

NETH4-1

# CONTAINING SHADOW

## A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The Ordulin Maelstrom's dark embrace obliterates ordinary mortals within moments. But you are no ordinary mortal, and the Harpers need someone to brave the depths of this life-consuming vortex. Can you complete your mission before the vile shadows devour your soul and reduce your body to an empty, withered husk? A *Living Forgotten Realms* adventure set in Sembia for characters of the Paragon tier (levels 11-20) This adventure is part of the Foresight trilogy, which includes *NETH4-2 The Tripartate Tower* and concludes in *NETH4-3 Purifying the Prophet*. This adventure and *NETH4-2* may be played in either order.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

**Make decisions and adjudications that enhance the fun of the adventure whenever possible.**

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 11-20). Heroic-tier and Epic-tier characters may not play this adventure. Any Paragon-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 12th-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group (the average character level is 85/6 = approximately 14).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the

character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a

milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

## ADVENTURE BACKGROUND

The Harpers appeared to have reached a significant milestone in their war against the Netherese when, during the events of ADCP3-2 *From Dusk Till Dawn*, they were able to liberate Lady Saharel from Spellgard by binding her to the construct Coura. They began performing magical analysis on Coura/Saharel to ensure that the bonding ritual would hold. This analysis revealed that during the ritual, a significant amount of shadow energy was also bound to Saharel/Coura. While no immediate threat seems present, Saharel assured the Harpers that disaster would strike the group if they were unable to exorcise the shadow energy from the construct. Intensive research discovered a ritual that could purge the energy. The ritual requires rare ritual components and a powerful ritual caster. This adventure deals with collecting creatures called shadow mites for use in the ritual. NETH4-2 *The Tripartate Tower* addresses securing the help of a powerful ritual caster to perform the ritual and NETH4-3 *Purifying the Prophet* addresses the performing of the ritual.

In order to draw the shadow energy out of Coura, the Harpers need creatures that consume shadow energy. Large populations of one such creature, shadow mites, live in the Ordulin Maelstrom, which recently

began expanding for the first time since its creation over a hundred years ago.

The Ordulin Maelstrom started expanding and grew more chaotic after the shade prince Yder was assassinated by adventurers a few months ago (NETH3-3 *Seek and Destroy*). Yder had done extensive research on the Maelstrom and was performing rituals to keep it under control. In addition to expanding, the Maelstrom has been emitting powerful tornado-like storms of shadow energy called Shadowflares. These storms are causing great devastation throughout Sembia. There are reports of villagers going insane, killing themselves or others, or turning into powerful undead. As these threats creep closer to their borders, the neighboring countries of Cormyr, Myth Drannor, and the Dalelands grow increasingly concerned.

Saharel, through Coura, assured the Harpers that the mission was safe, so they sent a small group of agents to the border of the Maelstrom to collect the shadow mites. A few weeks later, those agents have not returned or been in contact with the Harpers' base in Silverymoon. Worse, all attempts to magically contact them failed, leaving the Harpers wondering whether their ritual was blocked or their agents were dead. Either way, they now needed outside assistance to collect the shadow mites.

For their part, the Netherese have not remained idle with respect to the Maelstrom following Yder's assassination. There are two competing factions of Netherese interested in the expanding Maelstrom. One group (the "Sharraan Netherese"), identifies the Maelstrom's recent expansion as a manifestation of Shar's divine will and a means of achieving her ultimate goal of annihilating Faerûn. They seek to tap the energy of the Maelstrom to corrupt powerful allies of Selûne for the greater glory of Shar. Another group (the "Nationalist Netherese"), identifies the expansion of the Maelstrom as a threat to the Empire of Netheril's political ambition to rule Faerûn. After all, one cannot rule a world that has been annihilated. They seek to use a modified version of Yder's ritual to stop the Shadowflares as a first step toward bringing the Maelstrom back under control.

The Harpers are not aware of the Netherese activities since the shadow essence prevents Coura/Saharel from detecting the Netherese. Both groups of Netherese have moved into the best staging ground for their respective efforts - the village of Moontassel near the edge of the Maelstrom to which the Harpers had sent their agents.

# DM's INTRODUCTION

Before you start the game, find out if the PCs have any of the following story awards and/or organizational affiliations:

- Membership in the Harpers meta-organization.
- Membership in the Knights of Myth Drannor meta-organization.
- Story awards that indicate favor or disfavor with the Harpers, including but not limited to **LURU24 Trust of the Harpers** from *LURU2-4 Need to Know* or **NETH11 Favor of the Harpers** from *NETH3-3 Seek and Destroy*.
- Story awards that indicate favor or disfavor with the Knights of Myth Drannor, including but not limited to **SPEC08 Iliathor, Brooch of Friendship** from *SPEC1-3 Ghosts of the Past* or **SPEC44 Gratitude of Myth Drannor** from *SPEC3-2 Roots of Corruption: Dark Seeds*.
- **ADCP19 Victory at the Battle of Spellgard** or **ADCP20 Defeat at the Battle of Spellgard** from *ADCP3-2 From Dawn Till Dusk*.
- **NETH09 Sand Buries the Shadow** from *NETH3-3 Seek and Destroy*.

**WARNING:** This adventure deals with a dark subject matter and many of the scenes are violent and may be frightening. Tone down the violent descriptions if the players are children or sensitive individuals.

**NOTE:** This adventure makes many references to “Sharran Netherese” and “Nationalist Netherese”. These terms are clarifying and descriptive rather than definitive; the two factions do not refer to themselves or the other faction using these terms. The terms are not meant to imply that the Nationalist Netherese do not revere Shar or that the Sharran Netherese are not agents of the Empire of Netheril, just that members of the faction are more concerned with the interests of the Church of Shar than the Empire of Netheril or vice versa.

The PCs are hired by the Luruar Harpers to finish a mission for a group of Harper agents that disappeared in Sembia: to collect a particular creature inside the Maelstrom called a “shadow mite” and track down what happened to the agents.

**Encounter 1:** Harpers contact the PCs in Silverymoon, asking them to find the missing agents and to collect shadow mites for the ritual.

**Encounter 2:** En route to the Maelstrom's border, the PCs arrive at a town that has been hit by a flare of energy from the Maelstrom. With the barrier between

Faerûn and Shadowfell weakened, the PCs interact with the village's survivors (and some who did not survive), the last surviving Harper agent from the previous group, and the Knights of Myth Drannor to learn about the Maelstrom's effects and the two groups of Netherese trying to interact with the Maelstrom for their own ends.

**Encounter 3A:** The PCs interact with the Nationalist Netherese casters to gather information on their ritual.

**Encounter 3B:** If the PCs decide to assist the Nationalist Netherese with the ritual to weaken the Maelstrom, they battle the Maelstrom's denizens while assisting with the ritual.

