight, the shadow goblin has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

**Traveler in Darkness.** The shadow goblin has advantage on Intelligence (Arcana) checks made to know about shadow roads and shadow magic spells or items.

**Unseelie Blessing.** The shadow goblin has advantage on saving throws against being charmed, and magic can't put it to sleep.

**ACTIONS**

**Multiattack.** The shadow goblin can make two attacks with its kitchen knife. The second attack has disadvantage.

**Kitchen Knife.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**REACTIONS**

**Vengeful Jinx.** When the shadow goblin is hit by an attack from a creature it can see, it can curse the attacker. The attacker has disadvantage on attack rolls until the end of its next turn.

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