

The Shadowlands

Domain of Fallen Grace

Darklord: Ebonbane

Genres: Dark Fantasy and Gothic Horror

Hallmarks: Questing knights, heroic sacrifice, and dark magic

Mist Talismans: The Shadowborn family crest, a paladin's broken sword, a cloak clasp depicting an eclipsed sun.



Noteworthy Features.....

- The Shadowlands is a unique domain. It is actually a cluster of pocket domains held together by the evil of Ebonbane and the legacy of Kateri Shadowborn. These pockets drift through the ever shifting Phantasmal Forest, a manifestation of the Mists themselves. With a few exceptions these domains are no more than a few hundred feet across and each one acts as a prison for those corrupted by Ebonbane over the years. These demi-lords are all trapped until Ebonbane is destroyed.
- The Circle or the Knights of the Shadows, is an order whose origins are tied to the Shadowborn family. They are individuals who have all experienced loss and have dedicated themselves to the protection of a group of people. They gather for a yearly pilgrimage to Shadowborn Manor that maintains Ebonbane's imprisonment. Many have lost their lost their lives on this pilgrimage, but they have yet to fail.

- The various locations within the Shadowlands all have ties to Ebonbane's evil and the Shadowborn Legacy. But they also hold tragedy's and trapped souls with their own curses tying them to the Phantasmal Forest as they've gotten caught up in the plots of the domain. Many of these individuals have not fully been corrupted and could possibly be freed of the web.
- Four elemental keys are hidden by the Circle at sites within the Shadowlands. Each is tied to an aspect of the creation first of Ebonbane's sword form, then the crystal coffin that now binds the Darklord. The Knights of the Shadows gather these keys before proceeding on their pilgrimage to Shadowborn Manor.

Settlements and Sites.....

Everything within the Shadowlands is also within the Phantasmal Forest. Travel is difficult, the broadleaf trees and thorny undergrowth is constantly shrouded in mist. This makes it impossible to spot landmarks at any distance to aid in travel, as well as making the often sudden changes in terrain more dangerous. Nothing leaves tracks and there are no paths through the wood save for the King's Road. Even this road, with its cobbles broken by weeds and disrepair, twists strangely through the forest and travelers often find they've doubled back. Meanwhile, the pockets within the Shadowlands shift about, until one finally stumbles into one. Despite this the forest does have regions of a sort.

Shadowborn Manor

Surrounded by deep forest is a wall of alabaster stone. The wall is easy enough to breach, as one can pass right through to enter. Escape however requires arcane secrets known to the Knights of the Shadows and few others. The grounds of the estate appear well kept with plants in abundance. But the trees, shrubs and lush grass are utterly devoid of animal life of any kind. At the heart of the grounds is Shadowborn Manor, a beautiful gothic structure with multiple spires and large windows to let in light. Separated from the main building by the garden is the Shadowborn family crypt. Ebonbane's spirit is imprisoned here as well as the spirit of Lady Kateri Shadowborn.

Avonleigh

The western half of the Phantasmal Forest is Avonleigh, this former domain was subsumed by Ebonbane's evil. Here the forest is haunted by vengeful spirits of those killed by the wizard Morgoroth before his imprisonment. It is cold and dark, seeming shrouded in eternal night.

The Avalon River flows from Nidala through Avonleigh. The river's banks are broken up as it passes through the Old Fens, where the trees open up to stretches of peat and weed choked water. The river then continues on its winding path before passing through Shrappcroft Marsh. Beyond the reeds, cattails and lily pads of the marsh, the river continues before finally emptying into Wyndham Lake.

Tergeron Manor lies somewhere between the two wetlands along the King's Road. Gated walls wrap around the overgrown property. Within, beyond the unkempt graveyard the manor looms, its multiple stories covered in dark vines and a phantom light flickering in its belfry. The building itself has become infused with the essence of Morgoroth the Black. A consequence of the wizard's attempt to escape from the plane.

