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Dwarves can smell the thick gold leaf inlay which by superior craft or magic still sets into the runes. The dwarven text reads, "The Gold Mine of Dul-Dohm." Anyone taking the time to carve out the inlay gains 1d100gp + their Luck score. Any thief class or professional craftsman is able to scrape out an added 30gp. This will also make an echoing clamor which alerts the Cai-Men in **Area B1**,

who ready themselves to ambush intruders.

Area AA2—The Dark Gate: *An old archway crosses over the ancient stairs decked with chaotic runes, and various signs and crude symbols for destruction and decay. The graffiti is the work of many hands, or a miasma of despair from a single, insane mind.*



Shadow Realm Character Sheet Reference

Who
am I?

Name:

You feel
tired. A
nap would
be nice.

Hours until slumber:
(Countdown from 30)

This world
is ephemeral;
nothing seems
real, or
substantial

Weapons found in the Shadow Realm:
(Non-magical weapons are reduced to half damage)

Your
Mind
Moves
You!

New Movement:
(5x Intelligence)

Other items found in the Shadow Realm:

Shadows are
everywhere . . .

+3 Hide
Check

New Hide
Check:

No smell, no
infravision,
no light. Dim
sight for:

30'

Magical forces are
potent here:

+2 Spell
Check

New Spell Check:

And it is very
hard to see . . .

+10 Hide
Check

New Hide
Check die:

Divine connection
is dull here:

-2 Spell
Check

New Spell Check:

Discoveries:

It is like
my world,
yet it is
not.

Oddities:

Notes:

Appendix S: Shadow Realm Laws & Rules

Allow players to discover these as they explore.

Crossing over always occurs in the parallel location in the normal world, and vice versa. (See map location to check where PCs enter and exit each realm.)

Spaces and entities are different. Objects found here dissipate if brought back to the normal world, but if dropped in the Shadow Realm, they remain where they were left. *Magic items or items placed in a dimensional pouch do not dissipate in the normal world.*

Attempts to cross between worlds where the destination contains solid matter results in failure and causes a mild headache (-1 Will save for 1 turn).

No sense of odor exists in this realm. Dwarves smell no gold, even if it's under their nose.

Colors are dim and the world is cold. This realm feels insubstantial and vague.

Thoughts move a person, not their body. Movement rates are 3x Int (armor doesn't affect MV). Round to nearest 5'.

Excessive time in the Shadow Realm causes fatigue. Durations over 30 rounds cause sleep. This is a permanent slumber until removed from the Shadow Realm (5% chance per day of being killed by a malevolent force).

Normal weapons do half damage.

Magic is potent here. Its flow is pent up in this realm, fresh and underused. Spells by elves and wizards gain a +2 to spell checks. The gods dimly tune to this realm and all clerics suffer a -2 to spell checks.

Normal flames (torches, lanterns, fires, etc) are instantly snuffed out in this realm. This does not douse fires with magical origins.

Vision is limited to 30' and infravision yields no effect. It is as if the entire realm is bathed in moonlight—even areas of pitch dark in the normal world have a dim moonlit quality here.

Due to the intense illusory nature of this world, all hide checks are at +3 and get +1d (results in a 1d24 for most thieves and halflings, and a 1d12 for all others). Armor check penalties still apply.

Handout 1: The Maker's Glove

I have found an odd relic of a time long past, made of a material weightless and seeming to be of pure energy. It is in the bearing of a simple glove, yet swells and contracts to abide the size of any hand. It is indestructible under the greatest forces of both magic and might. I suspect it is of divine origin.

Another like it, I have yet to find in the known world.

It holds otherworldly properties. Ponder the implications, ye that have minds to know . . .

-While In Our World-

-If the glove's white side is showing, it provides 60 feet of radiance, which is a remarkable pure sunlight glow. Almost blindingly pure.

-If it is reversed to black side, the light fades out. Then, if one puts the glove on, the bearer and everyone in direct physical contact will enter the SHADOW REALM at the spot where you stand.

-Within the Shadow World-

-If the glove is on the black side, no special benefit seems to prevail.

-If it is reversed to the white side, a pure 10 feet of radiant light is emitted. If the light glove is put on, the bearer and everyone in direct physical contact will enter the normal world at the spot where you stand.

A detailed black and white line drawing of a prehistoric landscape. The scene is filled with various elements, many of which are labeled with letters in circles. In the upper left, a large dinosaur skull is labeled A5. Below it, a dinosaur skeleton is labeled D. To the right of the skeleton, a dinosaur head is labeled C. In the center, a dinosaur tail is labeled B1. Other labels include A1, A2, A3, A4, B2, B3, E, F, G, H, and I. A small cave entrance is labeled 'CAVE IN'. A signature 'ACK 2019' is in the bottom right corner.

