



The Blight Pathologies



5TH EDITION
COMPATIBLE

\$3.99

Volume 6: The Schaduw Elite



FROG GOD
GAMES

The Blight: Pathologies

The Schadum Elite

Credits

Author
Thom Wilson

Developers
Alistair Rigg & Greg A. Vaughan

Producer
Bill Webb

Editors
Jeff Harkness, Keith Hershey Jr.,
Edwin Nagy

Layout and Graphic Design
Charles A. Wright

Interior Art
Leif Jones

Cartography
Robert Altbauer

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director
Matthew J. Finch

Chief Operating Officer
Zach Glazar

Production Director
Charles A. Wright

Special Projects Director
Jim Wampler



5TH EDITION RULES,
1ST EDITION FEEL

FROG
GOD
GAMES

©2018 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.



Other Products from Frog God Games

You can find these product lines and more at our website, froggodgames.com, and on the shelves of many retail game stores. Superscripts indicate the available game systems: “PF” means the Pathfinder Roleplaying Game, “5e” means Fifth Edition, and “S&W” means *Swords & Wizardry*. If there is no superscript it means that it is not specific to a single rule system.

GENERAL RESOURCES

Swords & Wizardry Complete ^{S&W}
The Tome of Horrors Complete ^{PF, S&W}
Tome of Horrors 4 ^{PF, S&W}
Tome of Adventure Design
Monstrosities ^{S&W}
Bill Webb’s Book of Dirty Tricks
Razor Coast: Fire as She Bears ^{PF}
Book of Lost Spells ^{5e, PF}
Fifth Edition Foes ^{5e}
The Tome of Blighted Horrors ^{5e, PF, S&W}
Tome of Horrors ^{5e}

THE LOST LANDS

Rappan Athuk ^{PF, S&W, 5e}
Rappan Athuk Expansions Vol. I ^{PF, S&W}
The Slumbering Tsar Saga ^{PF, S&W}
The Black Monastery ^{PF, S&W}
Cyclopean Deeps Vol. I ^{PF, S&W}
Cyclopean Deeps Vol. II ^{PF, S&W}
Razor Coast ^{PF, S&W}
Razor Coast: Heart of the Razor ^{PF, S&W}
Razor Coast: Freebooter’s Guide to the Razor Coast ^{PF, S&W}
LL0: The Lost Lands Campaign Setting* ^{5e, PF, S&W}
LL1: Stoneheart Valley ^{PF, S&W}

LL2: The Lost City of Barakus ^{PF, S&W}
LL3: Sword of Air ^{PF, S&W}
LL4: Cults of the Sundered Kingdoms ^{PF, S&W}
LL5: Borderland Provinces ^{5e, PF, S&W}
LL6: The Northlands Saga Complete ^{PF, S&W}
LL7: The Blight ^{5e, PF, S&W}
LL8: Bard’s Gate ^{5e, PF, S&W}
LL9: Adventures in the Borderland Provinces ^{5e, PF, S&W}

QUESTS OF DOOM

Quests of Doom (Vol. 1) ^{5e}
Quests of Doom (Vol. 2) ^{5e}
Quests of Doom (includes the 5e Vol. 1 and 2, but for PF and S&W only) ^{PF, S&W}
Quests of Doom 2 ^{5e}
Quests of Doom 3 ^{5e, S&W}
Quests of Doom 4 ^{5e, PF, S&W}

PERILOUS VISTAS

Dead Man’s Chest (pdf only) ^{PF}
Dunes of Desolation ^{PF}
Fields of Blood ^{PF}
Mountains of Madness ^{PF}
Marshes of Malice ^{PF}

* (forthcoming from Frog God Games)

Table of Contents

Introduction.....	Pg. 4
Maps.....	Pg. 11
Legal Appendix.....	Pg. 12

Introduction

Sorin relaxed in his chair, his face ever in shadows, his gaze a reflective mirror.

"I have revealed myself, just as you asked," Sorin said. "Am I a monster?"

"The term 'monster' is relative," replied Barnabus, not flinching underneath Sorin's intense gaze. "I want to know if this is real. Is what you are offering actually a chance to cheat death? Is this a true path to immortality?"

"If you survive the transition ... yes," Sorin said. "But you will be forever changed. You will be better, you will be stronger. There are drawbacks, but they are few, and you will find it is easy to adapt to your new form."

"What is the price?"

"Does it matter?"

Life eternal is a dream of many people, but so is power, power to do what you want and not suffer the consequences. Eternal life does not come without its consequences, and power must be taken and defended constantly. Not satisfied with the very real drawbacks of becoming a vampire, lich, or other undead being, one group sought another avenue in which to extend their lifespans and dominate their surroundings. Calling upon the power of shadows, the Schaduw Elite came into being. They rule their own corner in the City-State of Castorhage.

The Schaduw Elite are small, but do not think for a moment they are weak. To cross them is to invite the powers of darkness to seek revenge. The shadows play tricks on us all, and the Schaduw Elite are the masters of the shadows.

A Brief History of the Schaduw Elite

Sorin Cristescu was a minor scion of the Wryes in Castorhage. He grew up around the wealthy, but he always was regarded as middle class due to his lineage. Always being on the fringes of the wealthy gave him a taste of the good life, and he became determined to elevate his station.