Nidala

The domain of Nidala became the eastern half of the Phantasmal Forest once it's Darklord finally gave in to Ebonbane's influence. What is left now is a fractured representation of the former land. Rockier than Avonleigh, the forest here is boulder strewn, with stony ridges, buttes and cliffs. The Avalon River runs from Lake Amenta cutting a gorge with various falls and rapids before slowing to calmer waters before entering Avonleigh.

Not far from Lake Amenta is what remains of the city of Touraine, once housing over 20,000 citizens it is now home to a little less than 1,500. These folk live off the land, hunting, fishing and growing simple gardens in the abandoned squares of the once bustling city. Oddly they seem unaffected by the Phantasmal Forest's shifting nature. They could make excellent guides through the area. However they are extremely religious, considering any who do not worship the god Belenus to be heretics.

Rising above this settlement are the jagged fragments of Mount Malcredo and the ruins of the castle Faith Hold. Both destroyed by the upheaval of Nidala being

absorbed into the Phantasmal Forest, it is said that the area is haunted and home to the dragon known as Banemaw.

Ebonbane.....

Ebonbane's origins oddly enough, start with justice and devotion to a holy cause. Centuries ago in the Great Kingdom of Avonleigh there was a wealthy family whose name was synonymous with mercy and kindness. They had a daughter, Kateri Shadowborn. Despite all the acts of good her family had done, Kateri grew into a young woman with a desire to do more. In her midteens she decided what she must do and vowed to follow the holy path of Belenus.

Lady Kateri Shadowborn became a paladin, fighting evil in every corner of the land. She was a beacon of light and hope for the people. But even saints have enemies. During a great conflict known as the Heretical War, the Lady would face Ebonbane for the first time. In the form of Lussimor, a fiendish being from the outer planes, Ebonbane used its power to possess the Grand Caliph of the Southern Empire. During the war, Lady Kateri Shadowborn became a hero to her people.

Kateri and a group of knights from the Great Kingdom, were ambushed by one of the Caliph's Elite soldiers. This soldier, Lysander Greylocks, was under the domination of Ebonbane and killed all but a handful of the knights. He performed a number of horrible tortures upon these prisoners, including Lady Shadowborn. Kateri was able to lead the survivors to escape however.

Two years later, Kateri was able to defeat and capture Lysander's troops. The Lady was able to detect the evil possessing the enemy commander and free him of it. Using Lysander's knowledge of Ebonbane's tactics, Lady Shadowborn faced the evil spirit and banished it from the mortal world. This freed the Grand Caliph's soul and ended the war.

The Caliph's army of assassins, the Ahltrian, was all but destroyed during the conflict. But three members remained after the war. These men desire vengeance against the now retired Lady Shadowborn and Lysander Greylocks. Using dark magic they tried to summon the spirit of Ebonbane back to the material plane and

into a magical sword. They were partially successful, the fiend was bound to the sword but not their will.

Ebonbane killed the remaining Ahltrian, raising them as ghouls. The fiend used them to go to Forenoon Abbey where they slaughtered the monks and the blade possessed Lysander Greylocks once more. So it was that the sword was able to get near Lady Kateri in her own home Shadowborn Manor.

Using Lysander as a puppet, Ebonbane was able to defeat Kateri Shadowborn after a long and taxing duel. Even in death she could not let such an evil escape and wreak havoc on the land. Rising as a phantom, Lady Kateri bound Ebonbane inside Shadowborn Manor and everything within its walls were swallowed by the Mists.

This occurred in 611 according to local reckoning. Since that time Ebonbane has been able to use its influence to draw people and places associated with Lady Shadowborn to the Demi-plane of Dread. Many have been corrupted by the fiend and found their own prisons. Some, like Elena Faithhold and Morgoroth the Black, had their own domains for a time. But they finally fell under Ebonbane's sway and the evil spirit absorbed their lands into its twisting domain.

The fiend has not gone unchallenged however. Kateri's son, Alexi Shadowborn, formed the Circle and was able to break the sword Ebonbane. To keep the entity from being free Alexi absorbed the evil into himself. He, with the spirit of Ebonbane, now rests in suspended animation within a magical crystal coffin provided by Morgoroth. The magical seals maintained by the yearly pilgrimage of the Knights of the Shadows.

