Sylphene, the baron’s deformed daughter, was a tortured soul. After she was interred, her grave became a shadow crossing -- a gate to the Shadowfell. To use this gate, the characters must first open Sylphene grave and remove the coffin. In the darkest hours of the night, fog leaches into the open grave and fills it. Sylphene, the baron’s deformed daughter, was a tortured soul. After she was interred, her grave became a shadow crossing -- a gate to the Shadowfell. To use this gate, the characters must first open Sylphene grave and remove the coffin. In the darkest hours of the night, fog leaches into the open grave and fills it.Sylphene, the baron’s deformed daughter, was a tortured soul. After she was interred, her grave became a shadow crossing -- a gate to the Shadowfell. To use this gate, the characters must first open Sylphene grave and remove the coffin. In the darkest hours of the night, fog leaches into the open grave and fills it.Sylphene, the baron’s deformed daughter, was a tortured soul. After she was interred, her grave became a shadow crossing -- a gate to the Shadowfell. To use this gate, the characters must first open Sylphene grave and remove the coffin. In the darkest hours of the night, fog leaches into the open grave and fills it.Sylphene, the baron’s deformed daughter, was a tortured soul. After she was interred, her grave became a shadow crossing -- a gate to the Shadowfell. To use this gate, the characters must first open Sylphene grave and remove the coffin. In the darkest hours of the night, fog leaches into the open grave and fills it.