



*Patreon Adventure Supplement  
June 2022*

## *The City of the Shadowblade*

*Map: The City of the Shadowblade*

# *The City of the Shadowblade*

### **In this GM's Adventure Supplement:**

**Page 1 Contents**

**Page 2 Setting**

- Setting description
- Regional map

**Page 3 NPCs and Monsters**

- Travellers in the Shadowfell
- Monsters around the ruins

**Page 4 The Shadowblade**

- Ways the Blade can be used
- People who need the Blade
- How to obtain the Blade

**Page 5 Around the Ruins**

- Effects of interacting with the river water
- Blessings conferred at the Shrine
- Cursed echo items among the ruins



Patreon *Map of the Month* GM's supplement

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Regional map made using Inkarnate ([www.inkarnate.com](http://www.inkarnate.com)).

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# SETTING & LOCALE



## Setting description

The ruined city of Frince sprawls the banks of the Drear Flowe, an echo of the grand city in the material plane, thrown here by the clashes of a war that took the lives of thousands. The ruins here are empty, save for the creatures of the Shadowfell that lurk amongst them. The river that cuts through the city flows with an unnatural silence, its waters dark and inscrutable. Those who choose the river as a means of travel do so at risk – the water is known to have most unusual properties.

While monsters are plenty, people among the ruins are few, yet infrequently travellers do pass this way. Some have been in this area of the Shadowfell for more years than they can remember - it is all too easy to get lost in the ruins and the crumbling walls have few features to help tell one from another.

There are a few ruins of note, however. In the north-east of this area of ruins sits an old shrine that travellers call the Shrine of the Pale Prince. No one mortal knows to whom this title refers, but those who pray or make offerings at the shrine soon learn

### Key to the map:

- |   |  |
|---|--|
| 1 | Tower of the wizard Gartblenne                   |
| 2 | Echoed ruins of Frince - City of the Shadowblade |
| 3 | Maw of Certain Doom                              |
| 4 | The Night Citadel                                |
| 5 | The Wheel Gate                                   |
| 6 | Graveyard of the Gray                            |

the nature of the Prince. Though he feeds on suffering, he is loyal to those who honour him, dispensing blessings to worshippers.

A little to the west of the shrine stands something darker still: a circle of statues that in the material plane had depicted benevolent goddesses, but here bear the joyless faces of mourners. The structure is known as the Blade Circle, a ritual and sacred ring. One of the statues holds fast in its cold hands the Shadowblade, a sword made of pure shadow. Its origins are ancient, celestial and nefarious. Its powers are strong, magical and unusual. Obtaining the blade is difficult, but for those who discover and enact the means, the rewards may be great.



# NPCs & MONSTERS

## Travellers in the Shadowfell

- 1 Lorin of Valdemene, a human king banished to the Shadowfell by the combined might of his people when he refused them bread. Remorseful, he seeks a way home. He is a good warrior and has kept his armour gleaming.
- 2 A small party of dwarfs, Perin, Dwiff and Barley, who came to the Shadowfell to test their fighting prowess against shadow beasts and have been lost here, battling on, for 150 years.
- 3 Grayravelle, a vampire, seeking the crystalised heart of her late husband, which was stolen from her castle by her arch enemy, the vampire Rostokk.
- 4 Travelling along the river to the Isle of the Dead, Gwidonbleth is looking to speak with the ghost of his mother. He cannot decipher all of her alchemical notes and he hopes that understanding them will make him rich.
- 5 Perlyana, transported here by mistake when trying to travel to the Feywild, is a lost fairy trying to find the Wheel Gate and a route home. She has been wandering the ruins for 10 years. Confused by direction, she has nevertheless gathered a lot of information about the area.
- 6 Brave halfling healer Merrywind Lushelby is looking to retrieve her friend Pyn Cabbagewhite. He came to the Shadowfell to hide for a week and avoid an much-unwanted arranged marriage but has not returned.
- 7 Elmorton, a human blacksmith, tricked by the warlock Yolfrage and sent here as bait for a monster. Now infected by the parasitic shadow creature, Elmorton is evading the warlock so that he cannot be made to take the parasite back to the material realm.
- 8 Karstegalf, a shadow fey laden with weapons, hunting one of their own, Jysterneec the Impious, who defiled the sanctity of the temple by entering without permission. Believed to be hiding in this region, Karstegalf will kill the defiler on sight.

## Monsters around the ruins

- 1 A convoy of recently departed spirits travelling through the Shadowfell. Some try and possess the bodies of mortals that they pass, desperate to return to a living body.
- 2 A small band of ghouls, crawling along the tops of the ruined walls. One chews the thigh bone of something fresh and humanoid-looking.
- 3 Two dhampirs, lurking in the ruins. They are bickering and annoyed as well as gaunt and hungry. It has been a long time since they have fed.
- 4 A rambunctious party of Shadar-Kai, racing shadow steeds up the river and around the ruins. They will try and run down any who cross their path.
- 5 A group of four Dark Ones who are treasure-hunting in the ruins. They don't care from where their hoard comes and will gladly liberate items in the possession of others with the point of a sword.
- 6 A stealthy cadre of six Shadow Cultists, searching the ruins for travellers who they might capture and sacrifice to Livfritha, Queen of the Fourth Age.
- 7 Morbedraz, a bitter and vicious revenant seeking to enact revenge upon the living. With great and astonishing swiftness he will attempt to slaughter victims with his bare hands.
- 8 A nightwalker, who went by the name of Warin when a mortal. Colossal and malevolent, the creature has been stalking the ruined city for victims to torture and corrupt for a thousand years.