Ebonbane's Power and Dominion

While sealed away in Alexi Shadowborn, the evil spirit that is Ebonbane is trapped but not fully contained. Ebonbane can animate anyone who dies in Shadowborn Manor or anywhere in the Phantasmal Forest as an undead servant. Any humanoid corpses left lying on the ground in the forest sink into the soil after 1d4 minutes and emerge from the mud at Forenoon Abbey 1d4 days later as a **ghoul**. Those who have an evil alignment rise instead as a **ghast** which Ebonbane can use to speak through. The evil spirit can also use their senses as if they were a familiar, this only works with one of the **ghasts** at a time.

Ebonbane has several powers within the grounds of Shadowborn Manor. First it has the ability to communicate telepathically and tries to manipulate individuals into destroying the crystal coffin, pretending that it is Alexi. It has given up on trying this trick on Knights of the Shadows.

It is also able to animate and control any sword or dagger in the area. It doesn't matter if the weapon is held, sheathed or just lying around. This ability works on magical as well as mundane weapons, even artifacts such as the Sword of Kas or a Holy Avenger. Treat such weapons as **flying swords** with damage based on the weapon.

Lastly, Ebonbane is able to manipulate the environment of Shadowborn Manor causing lightning storms, cycling through day and night, causing the ground to shake and similar environmental events. Use druid spells as guidelines for these effects.

Ebonbane is unable to do anything to Alexi's crystal coffin, not even through it's undead minions. When the Circle performs the renewal of the coffin's elemental seals, Ebonbane ceases to be able to use any of it's abilities for 1 week. This is the only way to leave the manor.

Kateri Shadowborn. In life Lady Kateri Shadowborn had been the embodiment of noble virtue. She was a paladin who inspired others with her kindness, honor and sense of duty to the people. Even in death she did not cease to put the needs of others before her own, causing Ebonbane's imprisonment and acting as it's watcher. With Ebonbane imprisoned within Alexi Shadbourn, Kateri has little reason to appear and some in the Circle believe she has moved on. Others however believe that if Ebonbane were to be freed the Lady would appear once more to aid the forces of light.

Lady Kateri Shadowborn appears as a spirit unable to interact physically with the world. DM's can use the statistics of a **geist** as detailed in the notes below, some other spectral undead or possibly simply use her as a story device.

Alexi Shadowborn. The son of Kateri Shadowborn, Alexi was raised to join the original Circle of his homeland. However, a solar eclipse on the day of his induction was considered an omen of Belenus's disfavor. He was drawn to the

Demi-plane of Dread and formed a new Circle after the original was wiped out by Morgoroth. He confronted and defeated Ebonbane, trapping the evil spirit within himself and now lies in mystical stasis.

Should Alexi Shadowborn for some reason be awoken he would have statistics similar to a **champion**. Though it is possible that he would awaken possessed by Ebonbane. (Possibly using stats for a demon or devil)

Belenus. On some prime material planes Belenus is a member of the Celtic pantheon. In the land of the Mists he has many ties to the Shadowlands, members of the Circle and is worshipped in Tepest. He is the god of sun, light and warmth. In the Shadowlands he is worshipped as the vanquisher of darkness and served by female clerics or paladins exclusively. In Nidala he is considered the “one true god”, worship of any other god considered an unforgivable sin.

Belenus and other Celtic deities of listed in the PHB on pg.298

Closing the Borders. Because of the unusual nature of it's domain, Ebonbane is unable to close the borders.

Ebonbane's Torment

The following circumstances are a constant torment to the entity called Ebonbane:

- The entity finds it's imprisonment in the Demi-plane utterly unbearable. Even if being a Darklord grants it more power than in the material world, it is not worth the loss of freedom. This is even more exacerbated by it's imprisonment inside Alexi Shadowborn.
- Ebonbane has developed an unending hatred for Kateri Shadowborn and anyone tied to her. That it finds it's lack of success in destroying either her spirit or her family line to be maddening. Lady Shadowborn in fact continues to have unbroken faith that eventually all of Ebonbane's evil deeds will be set right and the entity destroyed forever.