**Encounter 4:** If the PCs choose to stop the Sharran Netherese's efforts to corrupt an aspect of Selûne, they do battle with the ritual casters and their minions.

**Encounter 5:** The PCs collect as many shadow mites as they can before the denizens and energies of the Maelstrom force them to retreat.

**Encounter 6:** Conclusion.

# PLAYER'S INTRODUCTION

This adventure takes place several months after *NETH3-3*, *LURU2-4*, and *ADCP3-2*.

The PCs receive an invitation to visit the Vault of the Sages in Silverymoon from Blaynden. PCs who just finished playing *NETH4-2 The Tripartate Tower* are already in Silverymoon and Blaynden asks them to assist him with another task.

*The glory of the fabled Vault of the Sages in Silverymoon is without question, at least to citizens of Luruar. Its towering bookshelves are filled with lore.*

*This room looks dusty and neglected. It is decorated in a style long since faded into antiquity. But it matches the era of the clothes worn by the humanoid construct standing before you. Her body is made of the finest white marble, and her face is carved in the likeness of a woman. She appears distracted, as though she is listening to another voice that only she can hear.*

The living construct is Coura and the essence of the ancient Netherese oracle Lady Saharel is bound to her. She is accompanied by Blaynden Darhunson, librarian at the Vault of Sages.

Blaynden greets the PCs and invites them to sit. Coura, using her finger to trace glowing blue words in the air rather than speaking, welcomes them by name, even if she never met them before.

Have the PCs introduce themselves, and move to Encounter 1.

## ENCOUNTER 1: BRIEFING

### Important NPCs:

**Blaynden Darhunson**, male human librarian at the Vault of Sages and Harper agent.

**Coura**, female warforged master archivist at the Vault of the Sages and repository for Lady Saharel.

*The librarian introduces himself as Blaynden. He looks somber and wan, clearly tired from recent events.*

*“It is good that you have arrived. Several months ago we dealt a blow to the Netherese by liberating Lady Saharel. Saharel’s prophetic abilities should give us a significant advantage in our war against shadow. Unfortunately, magical analysis revealed that during the ritual to bind Lady Saharel’s essence to Coura, she was tainted with a large amount of shadow energy,*

*After extensive research, we discovered a ritual to exorcise the shadow energy from her body. Once the energy is removed, it must be destroyed to ensure that it does not simply re-enter her. There are small creatures called shadow mites which consume raw shadow energy. They live inside the Ordulin Maelstrom, an extremely dangerous vortex of shadow. We need as many shadow mites as possible to cleanse Coura of this taint. We sent agents to acquire these mites a few weeks ago, but they have not returned and we have not received any news. It is crucial that we obtain those creatures and find out what happened to our agents.”*

The following is what Blaynden freely tells the PCs:

- He and Coura are agents of the secret anti-Netheril group known as the Harpers. He would not normally disclose this information freely, but the nature of this mission requires him to be more forthcoming than usual.
- The Harpers have recently freed the oracle Saharel from the Netherese ruins of Spellgard Keep by bonding her to the construct Coura.
- While investigating the results of their bonding ritual they found that along with Saharel, a small but significant quantity of shadow energy had also been bonded to Coura.
- While Saharel could not provide specific information, she prophesied doom for the Harpers if they were unable to remove the shadow energy from the joined entity.
- To ensure that captured agents of the Harpers would be unable to reveal information when interrogated, Blaynden and Coura have chosen not to reveal the full process of the ritual.
- There are magic items called *shadow catchers* that are used to capture and hold shadow mites. The

devices were commonly used historically when shadow mite populations were larger, but are antiques now and hard to come by. All the Harpers’ *shadow catchers* are with the Harpers who went to the Maelstrom.

- The Ordulin Maelstrom has been behaving strangely since Prince Yder was assassinated by agents of the Sand Kings several months ago. Not only does it appear to be expanding, but it has gotten significantly more violent and random in behavior.
- Contacts near the eastern borders of the Dalelands have had reports of wandering undead, some more powerful than the typical graveyard anomalies one might expect.
- The Harper team was supposed to go to a village nearby the Ordulin Maelstrom. They left a few weeks ago but have not yet reported back. Blaynden is concerned that something may have happened to them.
- The Harpers can magically transport the PCs to Battledale via Linked Portal. From there, the PCs need to cross Sembian-controlled Tasseldale to reach the town of Moontassel on the Sembia/Dalelands border. This is now the edge of the expanding Maelstrom.
- The leader of the team of Harper agents is named Marrano Thann.
- The PCs should ask Marrano if his name is Sarkyn, to indicate that they are friends and he can trust them. If it is Marrano, he will reply that you have him mistaken for someone else, but that the last he heard Sarkyn was visiting friends in Westgate. Blaynden also provides a physical description of Marrano.
- The PCs’ primary mission is to gather as many living shadow mites as possible and return with them.
- If possible, the PCs should also try to find out what happened to the other agents.
- He gives each PC a magical bauble that, when activated using a standard action, teleports the PC back to the Vault of the Sages. The PCs should activate it once they have completed their mission. He gives them several extra baubles to give to the Harper agents. (PCs cannot keep the baubles; their magic fades at the end of the adventure.)
- They pay the adventurers 800 / 1375 / 2750 / 5500 / 8250 gp each.

The following is what Saharel, through Coura, tells the PCs:

- The nature of Saharel's bond to Coura is unusual. While it allowed Saharel to leave Spellgard, it negatively affected her ability to manifest. When she manifests now, only Coura is able to see or hear her, so Coura is responsible for relaying Saharel's prophecies to the Harpers.
- Saharel has studied this shadow mite in the distant past. She gives them a book titled "Flora and Fauna of Faerûn, Volume II of VI: The Sea of Fallen Stars Region." Distribute Player's Handout 1.

#### ENDING THE ENCOUNTER

The PCs may purchase any supplies they need in Silverymoon, but Blaynden is uncomfortable with the PCs waiting until the morning to depart, as it is unclear whether waiting another night would doom his agents.

When the PCs are ready to depart, Saharel (through Coura) casts a Linked Portal ritual to transport the PCs to Battledale.



## ENCOUNTER 2: SHADOWFLARE

### Important NPCs:

#### Village Children

Arrick, Guildmaster

Gegrosh, local tough

Maranno Thann, Harper mission leader

Sarrila, priestess of Selune

Knights of Myth Drannor

While this is a roleplaying encounter, the threat of healing surge loss does exist. This threat, however, is not significant to Paragon tier adventurers, and is purely dependent on the PCs' choices.

The dead people should be played as a combination of spooky and sad. Feel free to change read-aloud text as necessary based on the table to give a better experience.