# THE SHADOWBLADE

## *Ideas for ways the Shadowblade can be used*

- 1 The blade can be used to kill a celestial being.
- 2 The blade can heal the lifeforce of the undead.
- 3 At a point where the veil between worlds thins, the Shadowblade can cut through and open a passage.
- 4 Used in adoubement ceremonies, in tapping the shoulders of a person it will create Shadow Knights.
- 5 It can open the sarcophagus of the Shadow Queen if placed in the relief carved on the lid.
- 6 It can be used to destroy a phylactery.
- 7 The blade can emanate shadow in a well-lit place.
- 8 Anyone struck by the Shadowblade in a critical hit is banished to the Shadowfell.

## *People who need the Shadowblade – Quest Givers*

- 1 **Prior Lancelyn Carrocke, a Paladin Chaptermaster**  
Long blessed with the presence of the Angel Tallentiel living amongst them, Carrocke's Chapter has been horrified to witness the angel's slow corruption. Now they wish it banished, as it has begun slaughtering paladins it deems unworthy.
- 2 **King Beremud of Rewcastell**  
Prince Sarus seeks to usurp his father and has been advised by the Dark Wizard Veduc to form a legion of Shadow Knights. Beremud begs he is prevented from obtaining the Shadowblade.
- 3 **Professor Tamura Pagos**  
Pagos's team of archaeologists has uncovered the sarcophagus of an ancient queen beneath the city of Priegoven. An inscription notes it is filled with treasures and that only the Shadowblade can open the tomb.
- 4 **Fallonside Laeburn, a Lich**  
Having taken Lichhood to guard the city against the Deathwalkers, a threat that subsided centuries ago, Fallonside is sick of life and wishes to be freed to die. Having warded his phylactery that it may only be destroyed by shadow energy, he needs the Shadowblade to end his torment.

## *Ideas for how characters might obtain the Shadowblade from the statue that holds it*

- 1 Defeat the seven Shadow Guardians that reside within the seven other statues in the Blade Circle. They will awake and attack when someone attempts to lift the Shadowblade.
- 2 Waiting in the centre of the Blade Circle is Garool, an enormous Shadowhound, who defends the circle from intruders and the blade from thieves. He must be defeated or subdued.
- 3 Stand on the circle in the centre of the compass-point mosaic and recite 'Elemsia's Prayer', a hymn recorded in the lost *Book of the Final Gloaming*.
- 4 Smear fresh, royal blood on the hands of each of the seven statues, walking widdershins around the circle from the Shadowblade.
- 5 Bring a sword of equal value as an offering to replace the Shadowblade. The only known such item is The Sun Sword of the Dawn Princess.
- 6 Beginning at the centre, walk the cardinal and ordinal points of the floor mosaic in the order E, SW, W, S, N, kissing the lips of the statues that wait at each point. Kissing any other statue will result in it coming alive to fight the errant pilgrim.
- 7 Sacrifice a fae in the Blade Circle.
- 8 A band of ghouls lives in the ruins. Defeat the Ghoul King - who considers the Shadowblade his own - in combat within the Blade Circle.



# AROUND THE RUINS

## *Effects of interacting with the water in the River (roll d4)*

### **If someone touches it:**

- 1 All colour is leached from parts of them the water touched. These remain permanently black and white.
- 2 They are now surrounded by a wispy shadow that obscures their outline.
- 3 Their shadow departs from them forever, heading off by itself, alone.
- 4 For a month, sunlight hurts parts of them that got wet.

### **If someone drinks it:**

- 5 They forget their good memories, remembering only the bad or sad ones.
- 6 They are vulnerable to possession by a spirit over the next hour.
- 7 They become incorporeal for one day.
- 8 They become invisible to vampires forever.

## *Blessings conferred upon those that visit the Shrine of The Pale Prince (roll d4)*

### **Praying:**

- 1 Each agony you inflict upon yourself is inflicted 3-fold on your worst enemy.
- 2 Any pain causing spell you cast is more effective.
- 3 A veil of shadow descends on you for a day.
- 4 A shade will appear and guide you for a half day.

### **Making an offering or sacrifice:**

- 5 You kill your next enemy with a single strike.
- 6 The location of someone in the Shadowfell will be revealed to you.
- 7 You can bestow one curse upon one weapon.
- 8 By chanting their name thrice, you can drag one named soul into the Shadowfell.

## *Items that can be found among the ruins, cursed echoes of items lost in the material plane*

- 1 A beautiful gold-nibbed pen that is a joy to use. Any words written with it turn to insults in another's eyes.
- 2 A gem-studded silver locket. The subject of any portrait placed inside it gets stalked by a shade.
- 3 An apple knife the decorative beauty of which compels the bearer to use it. Occasionally it cuts them badly.
- 4 A little carved-stone mouse. Carrying it subtly makes a person weaker every day.
- 5 A broken sword hilt. The echo of its former blade still cuts along its full length.
- 6 A leather purse embossed with a goblin. Carrying it causes merchants to overcharge the bearer.
- 7 A blank book that writes the fortune of the reader. Beginning with truths, once trusted, it starts to lie.
- 8 A bottle of wine that if drunk causes a crushing empathy in those who imbibed.

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