Sorin learned at an early age that information is more powerful than any kind of goods or commodities. Using his connections within House Wryes, Sorin became an accomplished rogue and a trusted member of the Wryes' larger organization. Although information gathering was his main trade, he kept his fingers in several different businesses for years. He was not above murdering a person or three along the way, either.

Luck showed him favor in the form of Jak Sweksin, a lifelong friend of like mind about how best to gain power, and together they began making plans to truly become powerful within the rigid caste system of Castorhage. They were joined by Sorin's wife, Krista, who always craved to have the wealth and prestige of the Royal Family, but also was denied such pleasures due to her suspect lineage.

While a man of good health, Sorin began feeling the weight of age as he neared 40. He saw the gray starting to blend into his hair, and he felt the aches and pains of middle age creeping into his joints. Sorin was not afraid to die, but he felt it was an injustice to grow old and die so quickly when there was so much to accomplish.

Determined to beat death, Sorin eschewed the path of becoming undead, not liking where it led or the drawbacks associated with it. He had learned not to trust the various magical means of extending life and youth, knowing even those were not permanent. As a man who had spent most of his life hiding in the shadows, he listened to their call.

After several weeks in BookTown, Sorin realized the shadows were where he felt most comfortable and learned of a creature called a shade. After further research, he became convinced that transitioning into a shade was the ideal way of pursuing immortality. Shades take part of the Plane of Shadow into themselves, halting the aging process and granting other benefits that he believed far outweighed any drawbacks. The transition was risky, and possibly fatal, but any kind of bid for immortality has the chance for ultimate failure. Nothing comes for free; there is always a price.

Sorin, knowing it could take several years to find the proper rituals and materials to achieve his goals without resorting to reckless measures, formed a pact with his wife and Jak. Together, they took their first step toward becoming one with the shadows. They contacted a trusted alchemist through the Wryes network who provided them with the means to regain some of their lost youth and give them more time to research and prepare. Around this time, Sorin and Krista began laying the foundation for what would become the Schaduw Elite.

Eventually, the two met Malik, a necromancer who had toyed with the idea of becoming some kind of powerful undead for years. Like the Cristescus, he found the idea of a rotting body or vampirism too repugnant and beneath a man of his considerable intellect and stature. After a few discussions with Sorin and Krista, Malik signed on to become the fourth member of the group and used his contacts to find an actual shade.

They found one in relatively short order, a shade named Reynard. Reynard had floated around Castorhage for the better part of a generation, but few people knew what he actually was. Malik was able to ascertain his true form and promised him great wealth if he agreed to share his secrets with the four of them.

Reynard was intrigued by the idea of a small group of individuals he could count on, as he had become fascinated with the city's political landscape. He became the fifth member of the group, along with Morgana, his long-time companion and fellow shade, who was accepted as the sixth and final member of what would be the original six shades.

Reynard and Morgana provided the final rituals and materials needed for turning the four into shades, and they made the transition 346 years ago on a cold, misty night. Not wanting to draw too much attention to themselves, they began using their contacts and money to create political and economic power for themselves while trying to keep a low profile.

Shortly after their transition, they learned of their ability to pass back-and-forth from Between quite by accident while disposing of a body. This fortunate chain of events led to a further increase in their prestige around Castorhage's halls of power, and they leveraged this ability when dealing with the various power players in town.

Sorin quickly used his newfound powers to consolidate his hold on several of Castorhage's low-level politicians and quietly made sure no one ever connected his public face with his private business. He joined the Illuminati, using his ability to pass back and forth from Between to curry favor with the Royal Family. For several years, Sorin maintained the façade of a wealthy businessman who got lucky with some age-defying magic before disappearing from public life to avoid questions and harassment.

Needing a public successor, Sorin and Krista raised an orphan boy named Seth who was absolutely loyal, setting him up as the new face of the business. Sorin publicly declared Seth as his successor before claiming that the magics he had used to maintain his youth finally were wearing off and that it was time to retire. As the years passed, Seth became a man, who in turn found Claude, another orphan boy, to raise and carry on the public face of the "family." Seth never made the transition to a shade, choosing instead to age gracefully.

Claude, however, was sneakier and more selfish than Seth.

Claude always felt like an outsider, and neither Seth nor Sorin did much to remedy this perception. They both felt Claude needed to "grow up" and learn the hard way that life in Castorhage meant that nothing is ever free. Claude, quickly sensing that Sorin did not like or trust him, tried to recruit

THE SCHADUW ELITE

Krista to his cause, hoping her maternal instinct would allow her to see his side of things.

What Claude had not counted on was Krista's complete lack of compassion for him. While Krista had found Seth and taken an active role in raising him, she played no role in finding or raising Claude and never really liked him. She agreed with the others about the "tough love" angle to his upbringing. Krista despised the soft, weak aristocrats she catered to, and enjoyed the measure of power they did not realize she had over them. Watching Claude take on the entitled attitude of the other aristocrats only hardened her feelings toward him.

Sorin and the other original members of the Schadow Elite were very careful in developing their network, limiting the number of people who knew their true nature. Only a few more close associates ever became full shades over the first few decades. Claude, while part of their inner circle by default, had yet to earn their complete trust when it came to inheriting the family business. Claude's only hope of joining the shades was if he could accumulate more wealth and power for the Elite without drawing the wrath of other houses down on them.

Sensing he still was not fully in his grandparents' good graces, Claude became angry and disillusioned, and soon began looking for a way to get revenge on his family. He sought to take what he thought was his by right. While Seth was practical by nature, he had worked hard to raise Claude and felt some measure of responsibility for his outcome. He brought Claude and Sorin together one night to try to hash things out and put an end to the growing rift.