*The journey to Moontassel is mostly peaceful. Villages dot the landscape, nestled quietly in river valleys. Juxtaposed against this pastoral scene, the sickening black clouds of the Maelstrom loom on the horizon.*

*Suddenly, an immense, swirling mass of shadows erupts from the Maelstrom, a tornado made of pure night and crackling lurid green lightning. The storm heads straight towards a small town with astonishing speed, leaving a swath of destruction in its wake. Even at this distance, you can hear the howling as a distant rumble.*

Assuming the PCs rush towards Moontassel, they arrive just as the storm starts to dissipate.

### SCENE 1: MOONTASSEL

*Moontassel is eerily silent except for the twisting of the sign of the Lunge Tavern in the wind. The outlined forms of humanoid shapes are blasted against the walls, where people once stood. The sky is faded blue and the air has the smell of death. Several adults lie curled up on the ground as if sleeping. The children are awake, but something is horribly wrong - their hair is bleached white as snow, their skin withered as if from age.*

*One of the children approaches you and says, "See, they just don't know that they're dead yet. They'll find out soon enough."*

The adults are all dead. The children are in shock and seeing horrid distortions from the Shadowfell mixed with reality. If the PCs try to talk to them, their responses suggest that they are having nightmarish visions. The children are eerily calm as they say strange and disturbing things, such as:

- "I was told never to look at the sun. But now that it is cold, is it okay?"
- "I used to love rainbows until they all shriveled up and died."
- "How can you talk to me with your face torn off?"
- "Mommy told me not to get my dress dirty, but how can I do that when there's so much blood?"

They are also aware that some Netherese (the Sharrans, although the children are not aware that the two groups are distinct) went towards the Maelstrom. If dealt with calmly, the children can relate that "the priest of Shar and his friends went that way."

A Moderate DC Heal check reveals that the children's condition is probably the result of intense exposure to shadow energy; if taken out of the Maelstrom and given long-term care, their condition is likely to improve, even without a skilled healer.

After a minute or two of discussion, the children start asking what the PCs intend to do with them. There is no safe haven in Moontassel, and the trip back to Silverymoon is long. It is unlikely they have time enough to return. During the discussion, the PCs notice that the town begins to become distorted. Buildings turn to ruins before their eyes, and trees wither. Proceed with Scene 2. Anyone trained in Religion, Nature or Arcana notices the presence of the Shadowfell overlapping the reality of the town. The children are no longer there.

### SCENE 2: SHADOWFELL AND THE DEAD

*As shadows begin to permeate the air around you, several buildings crumble to dust before your eyes. You hear loud sobbing coming from the shattered ruins of a tavern, recognizable only from the cracked and faded magically animated sign of a lunging swordsman, gleefully drinking a whiskey after his exertions.*

As the PCs investigate the town, they can interact with the recently deceased villagers. The adventurers either gain information about the Netherese or get attacked by the villagers' angry spirits, depending on how they interact with the ghosts. If the PCs decide not to investigate, the spirits transform into hostile undead. The undead leave the area if not attacked, and the Harper Marrano Thann approaches them directly (see Scene 4). If the PCs resolve the problems of a particular villager, that villager relates the information that they know before they die permanently.

Outside the tavern, Arrick the Guildmaster is the first person they see:

*Black shadows flow off a once-handsome man wearing the silk and linen robes of a Sembian merchant, “Ah, customers?” he says by rote, his voice low and without emotion. “You’ve come with a caravan with... special needs, perhaps? I have permits, I can let you hide, I’m the merchant guildmaster... oh why did I let them hide? I shouldn’t have let them take that Priestess... You there - can you help me?”*

Arrick asks the PCs to take a stash of coins (5 gp) hidden a couple miles away to his children, who live in Archtassel. If pressed, he admits that the coins were a bribe to look the other way as a priestess of Selûne was kidnapped. He quickly rationalizes his actions by saying that he had little choice. He feels that if he hadn’t looked the other way, he would have been killed.

If the PCs refuse to help or chastise him, he gives off a low, eerie moan and transforms into a wraith. Newly formed, the PCs can dispatch it easily. If they delay in doing so, it attacks a random PC, who loses a healing surge. If this occurs, Gegrosh worked as an odd-job man for the Netherese and is able to relate the same information if the PCs are kinder to him.

If the PCs agree to deliver the funds (even deceitfully), Arrick is relieved and begins to fade, his soul at peace. Before fading, he provides the following information:

- Arrick knows that there were two groups of Netherese in town. They had many requests for many caravans being given leeway.
- One group of Netherese was led by a priest of Shar named Karrack. The other group of Netherese was led by a man named Jalin.
- Arrick doesn’t think Karrack and Jalin were working together and finds it odd that two different groups of Netherese would be in town with special requests at the same time, but he knew better than to ask questions.
- Arrick looked the other way as a priestess of Selûne was kidnapped by Karrack.
- Arrick does not know anyone named Sarkyn.
- Arrick has seen a man meeting Marrano’s description drinking at the Lunge from time to time - perhaps he is inside the tavern.

### SCENE 3: INSIDE THE LUNGE TAVERN

Inside the Lunge Tavern, huddled in the bathroom, is Gegrosh, a local tough:

*A mix of fear and bluster radiates from a large man, huddled on the floor near the wall of the bathroom, “Ah, you startled me. Didn’t notice you, what with the sand in my eyes. This is embarrassing... Never thought I’d die in*

*a bathroom. Will you at least give my body a proper burial, so I can keep some of my dignity?”*

If the PCs treat Gegrosh poorly or refuse to give him a proper burial, he turns into a ghost. If he is not dispatched immediately, he connects with a random PC, causing that PC to lose a healing surge.

If the PCs agree to give him a proper burial and a dignified death, he tells them that he hid a pair of magical boots under the floorboards of the Boar and Lion Inn (see Treasure). Like Arrick, Gegrosh has no idea who Sarkyn is. He has, however, seen a man matching Marrano’s description both in the Lunge and at the Boar and Lion. If the PCs killed Arrick instead of agreeing to distribute his bribes, Gegrosh reveals the information Arrick had before passing on.

### SCENE 4: BOAR AND LION INN

The Boar and Lion Inn is one of the town’s few buildings that made the transition to the Shadowfell mostly unharmed. If the PCs enter the Inn, they find Marrano Thann, the ally Blaynden told them about. If the PCs don’t enter the Inn, a PC sees Marrano peeking out of one of the windows.

*Inside the Boar and Lion, you see a man matching the description of Marrano Thann. However, something about him seems odd. “Who are you? Stay away from me. I’m alone here, but I won’t let you kill me...” Dark shadows pour off his skin - he is no longer fully human, corrupted by the shadows that have struck this town. He is, however, still breathing.*

A Moderate DC Heal check reveals that the man’s condition is probably the result of intense exposure to shadow energy; if he is taken out of the Maelstrom and given long-term care, his condition is likely to improve, even without the aid of a skilled healer.