Roleplaying Ebonbane

The fiendish entity known as Ebonbane is immortal and wholly evil. It delights in the corruption of heroes and uses its influence toward that end. Once it focused on

spreading it's influence to the domains of Avonleigh and Nidala. Since success Ebonbane became restless and more prone to frustration. Currently it concerns itself with escaping from the glass coffin. However the chance to destroy anyone of the Shadowborn line or the corruption of a hero would give it great pleasure. Such opportunities distract the evil spirit for a time.

Personality Trait. “All shall be corrupted by my eternal power, nothing can resist.”

Ideal. “I will be free to spread my influence across the planes once more.”

Bond. “The Shadowborn line will end and Kateri will despair.”

Flaw. “Mere mortals cannot hope to stand against my power for long. ”

Adventures in the Shadowlands.....

The Shadowlands are a place of failed heroes. The horrors here are the corruption of good, failed redemption and zealotry. It is a land with a history of knights and paladins struggling against great evil, though often with a tragic sacrifice. The domain works well for these themes, but also makes a good backdrop for noble quests. It can also make for an interesting “inbetween” domain. As the area is so dominated by forest it could be treated as a setting for overland travel as PCs head to their next adventure, possibly after a failed attempt to navigate the Mists.

Pocket Domains

The uniqueness of the Shadowlands lies in the spread of Ebonbanes evil. Its influence over time caused a portion of the Mists themselves to become the Phantasmal Forest. Binding those trapped within the mists to small pocket domains. The individuals trapped in these pockets cannot close the borders or leave.

These pocket domains are not entirely unheard of in the Demi-plane of Dread and exist in other domains where individuals aren't strong enough personalities to become a full Darklord. However Ebonbane's influence has caused an unusual number to form with the same region of the Mists giving the fiend a unique domain.

Traveling through the Phantasmal Forest is similar to wandering the Mists themselves. There is heavy gloom and fog over everything and the terrain seems inconsistent. The fog isn't quite as thick, the area within the Phantasmal Forest is considered only lightly obscured. (creatures have disadvantage of Perception checks that rely on sight)

When moving through the Phantasmal Forest, characters travel for 1d6 hours, then roll on the table below to determine the result. However, there is an actual geography however fluid it may be. Be sure to let characters know what landmarks they pass. Ruined cottages, old stone markers for fallen knights, pieces of the King's Road or the Avalon River, etc...

Should characters possess a Mist Talisman they wish to use, the results are just as described in VRGtR save that they wander through the forest rather than the Mists.

Wandering the Phantasmal Forest

01-25 Characters emerge in one of the Pocket Domains of your choosing.

26-45 Characters wander the Phantasmal Forest for another 1d6 hours, roll again. (Be sure to use this opportunity to establish landmarks or scenery)

46-70 Characters emerge from the forest on stable ground a few feet from the last landmark they encountered.

71-85 Characters emerge from the forest at the edge of their goal if it is a location in the Shadowlands. Otherwise they emerge in a domain of your choosing.

86-99 Characters encounter other creatures while traveling. After the encounter, another 1d6 hours pass, then roll on the table again.

100 Characters emerge from the forest into a clearing where Vistani or Knights of the Shadow have set up camp. They are on guard for dangers from the forest and are suspicious of any travelers.

Below is a list of suggested pocket domains and their inhabitants, based on lore tied to the Shadowlands and its inhabitants.

Tergeron Manor

Morgoroth the Black is trapped within the rusting fence around the dilapidated remains of his manor. Though he sought to redeem himself he was eventually driven to betray Lord Ferran Shadowborn. He kidnapped Ferran's sister, the priestess Aurora Shadowborn and slaughtered the paladins who attempted her rescue. The Mists drew Morgoroth into his own domain, which he attempted to escape using a magic mirror. Morgoroth failed and eventually fell under Ebonbane's influence and his domain was absorbed. Now his intelligence resides as part of the Manor, his soul broken 13 ethereal shards of the magic mirror and Aurora Shadowborn is still trapped in stasis within a crystal coffin.