The night did not go well, and an argument ensued. Claude, calling out to a dark patron, murdered Seth. The unknown patron who answered Claude's plea for power also empowered him with the ability to ignore many of the powers Sorin had as a shade. But Sorin was crafty and had prepared for such an eventuality.

A horrific battle followed in the Cristescu manor that night, and Claude was never seen again. The family quickly called a meeting of the entire organization, and several members were killed for their suspected roles in the attempted coup. Sorin suspected the Royal Family was behind Claude's power play, but was never able to prove it.

Since that night, Sorin and Krista have been more careful about raising their "sons and daughters" — babies stolen from their cribs and raised as their own. They typically try to raise the children in secret until it becomes time to pass the torch. Loyalty is tested constantly, and any kind of failure means death. Several children are raised as brothers, sisters, and cousins to keep a close family atmosphere. Their education is thorough, and only the smartest and toughest are revealed publicly.

Those who aren't chosen but deemed useful become key agents in gathering information and acquiring more wealth. Some eventually become shades themselves. Any child they consider a failure either is shunted into another part of the business in a disposable position, or, as in a few cases, never seen again. It is rumored the swyne and the Schadow Elite have mutual agreements in place for disposing of bodies.

The current public face of the Cristescu clan is Ursula, a raven-haired woman of incredible intellect and athleticism. Krista raised her with two brothers and a sister, eventually choosing her as the most promising of the four children to lead the next generation in public. Ursula assumed public duties two years ago and has not disappointed her parents.

Today, the Elite number several dozen people spread throughout Castorhage, although low-level operatives unaware of their true masters would bolster this number to more than 100. Only about a dozen are true shades, most of them the adopted sons and daughters of Sorin and Krista. Absolute loyalty must be demonstrated before the "gift" is given.

The Elite Today

Sorin still is in absolute control of the Elite and recently emerged with Krista in public as Ursula's "cousin." The rest of the original six Elite currently maintain their anonymity, although Malik has become something of an urban legend due to his tendency to further his experiments in necromancy with members of the lower classes around Castorhage.

Krista runs the day-to-day operations of their gambling dens, while Sorin oversees the entire operation in and around Castorhage. Krista is

not to be trifled with, and Sorin defers to her advice, having learned early on that she is a shrewd negotiator with the ability to see the larger picture.

Sorin has a very quiet demeanor, except when being social, where he aims to be the life of the party. His underlings have learned that the quieter he gets behind closed doors, the more their life may be in danger. Sorin keeps a calm composure, and on the rare occasions when he loses his temper, the offending party rarely lives to tell about it.

Jak is a regular at the gambling houses, but usually wears some kind of disguise and is careful to never overstay his welcome and draw undue attention. Jak does most of the dirty work when it comes to highly dangerous assignments, particularly from the Royal Family. Jak is the official liaison between the Elite and the Royal Family, and any attempt to circumvent this is quietly squashed and never spoken of again.

Reynard and Morgana currently operate a very lucrative cat burglar organization, using the information provided by The Elite to enrich themselves, or to do favors for other members of the organization. They spread the wealth around to the family.

The Schadow Elite Around the Lost Lands

Members of the Elite have spread to other cities in the Lost Lands. For campaigns that started in other cities (such as Bard's Gate, Freegate, of even along the Razor Coast), the Schadow Elite have agents looking after their interests in some of the larger towns through which they fence their stolen goods. The GM may use one of these operatives to bring the players into a Blight campaign.

The exact businesses these NPCs are engaged in are left up to the GM to devise to fit her campaign, but all of them have their hands in some sort of criminal enterprise as well as legitimate businesses. Secrets are where the real money is made, but there's nothing wrong with an honest day's work.

A few sample agents of the Elite are presented below:

Bard's Gate: Lucius, a **shade**, was the public face of the Castorhage operation until about 30 years ago. Lucius grew bored with being Sorin's lackey, but realized the opportunity expansion outside Castorhage could bring. Being in Bard's Gate has given him some measure of independence, and he is thinking about expanding the Elite into a larger organization in the city over the next decade.

Cults of the Sundered Kingdom: Emily, a **shadowbound assassin**, wanted to strike out on her own, and felt that leaving Castorhage was the best decision she ever made. She is fiercely loyal to Krista, who found her in the streets and saw her potential. She intends to make the transition to a shade within the next few years, provided her businesses in the Sundered Kingdom are successful.

Borderland Provinces: Barnabus, a **shadowbound cleric** (as **shadowbound cult fanatic**), works best by himself. After an argument with Sorin he almost didn't survive a few years ago, he decided he could best serve the Elite, and himself, by being elsewhere. Sorin agreed. While loyal, he prefers his current position away from the daily contact with the rest of the organization. Barnabus is very opinionated and is firmly convinced he is rarely ever wrong. If he wants your opinion, he will tell you what it is.

The Schadow Elite's Goals

Sorin is quite happy to stay in the shadows to which he has sworn himself. While he briefly flirted with becoming a larger power player in Castorhage, the effort needed to unseat the powers-that-be was not something he wanted to spend a good chunk of his newfound immortality doing. Plus, his suspicions that the Royal Family used Claude against him due to some early jobs he had undertaken for them has made him very reluctant to get involved in the town's larger political games. He tells everyone he is but a small fish in a large ocean and is content with his place in it.