Handout 2: Final Poem

*By voice and power, beyond place
Infused by phlogiston ebon grace
Release all potency with this tome
And take us to Woctalon's home.*

Handout 3: Old Dwarven Prayer

*ହେ ଘେ ପନ୍ଦେର ଶତେ ଚା ନଟେ
ହେଉ ପଞ୍ଚ ଚାମୁଣ୍ଡେ, ହାବାନ୍ତ ପଞ୍ଚ ଶୋହେ
ଘାନ୍ତେ ପ୍ରତାପ ବେଢ଼ିଞ୍ଚେ ଘେ ନଟେ ହେଉ
ଏ ପ୍ରାଣେ ଚାମୁଣ୍ଡେ ଶତେ ଚାମୁଣ୍ଡେ*

Appendix S2: Shadow Reach & Step

2nd Level Spell

Range: Self

Duration: See below (variable)

Casting Time: 1 round

Save: None

Manifestation: (1) The caster's shadow begins to move of its own accord; (2) Snake-like shadows within 10' of the caster move and slide about in hypnotic patterns; (3) A hole in space opens in front of the caster, from which nothing can be seen; (4) Light on the caster appears as darkness and shadow appears as light; (5) A black smoke-like matter flows around the caster.

General: This virtually unknown 2nd level spell allows a wizard or elf to perform one of two options selected after the spell is cast. Those options include a shadow step to move about in the Shadow Realm, or shadow reach to stash or retrieve goods from the Shadow Realm—making them virtually undiscoverable.

Misfire: (1) Whatever the caster is holding is thrust into the Shadow Realm; (2) Everything the caster possesses is transferred into the Shadow Realm; (3) The caster must make a DC 17 Fort save or collapse for 1d4 turns.

Spell Check Results:

1 Fail, corruption and misfire

2-13 Fail, spell lost

14-15 **Reach:** For the next 2 rounds, the caster can reach into the Shadow Realm and place a small bag-sized object for hiding, or retrieve a small bag-sized object from hiding. The caster must be in the same location to recover the object. There is a 10% chance that the object is missing when recovered after this day.

Step: For the next 2 rounds, the caster can enter the Shadow Realm. There is, however, a 50% chance of encountering something dangerous.

16-18 **Reach:** For the next 5 rounds, the caster can reach into the Shadow Realm and place a large chest-sized object for hiding, or retrieve a large chest-sized object from hiding. The caster must be in the same location to

(Continued on p30...)

Cavern Lair of Wurmshade: Shadow Realm



recover the object. There is a 5% chance that the object is missing when recovered after this day.

Step: For the next turn, the caster can enter the Shadow Realm. There is, however, a 25% chance of encountering something dangerous. Re-entering or re-exiting the Shadow Realm takes 1 action.

- 19-21 Reach: For the next turn, the caster can reach into the Shadow Realm and place a cartload of goods for hiding, or retrieve a cartload of hidden goods. The caster must be in the same location to recover the object. There is a 2% chance that the objects are missing when recovered after this day.

Step: During this hour, the caster can enter and exit the Shadow Realm. There is, however, a 10% chance of encountering something dangerous. Re-entering or re-exiting the Shadow Realm takes 1 action.

- 22-25 Reach: For the next hour, the caster can reach into the Shadow Realm and place a caravan of goods for hiding, or retrieve a caravan-load of hidden goods. The caster must be in the same location to recover the object. There is a 0% chance that the objects are missing when recovered after this day.

Step: During this day, the caster can enter and exit the Shadow Realm. There is, however, a 1% chance of encountering something dangerous. Re-entering or re-exiting the Shadow Realm takes 1 action.

- 26-30 Reach: For the next day, the caster can reach into the Shadow Realm and place any amount of goods for hiding, or retrieve any amount of goods from hiding. The caster must be in the same location to recover the object. There is a 0% chance that the objects are missing when recovered after this day, and a 1% chance that an object of shadow magic will be discovered in this day during a reach. If taken, this item will be tethered to a mighty shadow creature, who now hunts the caster. Add 50% to the probability of item loss or trouble for any future reaching and stepping.

Step: During this week, the caster can enter and exit the Shadow Realm. There is a 0% chance of encountering something dangerous. Re-entering or re-exiting the Shadow Realm takes 1 action. During this time, there is also a +2 to any attempt to invoke patron from the Shadow Realm, as it is highly conducive to magical connection.

- 31+ Reach: For the next week, the caster can reach into the Shadow Realm and place any amount of goods for hiding, or retrieve any amount of goods from hiding. The caster must be in the same location to recover the object. There is a 0% chance that the objects are missing when recovered after this day, and a 5% chance that an object of shadow magic will be discovered in this week during a reach. If taken, this item will be tethered to a mighty shadow creature, who now hunts the caster. Add 25% to the probability of item loss or trouble for any future reaching and stepping.

Step: During this month, the caster can enter and exit the Shadow Realm. There is a 0% chance of encountering something dangerous. Re-entering or re-exiting the Shadow Realm takes 1 action. During this time there is also a +4 to any *invoke patron* attempt from the Shadow Realm, as it is highly conducive to magical connection.



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