Nidala

Elena Faith-hold was a paladin of Belenus and trusted friend to Lady Kateri Shadowborn. After Kateri's death, Elena became zealous in wiping out evil. This combined with a need for adoration eventually led to wiping out perceived evil. For every time she defeated an enemy she would create another, until her god turned away and the Dark Powers took notice. For a time she ruled over a domain of fanaticism and religious tyranny. She used stories of a made up dragon to keep her people in line and as a scapegoat for the towns she slaughtered. Eventually she became a pawn of Ebonbane and her domain was absorbed in the Phantasmal Forest. Now the **blackguard** wanders the abandoned streets of Nidala seemingly consumed by madness and paranoid delusions of the dragon that torments her.

Forenoon Abbey

After being freed from Ebonbane's influence, the soldier Lysander Greylocks was brought the Forenoon Abbey so he could recover from his guilt. The former warrior became a monastic of the church of Brigit. of But when Ebonbane returned his ghouls slaughtered all those within the abbey and possessed Lysander. Forenoon Abbey was eventually pulled into the mists. Now when **ghouls** or **ghasts** are created under Ebonbane's influence they rise from the soil of the overgrown yard surrounding the abbey. Within its walls the dead bodies of the priesthood are

mourned by Lysander's as a **poltergeist**. (variant **spectre**) His guilt for his part in the destruction and corruption of the abbey, as well as the death of Lady Kateri holds him to this place.

Addar's Glade

Addar is considered by some the saddest corruption brought on by Ebonbane. The **unicorn** was twisted by his own ego. Once a steed in the service of a forgotten member of the Circle, Addar was manipulated by a **nightmare**. He took the nightmare as a lover and killed his master. The twisted offspring of the two spread out through the world. The unicorn now wanders the Phantasmal Forest, the forest parting around him leaving him forever trapped in area thorny shrubs and rough grasses. He can lead travelers anywhere in the Phantasmal Forest, but only if they appeal to his vast ego.

The King's Road

It is possible for individual's to come across a moss encrusted stone bridge along the King's Road which crosses the Avalon River. This is **the Rider's Bridge**. Here the **Headless Rider** appears as a decapitated knight of the Circle riding a shadowy **nightmare** and wielding a longsword.

The Dolmens

A circle of standing stones dedicated to Belenus, the Dolmens form one of the few safe places within the Shadowlands. The stones form a circle with a 120 feet diameter, the whole area under the effects of a Hallow spell with the Daylight effect. Ebonbane is utterly blind here. It is often used as a gathering place by the Knights of Shadow.

Lake Amenta

There is a strange gateway near the bottom of the lake. Among the plants and rotting logs is a cave which acts as a portal to a similar spot at the bottom of Lake Lenore. A pair of **merrow** used the cave to travel between the two domains and as a lair for their macabre trophies.

Faith Hold

Once an intimidating fortress home to Elena Faith-hold, the castle that shares her name was destroyed in the upheaval of Nidala's absorption into the Forest. The bits and pieces of the main keep litter the rent earth. Piles of chiseled stone, broken statues and archways and portions of the castle's towers hide crevasses and caves. Here dwells Banemaw. At some point Elena's lie of a **green dragon** was given life by the Mists and the monster torments the former paladin, slowly picking apart what remains of her once great capital city.

The Old Fens

Lost in the mists of the Old fens is a corrupted member of the Circle. This **champion** obtained **the Headsman's Axe**, a magical weapon of great power created by Morgoroth. Once hidden away in Azalin's Black Vault until an ambitious heist, the warrior planned to use the axe to destroy Ebonbane once and for all. Lost to the curse of the weapon he now wanders the Old Fen, challenging any he finds.

The Headsman's Axe is a Vorpall Battleaxe with 7 charges. A single charge may be used to cast the warm version of *Fire Shield* on its wielder, the axe itself deals an extra 2d6 fire damage while this effect is active. Or 7 charges may be used to cast *Conjure Elemental* (fire only). Decapitating a foe restores 1 charge to a max of 7. The axe is cursed. Each time it decapitates a foe, the user must make a DC:20 Charisma save or have their alignment shift one step toward Chaotic Evil. Also if the user should abandon the axe, they are cursed to be decapitated by a natural 20 from any opponent attacking them with a slashing weapon.