If the PCs ask if his name is Sarkyn, the man calms down slightly and replies that they have him mistaken for someone else, but that the last he heard Sarkyn was visiting his friends in Westgate.

- His name is Marrano Thann and he was the leader of the group of Harpers sent by Blaynden. His companions are all dead, killed in the Shadowflare.
- Posing as a caravan merchant, he befriended Jalin, the leader of the Nationalist Netherese.
- Jalin is performing a ritual to weaken the Maelstrom and prevent the formation of Shadowflares.
- Shadowflares are unpredictable, powerful storms of shadow energy that split off from the

Maelstrom. The storms move rapidly and can travel great distances, leaving devastation in their wake. Those who are not killed are driven insane or turned into powerful undead.

- Many hamlets have been destroyed by the Shadowflares.
- The Maelstrom has been expanding over the last few months and doesn't show any signs of stopping. He is worried that eventually the Maelstrom will encroach into other neighboring countries and eventually destroy all of Faerûn.
- They hope that the Netherese ritual to weaken the Maelstrom slows its expansion and give them enough time to figure out how to completely stop it from expanding or reduce it to its original size.
- While he normally wouldn't work with the Netherese, Marrano is willing to ally with Jalin because he thinks weakening the Maelstrom is for the greater good of Faerûn.
- He has spent enough time with Jalin that he believes he is trustworthy and does not have any ulterior motives such as trying to control the Maelstrom or do anything else nefarious.
- Jalin doesn't want Faerûn to be destroyed because then the Netherese Empire would no longer exist (along with the rest of the world...)
- Jalin wanted to cast the ritual exactly when some other ritual was taking place. He does not know the nature of the other ritual, only that it will draw a significant amount of energy out of the Maelstrom, weakening the Maelstrom enough for Jalin's ritual to have a chance of success.
- If the PCs tell him about the Sharran ritual to summon and corrupt the aspect of Selûne, he is deeply concerned. Since the two rituals are taking place at the same time, the PCs can only deal with one. If the PCs ask him which one they should do, he indicates that both are critically important. He defers to the PCs.
- The Nationalist Netherese camp is nearby, so the PCs can talk to them before they make their decision of which path to choose.
- The Boar and Lion Inn is in is the easiest place to get back to Faerûn. Anyone trained in Arcana, Nature, or Religion can shift the party back to Faerûn. Marrano can do this if no one else can.
- Marrano tried to contact his superiors in Luruar, but no magical communication worked. Any attempts to send someone away were met with a series of terrible misfortunes.
- He gives the PCs the *shadow catchers* their team had and explains how to use them. If any PCs are members of the Harpers, he also gives each of those PCs an *elixir of speed*.

## SCENE 5: RETURNING TO REALITY

*The sky brightens as you return to Faerûn, the sunlight warm on your face. Suddenly, a beautiful woman appears out of thin air. Her clothes are torn, her hair is matted, and bruising around her wrists suggests that she had been struggling against restraints. She looks around frantically, appearing terrified and confused. "Where am I? Who are you? What happened? They were about to sacrifice me!" She begins hyperventilating and bursts into tears, shaking uncontrollably.*

If the PCs comfort her, she is eventually able to calm down enough to talk to them.

- Her name is Sarrila and she is a Priestess of Selûne.
- She was kidnapped by a group of Sharran priests, who tied her up and prepared her as a ritual sacrifice.
- She overheard the priests talking, saying that they were using her as bait, but she didn't hear for what.
- There were two parts to the ritual. The first part was "luring and binding"; the second part was "corrupting".
- An Aspect of Selûne appeared just as she was about to be sacrificed and the Aspect teleported her safely here.
- As she was being teleported away, she saw the Aspect thrashing as powerful leashes of energy bound her.
- Sarrila begs the PCs to go stop the ritual and save the Aspect. She can tell them where the ritual location is. It is near the Maelstrom, not too far away. She believes it takes time to fully bind the Aspect, so the PCs should be able to make it there before it is corrupted.
- If the PCs mention the ritual to stop the Shadowflares, Sarrila becomes even more grief-stricken. While the success of the Sharran priests' ritual could lead to the deaths of thousands at the hands of a corrupted Aspect, leaving the Maelstrom unchecked could also be potentially catastrophic, killing just as many. Her personal preference is that the PCs pursue the Aspect, but admits that this chiefly because the Aspect saved her; either would be an equally noble mission.
- Although she is very shaken up and a little battered, she is not seriously hurt.

After speaking with Sarrila for a while, a group of Knights of Myth Drannor arrive:

*A group of Sun Elves dressed in the livery of the Knights of Myth Drannor ride up on horseback. They seem surprised to see you. Their leader, clad in a shadowy cloak the color of the morning fog, dismounts and introduces himself as Ru'isarim, a Knight of Myth Drannor.*

- Ru'isarim says that they saw the Shadowflare hit the town and came to investigate and help out any way they could. He is surprised to see any living survivors.
- The Knights of Myth Drannor are on a scouting mission to investigate rumors of strange storms of shadow energy and reports of undead terrors in the night all over Sembia and the Dalelands. They were given strict orders not to intervene in Sembian affairs. Myth Drannor fears that any interference may be viewed as a sign of aggression and trigger a war with Netheril.
- The Knights have seen all sorts of unexplained and disturbing occurrences throughout the countryside. They have seen villagers transforming into powerful undead, people going insane and killing themselves or others, people dying sudden, agonizing deaths, people that were dead but not really dead... Their scouting party was originally much bigger but many of their companions have gone crazy or died.
- The Knights have helped with a few evacuations, but most hamlets are remote enough that there is not really a safe place to go. The Sembian villagers are terrified, but most are resigned to the fact that they will die soon.
- More often, though, the Knights just come across hamlets that have been completely devastated by these storms of shadow energy.
- Ru'isarim gives any PC Knights of Myth Drannor an *unguent of darkvision* and warns that if any of them are caught or killed while intervening in Netherese affairs, Myth Drannor is required to disavow any knowledge of their actions.
- The Knights volunteer to gather up the children and take them and Sarrila to the safety of the Dalelands. They also, if asked, are willing and able to carry out the last requests of Arrick and Gegrosh. Sembians taking bribes from Sembians or Netherese is a lower priority for them than putting a soul to rest.
- If the PCs indicate that they are going to interact with either group of Netherese, the Knights of

Myth Drannor give them a suit of *briartwine armor* to aid them in their efforts.

## ENDING THE ENCOUNTER

At this point, the PCs should be aware that there are two competing rituals, one which involves the corruption of an Aspect of Selûne, the other which weakens the Maelstrom and stop the formation of Shadowflares. Both rituals are happening at the same time. The players must choose which concern they want to address.