The Elite instead concentrate on acquiring money and information. Sorin is very fond of pitting the larger criminal and political organizations against each other to keep the attention off his own enterprises, and he has largely been successful in that regard.

THE BLIGHT: PATHOLOGIES

Fencing stolen goods through his network and two gambling dens are the main source of the Cristescu fortune, although they have their hands in several smaller businesses.

Sorin prefers to seed rumors through trusted friends to manipulate public opinion and to draw attention away from where he will be operating. If any of their low-level operatives are caught, they rarely know enough to harm his organization, and if they do, they quickly are taken care of.

Introduction to the Schaduw Elite

Introducing low-level players to the Schaduw Elite should come in the form of a note left by a stranger offering good money for “easy” work. If the players are at least 5th level, then an actual agent of the organization approaches them. For players above 8th level, that operative is a shadowbound agent.

The Elite also are not beyond setting the characters up and then “saving” them so they owe the organization a debt — a debt that never quite gets paid off. New faces in town mean opportunities for infiltrating other guilds and businesses where familiar faces may not be able to gain access.

No one meets an actual shade until a measure of trust is earned, and they use the shadows to make their entrance and exit to impress upon the characters their power. All of the Elite’s missions involve secrets, either exposing them or acquiring them for future blackmail.

If the characters are successful in their first mission, they are invited to a home of one of the operatives where a larger, and more dangerous, mission will be offered. If that mission is successful, then the characters may be offered actual positions within the organization.

The Schaduw Elite

This tight-knit organization formed to attain immortality without becoming undead. Information is their stock and trade, in addition to other businesses, legal and illegal. The group seeks to acquire money and knowledge to keep their presumably eternal lives as comfortable as possible.

Location Castorhage

REQUIREMENTS

Initiation Fee A pledge of loyalty and the completion of one task for the organization.

Initiation Test Completion of one task for the organization.

Offerings 100 gp/service period

MEMBERSHIP

Obeisance check Requires a successful DC 15 Charisma (Deception) or Charisma (Persuasion) check, as appropriate

Service Period 1 year

Excommunication 3 consecutive failed Obeisance checks

TASKS

Blackmail (+1 Fame) Gather information on rival organizations and/or the ruling elite of Castorhage to further position the Schaduw Elite as information brokers not to be trifled with.

Lengthen Shadows (+2 PP) Perform an act that allows the Schaduw Elite access to secrets or hidden knowledge at the expense of another person or organization.

AWARDS

Comfort in Shadow (5 PP) You have been around the shadows long enough to know how they move and connect. You receive a +2 bonus to any Stealth check made to hide.

Dark Masters (+2 Fame) Your connections in the underworld have given you a measure of infamy. You receive a +2 bonus on Intimidation checks.

Using the Schaduw Elite

Being a low-level member of the Schaduw Elite is not that difficult, other than you must answer when called upon. A person might go months without ever seeing or hearing from his contact within the organization, but that does not mean they are not watching.

A full member of the organization spends his or her time adding to the Elite’s coffers and protecting them from outside threats. A member of the inner circle may begin to participate in the politics of the organization, and may finally be invited into the shadows for the final gift.

Shadowbound Characters

While not a requirement to work for the Elite, any character who wants to move up in the organization eventually has to formally swear themselves to the shades that run it. This is done through a ritual that binds the character to the shadows. It begins the process by which the character eventually may become a shade, but the character is free to stop the progression any time he wishes. That being said, once a person joins the Elite, it is forever. No one retires or quits this organization.

The process for becoming a shade will not happen until the character earns the Elite’s complete trust over several years of loyal service. This would be a long-term goal of a campaign. They have a system for earning their trust, and there is no deviation from this system. The GM, of course, is free to adjust this system so it best fits her campaign, but this is not something given lightly. In the more than 300 years since the Elite came into being, they have allowed only around a half dozen other people to become shades, and four of them were their adopted children.

After prospective members show they can be useful and, more importantly, loyal, to the Elite, Sorin offers the prospect (or prospects) a permanent position within the organization. Malik has devised a mark

The Shadows Call Out to You

The Schaduw Elite is a powerful organization in its corner of Castorhage. Anyone associated with the group gains a measure of respect and fear. Everyone at this level is referred to as an operative. The people who swear allegiance to the Schaduw Elite receive a bonus character trait.

Agent of Shadow: You have sworn service to the Schaduw Elite, making their goals your goals and putting the Elite’s interests above your own. The Elite is now your family, and you are expected to put the family first in all professional and private undertakings. Once per week, you may make a knowledge check as if it were 2 DC lower than it actually is due to your contacts in the neighborhood.

In addition, your connection to the organization gives you a measure of standing in the criminal underworld knowing there are people who have your back. You gain a +1 bonus to Wisdom saving throws.

The *arcane mark* is visible only to other shades, shadows, agents, and operatives of the Schaduw Elite with this trait, or creatures with the ability to perceive the invisible (via *see invisibility* or *true seeing*, for example) and does not fade. You can make this mark visible to other creatures for 1 round as a bonus action.

THE SCHADUW ELITE

only the shades and their shadowbound followers can identify. It is given to the character in the form of a permanent arcane mark, visible only to those with *true seeing* or similar magic.

