

# #3-06: Struck by Shadows

## GM Tracking Sheet

By Zach Armstrong (Jan 13, 2022)

### Treasure Bundles:

Location	Defeat Foes A		Neutralize Threats B		Neutralize Threats C	Don't Damage Relics	Neutralize Threats D3			Fetchlings Surrender (2 or 3)
X if Complete										

### Treasure table:

Level	3	4	5	6
Treasure Bundle Value	3.8 gp	6.4 gp	10	15

### Escaped Fetchlings (A)

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### Surrendered Fetchlings

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### Maps:

- Flip-Mat: Haunted Dungeons Multi-Pack
- Flip-Tiles: Dungeon Starter Set

### Minis:

- Both tiers:
  - 6-8 x fetchling sneaks
  - Female Oread – Sorrina Westyr
  - Male Hobgoblin Tactician – Toldrar
  - 1 x fire sentry (medium)
  - Female Halfling – Janira Gavix
- Low tier:
  - 2-4 x shadow drakes (tiny)
  - 2 x umbral drakes (small)
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- High:
  - 2- x umbral drakes (small)
  - Deep shadow guardian (large)

## APPEAL TO SHADOWY INTRUDERS ⇨⇨

UNCOMMON AUDITORY CONCENTRATE LINGUISTIC MENTAL

**Requirements** A fetchling sneak you can see is visibly shaken, such as by being reduced to half of their maximum Hit Points or fewer.

You call out to a visibly shaken foe and attempt to convince them to surrender. Depending upon your strategy, attempt a Deception, Diplomacy, or Intimidation check against the foe's Will DC to make your case for the foe's surrender.

**Critical Success** The foe is quick to surrender and attempts to convince their allies to surrender as well. You and your allies gain a +1 circumstance bonus to checks to Appeal to Shadowy Intruders for 1 minute.

**Success** The foe takes your words to heart and surrenders to you immediately.

**Failure** The foe brushes off your attempt and continues to fight.

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## BEACON SHOT

ITEM 3

CONSUMABLE EVOCATION MAGICAL

**Ammunition** [arrow](#), [bolt](#)

**Activate**  Interact

The shaft of a *beacon shot* is studded with tiny flecks of glimmering gemstones. When an activated *beacon shot* hits a target, it embeds itself into that target and spews sparks for 1 minute. If the target is invisible, it becomes merely hidden to creatures who would otherwise be unable to see it. The sparks also negate the concealed condition if the target was otherwise concealed.

A creature can remove the arrow or bolt by using an Interact basic action and succeeding at a DC 20 Athletics check.

## SLEEP ARROW

ITEM 3

CONSUMABLE ENCHANTMENT MAGICAL MENTAL SLEEP

**Ammunition** [arrow](#)

**Activate**  Interact

*Sleep arrows* often have shafts of deep blue or black, and their fletching is exceptionally soft and downy. An activated *sleep arrow* deals no damage, but a living creature hit by it is subject to the effects of a [sleep](#) spell (DC 17).

**Craft Requirements** Supply one casting of *sleep*.