The Nationalist Netherese camp is nearby. The PCs have time to stop by and observe or talk to the Netherese to get more information before making a decision. The Knights of Myth Drannor cannot interfere or help out with either encounter - to do so would reveal their presence in Sembia and result in a major diplomatic incident, not to mention that they are not powerful enough to help with either encounter.

If the PCs discuss the two possible missions (either among themselves or with the Knights or Marrano) with Sarrila present, she reacts as described in Scene 4. The Knights and Marrano think both missions are equally important, and do not provide advice.

If the PCs suggest splitting up to do both at the same time, Marrano and the Knights strongly discourage this action as suicidal (as should the DM if this is a timed event). The PCs may be powerful, but the Maelstrom continues to grow stronger, and the Netherese forces are unlikely to be pushovers if they have survived the Shadowflares. If the PCs insist (and time in the adventure allows), they can do both, but both combats occur simultaneously - the only way for a PC to participate in both is to have the ability to traverse miles in less than a round or two.

## MILESTONE

This encounter does not count towards a milestone.

## TREASURE

Each Knight of Myth Drannor PC is given one *unguent of darkvision*. Each Harper PC is given one *elixir of speed*. These items need to be returned at the end of the adventure if they are not used.

If the PCs gave Gegrosh a dignified death and find the magic boots, they receive *shadowdancer's boots* (AL 12), *sandals of temporal step* (AL 14/16), or *swiftstrike shoes* (AL 18/20).

The Knights of Myth Drannor give the PCs +3 (AL 12) or +4 *briartwine armor* (AL 14/16/18/20).

## ENCOUNTER 3A: RITUAL PREPARATIONS

**Important NPC:** Jalin, male human, leader of the group of Nationalist Netherese

Run this encounter if the PCs choose to assist the Nationalist Netherese with the ritual to weaken the Maelstrom or wish to learn more about the ritual and the Nationalists before making their decision.

As the PCs approach the Nationalist Netherese, read or paraphrase the following:

*A dozen or so casters are making ritual preparations among ancient, moss-covered ruins. On the far side of the courtyard looms the Maelstrom. Several casters approach the Maelstrom and sprinkle silver powder in a large circle near it. The ground hisses slightly and thin tendrils of smoke rise where the powder sears the earth.*

*Thick black shadows lash out from the Maelstrom, washing over one of the casters. An inhuman scream escapes the young man's lips and his eyes roll wildly with terror. He frantically begins clawing at his own flesh, shredding his stomach to bloody ribbons and gouging out one of his eyes with his own fingers. Screaming incomprehensible gibberish, he lunges at the other casters as they move to restrain him. Suddenly blood starts pouring from his ears. He convulses violently and crumples to the ground. The young man's mutilated body twitches a few times and then is still.*

Allow the PCs to interact with the scene however they wish.

**Examining the Body:** The young man, whose name was Joshua, is dead. If the PCs wish to examine the corpse, they do not find any physical trauma other than the self-mutilation. The Maelstrom is known to drive people insane.

### SPEAKING WITH JALIN

*A middle-aged man with piercing green eyes and a confident demeanor looks your group over. "Adventurers, I take it? What brings you to this area? - Well, never mind. No time for that. We have a crisis on our hands. Name's Jalin."*

Jalin is the leader of this group of Nationalist Netherese, who are attempting a ritual to weaken the Maelstrom. The Maelstrom is causing immense devastation and is threatening to destroy all of Faerûn. Jalin is not saving the world out of the goodness of his heart. He cares about the greater glory of Netheril and its citizens. The

Maelstrom threatens all. It is hard to rebuild the greatest empire in Faerûn if there is no Faerûn to rule over. Although his and his nation's ultimate goals are at odds with the PCs, right now Jalin is only concerned with weakening the Maelstrom. Jalin is desperate, although he maintains a calm demeanor and exudes confidence. A Moderate DC Insight check reveals that Jalin is being completely honest.

If any of the PCs are well-known for opposing Netheril or Shar, Jalin acknowledges that they are enemies under normal circumstances, but that weakening the Maelstrom is in everyone's best interest. He needs the PCs and the PCs need him. He is willing to temporarily set aside their differences. If any PCs have **NETH09 Sand Buries the Shadow** from *NETH3-3 Seek and Destroy* or wields *lesser Shadowbane*, Jalin scoffs at them saying that they wouldn't be in this mess if it wasn't for their foolishness. Although these PCs took part in the assassination of his liege lord, Jalin does not find revenge prudent at this time. Jalin is willing to work with the PCs regardless of their past crimes against Netheril and Shar. Jalin can provide the following information:

- They are trying to perform a ritual to weaken the Maelstrom and prevent it from sending off Shadowflares. (Jalin is also willing to explain how the ritual works and what it does. For details on the ritual, see the section "Examining the Ritual.")
- The original ritual was designed by a Prince Yder. It involved using shadow energy to bind and control the Maelstrom. After Yder was assassinated a few months ago, the Maelstrom began expanding out of control since he was no longer keeping it contained. They have tried to halt the Maelstrom's expansion using Yder's original ritual, but it appears the Maelstrom is too powerful now and the ritual is no longer effective.
- The Shadowflares are an unexpected development and are not well understood.
- They were forced to modify Yder's ritual to use radiant energy. He expects the radiant energy to sear the edges of the Maelstrom and at least stop the Shadowflares. Hopefully it also weakens the Maelstrom and stops its expansion. He is nervous that the modified ritual might not be as effective since they did not have years to study it like Yder did for the original ritual.
- Joshua, the young caster, wasn't the first to die.
- Abominations from the Maelstrom have occasionally attacked their group as well. Jalin suspects that creatures may emerge from the Maelstrom and assault the ritual casters, attempting to stop the ritual.

- Jalin thought they had a good chance, but they have lost many of their casters and the Maelstrom is much more chaotic and powerful than they expected.
- Jalin sent one of his men to infiltrate another group of Netherese operating in the area. It appears that they are performing a ritual to corrupt an Aspect of Selûne. That ritual will drain a significant amount of power out of the Maelstrom and weaken it enough for Jalin to perform his ritual.
- Jalin isn't bothered by the corruption of the Aspect, but he speaks of the other group of Netherese with disgust and calls them fools. They are idiots to fiddle with such trivial things when the glorious Netheril Empire is on the verge of collapse. What use is a corrupted Aspect of Selûne if Netheril and the rest of Faerûn is obliterated?

#### SPEAKING WITH THE RITUAL CASTERS

There is a general uneasy feeling among the other ritual casters. They do not seem shocked by Joshua's gruesome death - they have seen this too many times before. Fatalistic and resigned, they go about their ritual preparations. They are certain they will die - or worse - if the ritual fails. They do not have much confidence in their ability to succeed without the PC's help, but are willing to do whatever it takes.