A character who successfully completes three missions, kills someone in defense of the Elite, or performs a special service, may earn the right to further access the powers and privileges the Schaduw Elite may offer. As they progress in the organization, completing tasks and earning money without bringing the wrath of another house, or the authorities, on them allows the character to become more powerful and more influential in the Schaduw Elite.

The final reward is an invitation into the inner circle and becoming a shade, a gift that has been given only a handful of times since the original six shades made their pact.

Falling into Shadow

Shadowbound

Your loyalty to the Schaduw Elite has given you the power to manipulate the shadows around you.

Prerequisite: Agent of Shadow **Benefit:** When in areas of shadow, you seem to disappear and are not easily spotted. You gain advantage on all Stealth checks in shadowy conditions.

Embracing the Shadows

There may come a time when Sorin, along with the rest of the original six shades, decides it is time to increase their ranks and offers a character the chance to become a ruling member of the Elite. This would be toward the end of the campaign as a grand finale and could involve mythic tiers if the GM decides to take the game in that direction.

This is not something a character should undertake lightly. Despite the promise of immortality, the character will be confined to the shadows and forever be uncomfortable in full sunlight. Their appearance will change and they will always need to be aware that the forces of good may no longer dismiss them as a minor threat.

Shade Transformation

8th-level necromancy (ritual)

Casting Time: 80 minutes

Range: Touch

Components: V, S, M (powdered opal, vial of unholy water, ground up remains of a mummy), F (a diamond worth 5,000 gp and a mithral mirror that has been to the Plane of Shadow)

Target One willing person

Duration Instantaneous

This ritual must be performed in an enclosed room in the light of candles that provide a lot of shadows. The ritual begins with the subject willingly offering herself to the Plane of Shadow. The primary caster decorates the subject with the remains of the mummy and baptizes them with the unholy water. The diamond focuses the candlelight on the mirror, which is held above the subject's face, whose soul then is drawn out of the body, through the diamond, and into the mirror where the transformation occurs. The diamond is consumed in the process, which is irreversible.

Betraying the Schaduw Elite

Betrayal is not advisable, as the Cristescu clan does not tolerate any wavering loyalty. If a character decides to serve his own self-interest at the expense of the Elite and is caught doing so, he can expect to be attacked by a group of shadows at the very least, and he will never be able to do business with the Elite again.

Sorin has a long memory and becomes a lifelong adversary of any group of adventurers that crosses his organization. He has adapted to his immortality well over the last few hundred years and has learned patience. Betraying the Schaduw Elite generates Enemy penalties. How many is at the discretion of the GM based on the degree of the betrayal, or how much of a thorn in the side of the Elite the players have become.

Should the GM build an adversarial campaign with the Elite, Sorin tries to use others to deter or kill the characters first. He does not get involved until absolutely necessary, but once he does, the characters have awakened a sleeping dragon. The six original members use every power at their disposal to take out what they perceive to be a threat to their continued immortality and lifestyle. Their one weakness is that they have become very comfortable in the current situation and are very loathe to leave and start over elsewhere.

The Schaduw Elite and The Illuminati

Sorin is a member of the Illuminati since just before he became a shade. He has used his connections to take over several businesses, and he has a controlling interest in one bank, although to be fair, the other interested partners in that bank have no say in how it's run. They simply are public faces.

The Schaduw Elite and Between

Being a shade does have its benefits beyond immortality. True shades have the ability to use their shadow magic to enter and leave Between and have used this ability to strand foes there on more than one occasion. The Schaduw Elite are unable to use this ability in full sunlight.

*"The shadows reveal as much as they hide, all you have to do is look."
— The Looming Shadow, Act II, Scene IV*

Schaduw Elite Headquarters

The Schaduw Elite's headquarters currently are incorporated into a three-story, Gothic house. The grounds are well kept and surrounded by a 6-foot-high brick wall gated by an ornate wrought-iron fence. The top of the wall is decorated by spikes to discourage fence jumpers.

The interior of the home is left for the GM to design as fits her campaign. The upstairs rooms contain no significant treasures or secrets outside of the expensive furnishing and decorations, which are tasteful. The actual headquarters are described below.

THE BLIGHT: PATHOLOGIES

The entrance to the hideout is through a secret door in the library disguised as part of a bookcase that takes up the entire wall. The door can be opened only by a shade or a person bearing the Schadu Elite's mark. Behind the bookcase, stairs wind their way down to the entry room.

1. Entryway

This room is sparsely furnished with two couches and four chairs. An oak bookshelf stands against the far wall, loaded with thick, leather tomes. A few lamps cast dim light and long shadows around the room. A large, patterned carpet covers the center of the stone floor.

Sorin holds meetings with his associates in this room. The bookcase conceals a secret door with a passage to Sorin's private office. It isn't particularly hard to find (Investigation check DC 12), but Sorin loved the idea of hiding the door behind a bookcase. If the players are meeting Sorin for the first time, this is the room in which the meeting happens. Sorin uses the shadows to make a dramatic entrance to impress them.

2. Passageway

This nondescript hallway has several ornate doors and is carpeted in a soft red tone. Each door is decorated with a lit candleholder that casts flickering light throughout the hallway. The archways are elaborately worked wood, varnished to a fine sheen.

While this hallway has no tricks or traps, there is no reason not to make the players paranoid that there might be multiple things to worry about in this hallway should they enter it as intruders. If the Schadu Elite is aware of an incursion, **3 shadows** are in the hallway.

3. Training Room

This large room contains several types of gym equipment. It appears most of the equipment is well taken care of and the room looks as if it recently has been cleaned.