Some notes on the Shadowlands.

The Shadowlands has never been a domain I have thought of as one of “the big ones”, something I don’t think I’m alone in. But it is actually very rich in its lore. There were at one time three Darklords, each with their own published materials. Though Ebonbane has taken center stage the other two are still used as part of the domain, something that had already begun with 3rd edition. In addition there are multiple published adventures, rules for the Circle, references in supporting materials and even a novel tied to the domain and it’s denizens. As such I wasn’t able to include everything without making this into a book. I encourage anyone interested in expanding or modifying the material found here to dig into [Category: The Shadowlands - Mistipedia \(fraternityofshadows.com\)](http://fraternityofshadows.com) for more information. It’s quite a rabbit hole. Also because of the extent of information I’ve included multiple note entries.

The Circle.....

The Circle of Knights of the Shadows were formed by Alexi Shadowborn. Since the order's inception it has been one of the few bright spots in the history of the Demi-plane of Dread. The Knights don’t have anything in regards to a headquarters, they meet once a year. This meeting occurs at the Dolmens and includes a pilgrimage to Shadowborn Manor to reinforce the magic of Alixi Shadowborn’s crystal coffin. Failure to attend this meeting means immediate dismissal from the order.

The Knights of Shadows are easily recognized by those familiar with the group as they make no attempt to disguise or hide their membership in the Circle. Each member wears a black and gold cape with an eclipsed sun for it’s clasp as well as plate mail adorned with the same symbol.

Each member of the Circle selects a specific group to defend. This becomes their greatest charge and the knight is expected to do everything they can to protect them. This group can range in size from a specific clan or family or even as much as a whole race or nation. The knight earns a great deal of respect from this group,

gaining advantage on any Charisma related checks involving those they've dedicated themselves to. However, others near their charge view them as bringing unnecessary trouble and distrust them. With such groups the knight would have disadvantage on all Charisma based checks.

For example, if the knight is a protector of a particular clan, the neighboring clan might blame them for stirring up the monsters in the area. Or rumors of the knight protecting a particular domain might cause citizens in other domains worried they will anger their lord.

Beyond this there's little in the way of structure to the order. The Circle recognizes Gondegal, "the Lost King" as it's current leader. Formerly a mercenary from Cormyr, he has dedicated himself to the order and the people of Falkovnia alongside his love, Helna Vladinova. He leads the initiation rights of new members and pilgrimage at the yearly meeting but otherwise encourages independence among the knights.

At times a few members will meet up at the Dolmens if they plan to face some threat that requires assistance. Occasionally such meetings will be to ensure some threat that cannot otherwise be destroyed becomes trapped in the Phantasmal Forest. Consequently there are threats in the Shadowlands because of the Knights of the Shadows themselves. Though they reason that these things are no longer a threat to the wider domains.

Geists.....

For using geists I have decided to stick with the 2nd edition interpretation of their statistics. 3rd addition had a bit more of a stat block, whereas 2nd kept it very stripped down and made for a very different feeling kind of incorporeal undead. Making it far more a roleplaying encounter as opposed to a combat encounter. It feels a bit more like something a **spectre** or **ghost** doesn't stand in for.

A geist is the undead spirit of a person appearing as a transparent image of the individual at death. As death can be violent, the geist can sometimes appear very

disturbing. A geist's alignment is not changed by this particular form of undeath, though that is not to say that time and experiences after death may not alter it.

The geist has no odor, leaves no physical trace and cannot physically interact with anything. It cannot engage in combat. It may communicate, but its speech is heard in the mind and can seem almost imagined. *"I think it wants us to go this way."*

The geist controls who can see or "hear" it. So it may wish to only be witnessed by one or more individuals in a group but not others. If someone wished to attack the geist it has an AC of 10. Striking it however does nothing, the weapon merely passes through, though the geist might act as though it were struck. Similarly any attack made by the phantom is also "for show" and passes through harmlessly.

The geist may appear as though it is teleporting by vanishing, moving, then reappearing. It can pass through any physical objects though any circles or wards that would keep out a spirit of its alignment functions normally.