#### EXAMINING THE RITUAL

The PCs can find out about the ritual by questioning the casters or watching the preparations. A Moderate DC Arcana or Insight check confirms that the ritual works the way the Netherese say it will. The PCs can learn the following about the ritual:

- The purpose of the ritual is to weaken the Maelstrom and prevent the formation of Shadowflares.
- The ritual involves creating an immense pillar of radiant energy next to the Maelstrom that will sear and weaken the shadow energy. Silver powder was sprinkled on the ground to define the boundaries of the circle.
- The ritual must be performed at the exact same time as the ritual corrupting the Aspect. The corrupting ritual weakens the Maelstrom enough to improve the chances for Jalin's ritual to succeed. The ritual requires a group of casters to chant while several special ritual focus items are placed in key positions. If the PCs are willing to

help, the Netherese will chant the ritual while the PCs place the ritual focus items.

- Each ritual focus must be attuned to the ritual. In order to attune it, the item must be on the dais when the ritual begins. (i.e. The PCs with the items must all start Encounter 3B on the dais.)
- There are a number of ritual focus items equal to the number of PCs. The PCs may distribute the foci amongst themselves as they wish - each PC can take one item, the PCs can give all items to a single PC, or any distribution of foci between these. The casters recommend against giving all of the foci to just one or two PCs.
- The items are a sextant, pendulum, book, candelabra, sapphire, and vial of unicorn tears. For 5 players, don't use the sapphire. For 4 players, don't use the sapphire or sextant.
- The casters explain to the PCs how to manipulate their ritual focus (see the Holding Back the Darkness skill challenge in Encounter 3B and distribute Player's Handout 3).

#### ENDING THE ENCOUNTER

The encounter ends once the PCs have gathered all the information they wish to gather. If they haven't already, the PCs should decide whether they want to help the Nationalist Netherese perform the ritual to weaken the Maelstrom (proceed to Encounter 3B) or stop the Sharran Netherese from corrupting an Aspect of Selûne (proceed to Encounter 4),

If they decide to help the Nationalist Netherese, do not continue to the next encounter until the PCs have distributed the ritual foci. The number of foci equals the number of PCs. The PCs may distribute the foci among themselves however they wish. Make sure each PC knows which item(s) they are carrying and begins Encounter 3B standing on the dais.

#### MILESTONE

This encounter does not count towards a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3B: WORLDS APART

### ENCOUNTER LEVEL 14/16/18/20/22

#### CREATURES

This encounter includes the following creatures at AL 12, 14, and 16:

**2 maelstrom abominations (B)**

**1 watchful ghost (S)**

**2 maelstrom corruptors (L)**

**Maelstrom hazard**

This encounter includes the following creatures at AL 18 and 20:

**1 howler terror incarnate (L)**

**2 starspawned lightdrinkers (B)**

**2 wild shadow hounds (S)**

**Maelstrom hazard**

#### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

##### Four PCs:

- Skill challenge only requires 8 successes.
- At AL 12/14/16, remove 1 maelstrom abomination from the Shadowfell map.
- At AL 18/20, remove 1 starspawned lightdrinker from the Shadowfell map.

##### Six PCs:

- Skill challenge requires 12 successes.
- At AL 12/14/16, add 1 watchful ghost to the Faerûn map.
- At AL 18/20, add 1 howler terror incarnate to the Faerûn map.

#### SETUP

The Netherese give the PCs a special ritual component: a sextant, a pendulum, a book, a candelabra, a sapphire, and a vial of unicorn tears. There are a number of ritual components equal to the number of PCs. For 5 players, don't use the sapphire. For 4 players, don't use the sapphire or sextant. The Netherese explain to the PCs how to use each item (see Skill Challenge below). They explain that the PCs need to stand on the dais when the ritual begins in order to attune the items to the ritual. The Netherese ritual casters are safely off the edge of the map during this encounter.

After the PCs have placed themselves on the dais, read or paraphrase the following:

*The Netherese casters begin a low, solemn chant, summoning a column of radiant energy at the edge of the Maelstrom. The white hot energy sears the swirling shadows with an angry hiss, burning away the vile darkness. The thick black shadows begin to roil violently and suddenly the very fabric of the universe is rent asunder with an ear-splitting crack.*

This encounter takes place on two planes - Faerûn and the Shadowfell. At the start of combat, before rolling initiative, the planar barrier between Faerûn and the Shadowfell weakens. Randomly place 3 PCs (or 2 PCs if only 4 players) at the exact same location on the Shadowfell map. Other allies the PCs may have with them, such as mounts and animal companions, cannot be transported to the Shadowfell. See "Features of the Area" for an explanation of how to move between planes.

Address the PCs who were teleported to the Shadowfell: *With a sickening jolt, you feel as if your body is being ripped from reality. Velvet blackness envelops you and the air is heavy with palpable gloom. Straining to peer through the thick curtain of darkness, you recognize your surroundings as a bleak shadow of where you were only moments before.*

Address the PCs who remain in Faerûn:

*Pure blackness erupts from everywhere - or nowhere. A few of your allies are swallowed by torrents of shadow and violently thrust - somewhere... You don't have much time to ponder their disappearance as hideous monstrosities from the Maelstrom close in from all sides.*

The Maelstrom drives people insane and leads to self-mutilation (see stat block). The PCs hallucinate that horrible things are happening to them and attack themselves in response to the delusions. Encourage the players to describe their PC's worst nightmares and what they might be hallucinating.

#### FEATURES OF THE AREA

Note: The terrain features for this encounter are complex. Distribute Player's Handout 2 so the players have an understanding of the various terrain features and can easily refer to the mechanics during combat

**Radiant Pillar:** Creatures that end their turn inside the pillar or are forced into it are blinded until the end of their next turn and take radiant damage equal to the AL (twice the AL if they are shadow creatures).

**Traveling Between the Planes:** There is no line of sight or line of effect between the planes. However,

creatures can see a hazy reflection of the other world. As a minor action, a monster can switch places with a monster of their choosing on the other plane. As a minor action, a PC can use Arcana to switch places with a PC on the other plane. This is not considered teleportation due to how thin the barrier between planes is in this location. Allies such as mounts and animal companions cannot be transported to the Shadowfell. The PC makes an Arcana check and their result determines what happens:

- **Hard DC:** The PC switches places with a PC of their choosing on the other plane.
- **Moderate DC:** The PC switches places with a random PC on the other plane.
- **Easy DC:** The PC loses a healing surge and switches places with a random PC on the other plane.
- **Fail:** The PC loses a healing surge and cannot move to the other plane.

**Faerûn Illumination:** Faerûn is brightly lit.

**Shadowfell Illumination:** Creatures with normal vision can see 2 squares. Creatures with low-light vision can see 5 squares. Creatures with darkvision are unaffected. Additional light sources such as sun rods do not function here.