This room contains a weight bench plus fixtures related to honing skills for rogues. Sorin is a believer in continuous training and expects his employees and agents keep their edge. Other than the training equipment, there is little else in the room.

4. Sorin's Private Office

Lushly furnished, this wood-paneled room is dominated by a large desk, plush chairs, and a large map of the city along the wall behind the desk. There are several marks on the map, but no tags. A smaller desk to the side holds several bottles. The carpet in this room is a deep crimson and appears thicker than the hallway carpet.

Sorin holds meetings here for members of the Elite and the Illuminati. This also is where much of the serious planning happens for his business dealings. The bottles contain various vintages of wine and whiskey from around the region. A secret door on the south wall (Investigation check DC 15) leads to an escape tunnel. Sorin's stats are provided here for the GM.

Sorin Cristescu

Medium undead, lawful evil

Armor Class 19 (leather +2, ring of protection)

Hit Points 136 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +11

Skills Persuasion +7, Deception +7, History +5, Stealth +11, Perception +5

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Swyne, Elven

Challenge 17 (18000 XP)

Amorphous. Sorin can move through a space as narrow as 1 inch wide without squeezing.

Assassinate. During its first turn, Sorin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Sorin scores against a surprised creature is a critical hit.

Evasion. If Sorin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Sneak Attack. Once per turn, Sorin deals an extra 36 (9d6) 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 Sorin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. Sorin makes 3 rapier attacks, or 2 shortbow attacks per turn.

Rapier +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., target. *Hit:* 13 (1d8 + 8) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 13 (2d6 + 6) necrotic damage on a failed save, or half as much on a successful one. The target of a failed save also reduces their Strength score by 1d4.

Shortbow +1. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., target. *Hit:* 11 (1d6 + 7) piercing damage and the target must make a DC 15 Constitution saving throw, taking 13 (2d6 + 6) necrotic damage on a failed save, or half as much on a successful one. The target of a failed save also reduces their Strength score by 1d4.

Strength Drain. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

5. Krista's Private Office

A study in luxury, this room is very opulent, with a crystal chandelier hanging from the ceiling and expensive lamps, figurines, and furniture, including two very comfortable-looking chairs in the center of the room. The carpet in this room is plush and colored a very light red.

Krista often brings her children here during the day if she's busy doing the books. She also conducts her day-to-day business here. Very few people outside the Schaduw Elite ever see this office, and if they do, chances are it will be one of the last places they see as Krista doesn't like bringing the people who handle her daily business affairs in here. Failure is not tolerated.

6. Malik's Private Office

Bookshelves line the walls of this room, crammed full of books, papers and scrolls. There is a desk along the far wall, although it is hard to see underneath all the books and papers on it. In one corner is a globe in an ornate wooden tripod holder. The stone floor is stained in several places. A door on the south wall looks as if it has been touched by flame around its edges.

Malik spends very little time here unless he is researching something, although there is no real order to how the shelves are filled. Malik keeps only a handful of low-level scrolls and spellbooks here. The rest of his collection is in his private library at another location. The GM is free to sprinkle some magic scrolls, potions, or books in here as fits her campaign.

The room is guarded by 3 **shadows** that attack anyone who enters the room not accompanied by Malik.

7. Malik's Laboratory

This room is full of laboratory equipment. Beakers, bottles, vials, and other assorted glassware. A bloodstained table occupies the middle of the room, although the bloodstains on its surface suggest it has been used recently. Two large cabinets sit along the far wall, and cobwebs hang from the ceiling.

This laboratory is where Malik practices his experiments on his unwilling subjects. The lucky ones die and are disposed of. What happens to the unlucky ones is best not spoken of. The urban legends around the Night Butcher did not originate from children's tales, as Malik keeps insisting.

This room may contain whatever the GM sees fit for his campaign. Malik keeps an extensive supply of materials related to necromancy in this room and has a few potions and scrolls. All of his major magic items are kept at a different location.