Spell and magical items cannot divine information about the geist, such as alignment, truthfulness, etc... This coupled with its ability to be perceived by only some can make it hard to convince others or even oneself that it is not a delusion. A *True Seeing* spell allows characters to perceive a blurry white image of the geist.

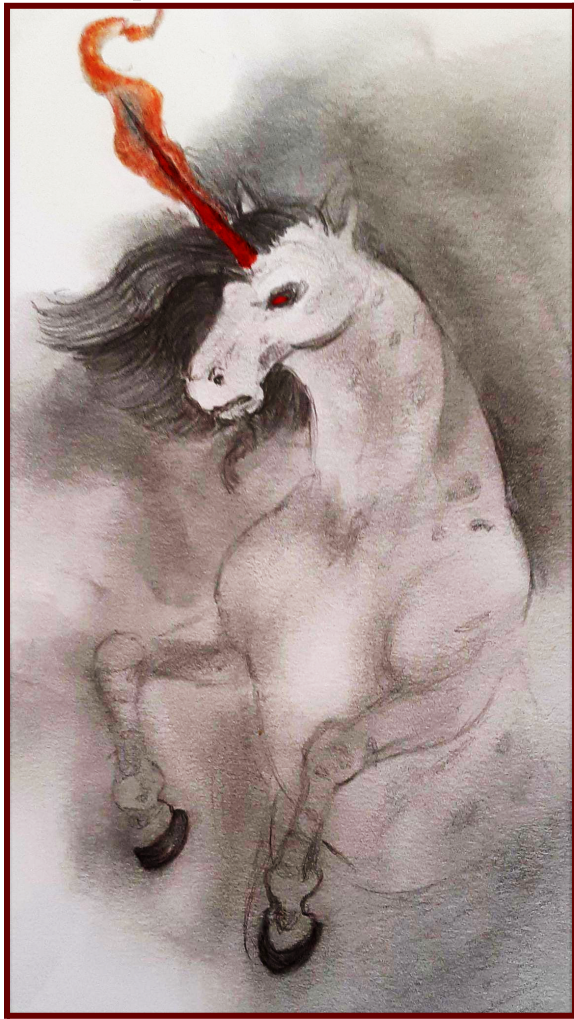
Banishment, Wish, Dispel Evil and Good: Dismissal, and Divine Word spells (or equivalent magic) will send the geist to its final resting place. Otherwise, it is immune to all magic and all spells.

Timeline.....

It was suggested to me that it might make some of the details of the NPCs of the Shadowlands a bit more clear if I included a timeline. As such here it is. I used as much of the canon timeline as I could, but ultimately had to make some changes to conform to the year shift presented in 5th edition.

- 611 - Ebonbane kills Kateri Shadowborn who rises as a geist. Shadowborn Manor is drawn into the mists. The Phantasmal Forest forms in the Mists around the domain.

- 615 - Elena Faithhold after years of bloodshed is drawn into Ravenloft. Continuing her delusional crusade she kills the population of several villages. Nidala forms.
- 626 - Alexi Shadowborn is drawn to Ravenloft, forms a second incarnation of the Circle in the Land of Mists. Alexi destroys Ebonbane's sword form and takes the evil spirit into himself.
- 645 - Morgoroth pursuing redemption is provoked into his old ways. He kidnaps Aurora Shadowborn and takes her to Tergeron Manor. He places her in a glass coffin. Ferran Shadowborn and his knights attempt to rescue her and are slaughtered to the last man. Tergeron Manor is drawn into Ravenloft and Avonleigh forms out of the Phantasmal Forest.
- 646 - Morgoroth attempts to create a magic mirror to escape Ravenloft. The attempt backfires and his physical form is destroyed. He is driven mad and his essence is dispersed into 13 ethereal shards and mind in the manor itself.
- 676 - An aging Alexi Shadowborn feels himself growing weaker. He sends Knights of the Shadows to get Morgoroth to help with the creation of a crystal coffin. Alexi is placed in stasis.
- 708 -The Phantasmal Forest pulls Nidala and Avonleigh together around Shadowborn Manor, forming the Shadowlands.
- 726 -Ebonbane takes advantage of Morgoroth's madness and weakened will, forming a magical bond. Morgoroth loses his position as Darklord and Avonleigh becomes part of the Phantasmal Forest.
- 732 - Gondegal becomes leader of the Circle.
- 734 -Elena Faith-hold hears rumors of Ebonbane. Seeking a way to destroy the fiend and claim it's domains, Elena uses magic to attempt to summon the spirit. The summoning fails causing a mental link to form. Ebonbane destroys Elena's mind and Nidala becomes part of the Phantasmal Forest.