**Shadowfell Dampening:** Radiant powers used in the Shadowfell deal half damage.

**Dais:** The dais is 5 feet high.

## SKILL CHALLENGE: HOLDING BACK THE DARKNESS

Note: Distribute Player's Handout 3.

**Goal:** Complete the ritual to weaken the Maelstrom.

**Complexity:** 4 (10 successes; 8 successes for 4 PCs or 12 successes for 6 PCs)

**Primary Skills:** None, special mechanics (see below)

**Victory:** The PCs complete the ritual to weaken the Maelstrom.

**Defeat:** The PCs must complete this skill challenge to successfully complete the encounter. Defeat in the challenge is only possible if there is a TPK or the PCs flee.

**Important Notes:** There are no skill checks and all successes are automatic. Prior to the combat, the PCs were given special ritual components which need to be used at specific spots on the map. Make sure that the players determine which PC has which item(s) prior to starting combat. The number of items corresponds to the number of PCs, but the PCs may distribute the items among themselves however they wish. While adjacent to the location that corresponds to their particular item, the PC needs to spend a minor action to gain a success.

(The success is automatic, no skill check required.) A PC does not need a free hand to hold the ritual items. Each PC needs to use their item at the corresponding location in both Faerûn and the Shadowfell. The corresponding items and locations are listed below (numbered locations are shown on map).

**Location 1: Ritual Circle; Item: Pendulum; minor action while adjacent (automatic success) (1 success)**  
The PC spins the pendulum counterclockwise in one complete circle.

**Location 2: Altar; Item: Book; minor action while adjacent (automatic success) (1 success)**  
The PC reads a short passage from the book.

**Location 3: Brazier; Item: Candelabra; minor action while adjacent (automatic success) (1 success)**  
Flames spring to life as the PC touches the candelabra to the brazier.

**Location 4: Fountain; Item: Vial of Unicorn Tears; minor action while adjacent (automatic success) (1 success)**  
The PC adds a few drops of the liquid to the fountain.

**Location 5: Compass Rose; Item: Sextant; minor action while adjacent (automatic success) (1 success) (for 5 or 6 players)**  
The PCs attune the sextant to the compass rose.

**Location 6: Whole Statue; Item: Sapphire; minor action while adjacent (automatic success) (1 success) (for 6 players only)**  
The PC touches the sapphire to each eye of the statue.

**Success:** When the PCs have all the successes in the skill challenge, read or paraphrase the following:

*The final words of the ritual hang suspended in the air and there is a moment of deafening silence. Vague humanoid shapes slowly fade into view, flickering dimly. The forms solidify into your allies and the creatures they fight as the rift between the planes closes. The pillar of radiance explodes in a bright flash of light, sending shards of radiant energy in all directions. Shadows touched by these lances of light are instantly vaporized. The monstrosities attacking you scream as the explosion throws them back and sears their flesh. Their eyes rolling wildly with fear, they desperately continue their assault - this time fighting for their lives.*



Several things happen when the PCs complete the ritual:

- The Maelstrom hazard is disabled; the PCs no longer attack themselves at the start of their turn.
- All monsters take radiant and necrotic damage equal to the AL and are pushed 2 squares away from the radiant pillar.
- The rift between Faerûn and the Shadowfell closes. Take all creatures from the Shadowfell map and place them at the corresponding location on the Faerûn map. If two creatures would occupy the same space, the creature that was in the Shadowfell returns to the nearest unoccupied space.

**Failure:** It is not possible to fail this skill challenge unless there is a TPK or the PCs flee. The skill challenge can be completed after defeating the monsters.

## TACTICS

All creatures attempt to stay away from the radiant pillar as much as possible.

**AL 12/14/16:** The maelstrom abomination uses *feeding frenzy* or *breath of the maelstrom* when it can target more than one PC with it. It uses *abominable hunger* to regain encounter powers.

The watchful ghost prefers to be in melee and uses *harry the marked* to stay in melee. It uses *spectral sword* to mark as many PCs as possible and then uses *halting the marked* at the end of every turn.

The maelstrom corruptor uses *ray of corruption* whenever possible on the most damaged PC. It uses *roll the bones* when hit by a powerful attack and redirects the attack to a PC.

**AL 18/20:** The starspawned lightdrinker uses *inhale light* whenever it recharges to pull PCs into melee range. It uses *grounding opportunist* to keep PCs in melee range.

The howler terror incarnate targets PCs that cannot see it. This is accomplished by using *shadow lope* to become invisible or by targeting PCs who have been blinded by the starspawned lightdrinker. It uses *death howl* when the PCs are grouped up, and uses *shadow of terror* on each PC when they are not, starting with strikers.

The wild shadow hound uses *mobile melee attack* on PCs it can get combat advantage on (either by flanking or because the PC has been blinded by the starspawned lightdrinker). It also preferentially attacks creatures that are slowed or immobilized.

## ENDING THE ENCOUNTER

The encounter ends when the skill challenge has been completed and all of the monsters have been killed. The Netherese thank the PCs for their assistance. Continue to Encounter 5.

## TROUBLESHOOTING

You can adjust the challenge of this encounter by the way you initially split the party between the planes. If PCs are struggling to travel between the planes, remind them that their allies on the other plane can switch places with them.

The Maelstrom hazard represents madness, so players should not use mechanical work-arounds like dropping their weapon at the end of their turn or running to give themselves a penalty to attack. The PCs are seeing hallucinations and being driven insane - they should constantly be trying to “cure” their ailments and their actions should reflect this. If the players are struggling with the Maelstrom hazard, remind them that the ritual should weaken the Maelstrom, so perhaps completing the skill challenge ends its mental influence.

If players are struggling with the domination by the howler terror incarnate, remind them that another PC can automatically end the domination by doing radiant damage. If the PCs do not have radiant attacks, they can use the radiant pillar to end the domination by pushing the ally into the pillar.

The PCs should not attack the Netherese. If they wish to do so (whether during the combat or after), remind the players that the Maelstrom is still expanding and that these Netherese may be a valuable source of information in the future. If the players insist on attacking the Netherese, the PCs slaughter them easily; these Netherese are ritual casters, not trained combatants. With his dying breath, Jalin curses the PCs, warning them that their political ambitions and short-sightedness are likely to doom all reality (referring to the Maelstrom’s original purpose of destroying the world).

## MILESTONE

This encounter counts towards a milestone.

## EXPERIENCE POINTS

The PCs each receive 420 / 600 / 840 / 1200 / 1680 experience points if they complete the Holding Back the Darkness skill challenge and defeat the monsters.

## TREASURE

Jalin gives the PCs a +3 (AL 12/14) or +4 *armor of night* (AL 16/18/20) and 800 / 1375 / 2750 / 5500 / 8250 gp each for assisting with the ritual.