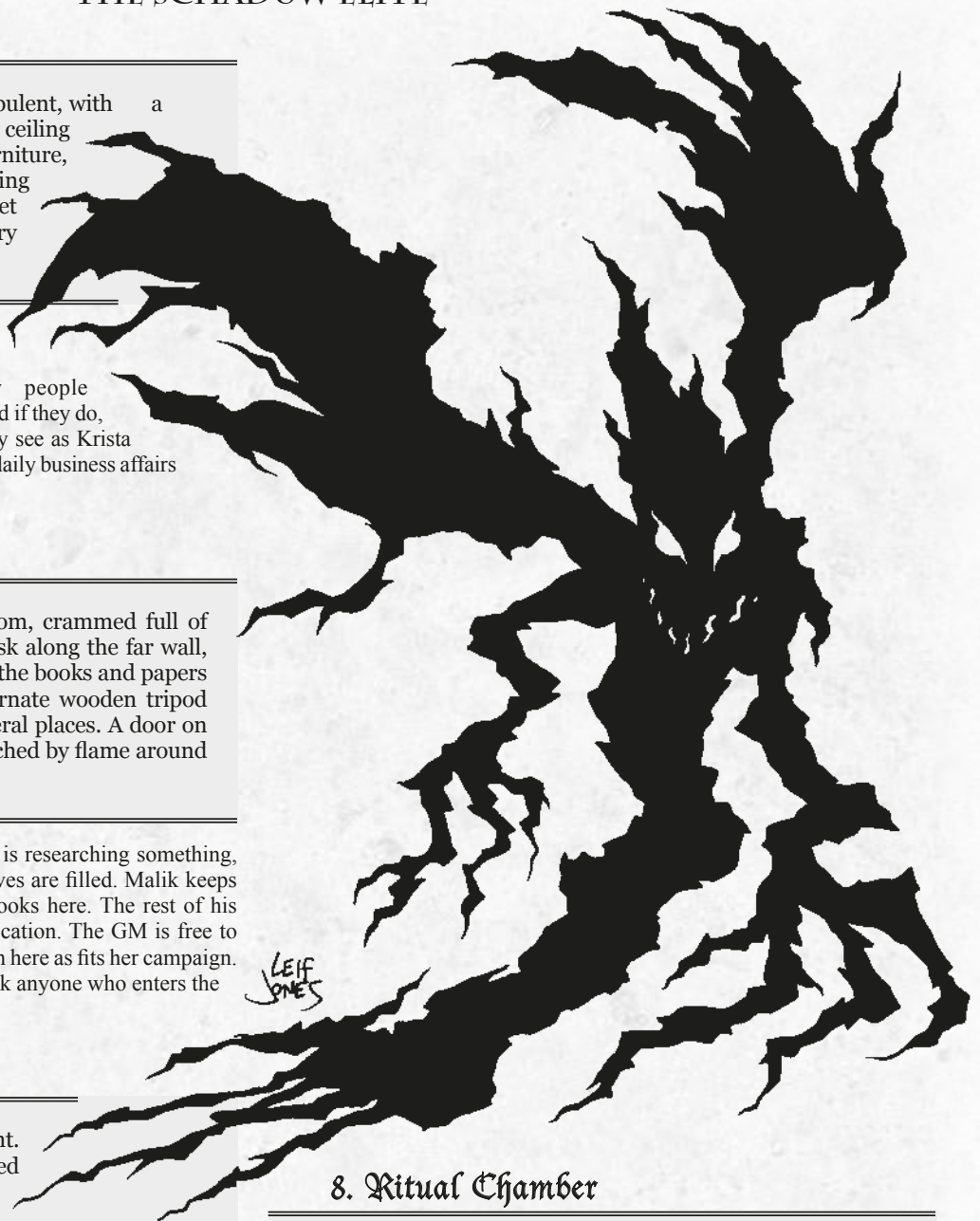
A secret door in the northeast corner leads to **Area 8**.

8. Ritual Chamber

This room is steeped in shadow from candles strategically placed in the many corners of this octagon-shaped room. The center of the room is dominated by a raised stone platform with a symbol carved into the floor that doesn't quite seem to ever stay in focus. A large wardrobe sits in the far corner, almost disappearing in the shadows.

This room is where the Schaduw Elite perform the rituals that bind the shadows to their most trusted agents, and transform the privileged few into shades. The engraved mark on the floor is a *symbol of shadow*. The border between the Prime Material Plane and the Plane of Shadow is very thin in this room and it is guarded at all times by a **shadow demon**. It attacks anyone who does not have a shadow mark, or who is not accompanied by a member of the Schaduw Elite.

Inside the wardrobe are 4 *cloak of light shadows*. At the GM's discretion, there could be 1 *cloak of deep shadows* waiting for its future owner.



Magic Items

CLOAK OF LIGHT SHADOWS

Wondrous item, uncommon (requires attunement)

DESCRIPTION

This cloak was created by Malik for use by the organization.

It is given to Elite members who have become Schaduw Elite brothers. The cloak is gray in color, but deepens to black in dim light. It gives the wearer advantage on stealth checks and allows the wearer to *misty step* per the spell once a day.

DESTRUCTION

If the cloak is left in full sunlight for three straight days, it disintegrates into dust.

CLOAK OF DEEP SHADOWS

Wondrous item, rare (requires attunement)

DESCRIPTION

Malik created these cloaks for the inner circle and everyone who becomes a shade. There currently are 12 in existence. The process for making these is much harder and more time consuming. Getting Malik the materials is part of the price of becoming a full shade in the organization. It is possible he would make one of these for a non-shade under the right circumstances, but those circumstances have never come to pass. This cloak is dull black in color and seems to absorb any light around it, putting the wearer in constant shadow. The wearer receives advantage on stealth checks, *misty step* 3 times/day and *plane shift* to the plane of shadow once a day.

DESTRUCTION

If the cloak is left in full sunlight for three straight days, it disintegrates into dust.

Blight Storylines

Below are some adventure plots GMs can expand upon using the Schaduw Elite.

What Happened to Claude?

Claude was not completely destroyed in the confrontation with Sorin. Claude was instead banished to the Plane of Shadow as punishment for his failure and is now bound to a powerful outsider. Should Sorin offend the wrong person, it is possible the offended may call upon the same powers Claude did and that he could return as a powerful adversary. Conversely, Sorin himself may call upon Claude to atone for his misdeeds and unleash his tortured soul on the characters.

Ursula's Final Path to Shade-dom

Ursula decides she wants to make the transition to become a shade. She directs the characters to find the item for her ritual. This could be for characters hoping to also eventually make the transition.

Ursula's Siblings: What are They Up To?

All the siblings have a role within the organization, but all have their own plots to further their ambitions. Many vile things are afoot around Castorhage, and the family tries to take as much money as they can from the filth.