Shadow Unicorn

“As the Vistani tell the tale, the nightmare first appeared to the unicorn, Addar, in his dreams. Appealing to his vanity and great sense of self-importance, the nightmare claimed there was a vast wood desperately in need of protection. Further she said that all the denizens of that forest would be appropriately thankful and respectful of the unicorn lord were he to become their guardian- and master. Wooed by the nightmare’s dark promises and his own hubris, Addar agreed to make his way to the misty forest where the nightmare waited. Out of this dark alliance were born twin foals, the first shadow unicorns.”

-Ravenloft Monstrous Compendium Vol. III

Since the storied birth of the first shadow unicorns, they have spread across the domains. The beasts are dappled shades of gray that blend supernaturally into the shadows around them. They have blood red eyes and a twisted horn that glows a sinister red when wreathed in flame.

Their solitary territories are most often encountered in Darkon, Falkovnia or the Shadowlands. There is a constant hush in these wooded places due to the fear it’s inhabitants have for the shadow unicorn. This adds to the ominous mood of such places, further enhanced by the constant gloom made by glyphs carved into the trees.

The shadow unicorn carves these arcane symbols into living trees with its horn wreathed in flame. Marking its claim on the area as well as causing everything in

100 yards to descend into gloom. This makes light in the area never rise above that of twilight. Only magical light can withstand this effect.

Any tree with such a glyph becomes a twisted dead husk within a year. A single shadow unicorn can destroy many of the trees within its domain over time, making the territory quite obvious over the 1,000 years such a creature can live. Shadow unicorns are full of cruelty and malice, but Vistani swear that speaking loudly of a shadow unicorn's power and greatness, making obedience to its forest, and leaving jewelry and other valuable trinkets hanging on glyph marked trees will buy safety through the territory.

The creatures are a blight wherever they dwell. Besides the slow destruction of the trees themselves, they cause wildlife to flee or cease to reproduce. Vicious omnivores, they can eat plants but when they do they prefer treants or other sentient plants. Things that know pain.

Always born as twins, rarely one shadow unicorn is born that retains the nobility and goodness of a true unicorn. It becomes a champion of nature and enemy of evil, especially evil shadow unicorns. These noble shadow unicorns cannot cause their horns to catch fire, but are otherwise the same as their kin.

Shadow Unicorn

Medium monstrosity, typically neutral evil

Armor Class 14 (natural)

Hit Points 76 (8d10 +32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	16 (+3)

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Charge. If the shadow unicorn moves at least 20 feet straight toward a target and then hits with its horn attack on the same turn, the target takes an extra 2d12 damage. If the target is a creature, it must succeed on a DC 17 Strength save or be knocked prone.

Shadow Merging. The shadow unicorn magically hides within shadows and darkness and moves with near silence. It is considered Invisible and any attempt at detection is made at disadvantage.

ACTIONS

Multiattack. The shadow unicorn makes two attacks: one with its horn and one with its hooves.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d12 + 5) piercing damage. The shadow unicorn can wreath it's horn in scarlet flames at will doing an extra 2d4 fire damage with this attack.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d8 + 5) blunt damage.

Blink (3/Day). The shadow unicorn has the innate ability to use the spell Blink.

Terrifying Shriek. The shadow unicorn can let out a terrifying shriek as a bonus action following a charge. Every creature in a 30 foot radius must make a DC 15 Wisdom save or become frightened for 1d4 rounds. A creature which fails this saving throw by 5 or more has their hair turn white.