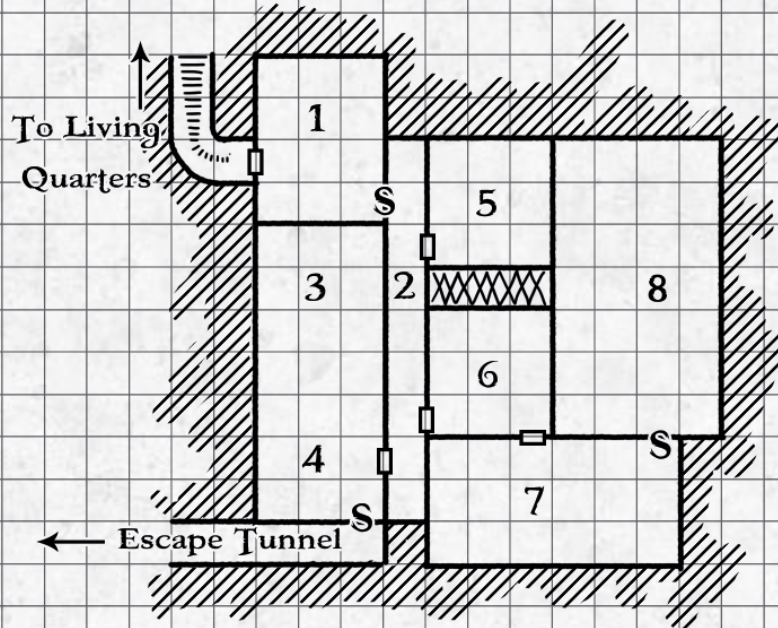
The Elite and Between

With the shades' ability to pass back and forth to the Between without risk of being stuck, they are very useful to the Royal Family, and are employed occasionally to "take care of" certain enemies or people who know too much. Malik is the prime go-between for the characters in this instance, and they will find he is a very uncomfortable person to be around. He has a fondness for rude "compliments" and an uncanny ability to discern people's phobias.

Malik does not share everything with Sorin, and it is possible for the characters to be told their mission is none of his business. Sorin does not usually challenge Malik on his side projects as long as they don't interfere with the main business, or their ability to stay out of the crosshairs of political intrigue.

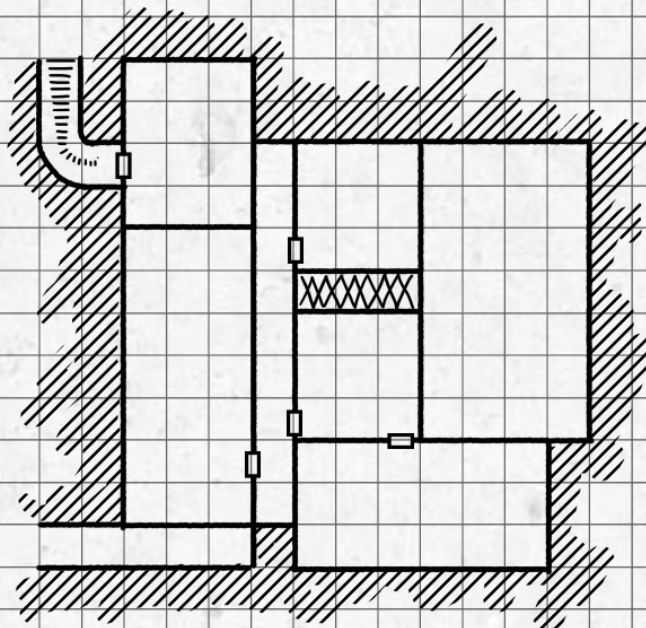
The Schadow Elite

1 Square - 5 Feet



The Schadow Elite

1 Square - 5 Feet



THE BLIGHT: PATHOLOGIES

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: **1.** The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; **2.** The product name “The Lost Lands,” “The Blight: Richard Pett’s Crooked City,” “The Blight,” “Between,” “The Crooked Nail,” as well as any and all Frog God Games product names referenced in the work; **3.** All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; **4.** The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. **5.** Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Use of Content from *The Tome of Horrors Complete*: This product contains or references content from *The Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from *The Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use,” “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of

Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document 5.1. Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

PB 6: *The Schadow Elite*, © 2018, Frog God Games, LLC; Author: Brandon Hodge.

The Blight

Richard Pett's Crooked City

EB1: The Crooked Nail

For decades, Theatre Infernalis offered shocking and frightful entertainment to customers who entered its gaping demonic façade and saw a frightful portrait of the eternal torments that await all sinners. Now rumours tell of the aging and supposedly-cursed proprietor's deteriorating health and the theatre's impending sale, and the Artists' Quarter has been abuzz with those seeking one final fright with a walk through the crucible-licked walls of the infernal house of the macabre before its final curtain call. But are the theatre's smoke-and-mirrors and cheap scares hiding a truly wicked secret? What is the nature of the curse and illness that afflict the owner? And did foul and profane rites once take place between its walls that outside forces now seek to exploit? What happens when the spookshow's fun and games transform into a terrifying reality, threatening to spill forth an infernal malevolence onto the streets of the Blight?

The Crooked Nail is a stand-alone introductory adventure set in **The Blight** for 4–6 1st-level characters.



FROG GOD
GAMES

ISBN 978-1-62283-357-3



EB1



The Blight

Richard Pett's Crooked City

EB1: The Crooked Nail

Brandon Hodge



FROG GOD
GAMES