## ENCOUNTER 3B: WORLDS APART (ADVENTURE LEVEL 12)

2 Maelstrom Abomination (B)	Level 14 Brute
Medium shadow humanoid	XP 1000
HP 170; Bloodied 85	Initiative +9
AC 26, Fortitude 26, Reflex 25, Will 26	Perception +10
Speed 6	Darkvision
STANDARD ACTIONS	
m <b>Hungry Claws • At-Will</b>	
Effect: The maelstrom abomination makes the attack twice.	
Attack: Melee (one creature); +19 vs. AC	
Damage: 2d10 + 8 damage.	
M <b>Feeding Frenzy • Encounter</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 8 damage.	
Effect: The maelstrom abomination makes three more <i>hungry claws</i> attacks against the same target or different ones. No more than two of the attacks can target the same creature.	
C <b>Breath of the Maelstrom • Encounter</b>	
Attack: Close blast 5 (creatures in blast); +17 vs. Reflex	
Hit: 2d10 + 8 damage and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
<b>Abominable Hunger • At-Will</b>	
Trigger: A creature within 5 squares of the maelstrom abomination spends a healing surge.	
Effect (Immediate Reaction): The abomination chooses one of these options:	
- Shift 3 squares and must end closer to the triggering creature.	
- Use a <i>hungry claws</i> attack.	
- Regain the use of one of its encounter powers.	
- Gain a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+10)	Dex 15 (+9)
Con 20 (+12)	Int 10 (+7)
	Wis 18 (+11)
	Cha 15 (+9)
Alignment chaotic evil	Languages telepathy 10
Note: Re-flavored herald of hadar and updated damage.	

Maelstrom Corruption	Level 13 Elite Blaster
Hazard	XP 1600
<b>Hazard:</b> The Maelstrom drives people insane, inducing hallucinations and twisting their minds to attack themselves.	
TRIGGER	
The hazard attacks all non-shadow creatures on the Shadowfell.	
TRAITS	
O <b>Horrifying Hallucinations • Aura 20</b>	
Any non-Maelstrom creature that begins their turn on the Shadowfell must use a free action to make their most damaging at-will attack against themselves. This attack does not provoke opportunity attacks and does not count towards the limit on number of free action attacks.	
COUNTERMEASURES	
• Completing the Skill Challenge “Holding Back the Darkness” defeats the hazard.	
Note: Custom hazard.	

1 Maelstrom Corruptor (L)	Level 13 Artillery
Medium shadow humanoid	XP 800
HP 103; Bloodied 51	Initiative +9
AC 25, Fortitude 24, Reflex 26, Will 25	Perception +11
Speed 6, fly 6 (hover)	Darkvision, truesight 10
STANDARD ACTIONS	
m <b>Lucky Maneuver (psychic, teleportation) • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. Will	
Hit: 3d8 + 12 psychic damage, and the maelstrom corruptor teleports 4 squares.	
R <b>Ray of Corruption • Recharge 5-6</b>	
Attack: Ranged 20 (one creature); +16 vs. Reflex	
Hit: 4d8 + 16 damage. The target can choose to take 10 damage and redirect the damage of this attack to the ally with the most current hit points. The full damage is then re-rolled and applied to that ally.	
TRIGGERED ACTIONS	
<b>Roll the Bones • Encounter</b>	
Trigger: The maelstrom corruptor is hit by a melee or ranged attack.	
Effect (Immediate Interrupt): The triggering attack targets a creature of the corruptor's choice within 5 squares of the corruptor.	
Skills Bluff +19, Diplomacy +19, Insight +21, Intimidate +19	
Str 14 (+8)	Dex 17 (+9)
Con 19 (+10)	Int 23 (+12)
	Wis 20 (+11)
	Cha 16 (+9)
Alignment evil	Languages Common
Note: Re-flavored misfortune devil and updated damage.	

2 Watchful Ghost (S)	Level 13 Soldier
Medium shadow humanoid (undead)	XP 800
HP 82; Bloodied 41	Initiative +13
AC 29, Fortitude 24, Reflex 24, Will 26	Perception +17
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
<b>Insubstantial</b>	
The ghost takes half damage from any damage source except force.	
STANDARD ACTIONS	
m <b>Spectral Sword (psychic) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 8 psychic damage, and the target is marked (save ends).	
R <b>Spectral Crossbow (psychic) • At-Will</b>	
Attack: Ranged 15 (one creature); +18 vs. AC	
Hit: 2d8 + 13 psychic damage, and the target is marked until the end of the ghost's next turn.	
MOVE ACTIONS	
<b>Harry the Marked (teleportation) • Recharge 5-6</b>	
Effect: The ghost teleports up to 10 squares to a square adjacent to an enemy it has marked.	
MINOR ACTIONS	
C <b>Halting the Marked (psychic) • At-Will 1/round</b>	
Attack: Close burst 5 (creatures marked by the ghost in the burst); +16 vs. Will	
Hit: The target takes ongoing 10 psychic damage and is immobilized (save ends).	
Miss: The target is slowed until the end of the ghost's next turn.	
Str 15 (+8)	Dex 20 (+11)
Con 20 (+11)	Int 16 (+9)
	Wis 23 (+12)
	Cha 15 (+8)
Alignment unaligned	Languages Common
Note: Updated damage.	

## ENCOUNTER 3B: WORLDS APART (ADVENTURE LEVEL 14)

2 Maelstrom Abomination (B)	Level 16 Brute
Medium shadow humanoid	XP 1400
HP 190; Bloodied 95	Initiative +10
AC 28, Fortitude 28, Reflex 27, Will 28	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Hungry Claws • At-Will</b>	
Effect: The maelstrom abomination makes the attack twice.	
Attack: Melee (one creature); +21 vs. AC	
Damage: 2d10 + 11 damage.	
<b>M Feeding Frenzy • Encounter</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 11 damage.	
Effect: The maelstrom abomination makes three more <i>hungry claws</i> attacks against the same target or different ones. No more than two of the attacks can target the same creature.	
<b>C Breath of the Maelstrom • Encounter</b>	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 2d10 + 11 damage and the target cannot spend healing surges or regain hit points (save ends).	
TRIGGERED ACTIONS	
<b>Abominable Hunger • At-Will</b>	
Trigger: A creature within 5 squares of the maelstrom abomination spends a healing surge.	
Effect (Immediate Reaction): The abomination chooses one of these options:	
- Shift 3 squares and must end closer to the triggering creature.	
- Use a hungry claws attack.	
- Regain the use of one of its encounter powers.	
- Gain a +2 bonus to attack rolls until the end of its next turn.	
Str 17 (+10)	Dex 15 (+9)
Con 20 (+12)	Int 10 (+7)
	Wis 18 (+11)
	Cha 15 (+9)
Alignment chaotic evil	Languages telepathy 10
Note: Re-flavored herald of hadar and updated damage.	

Maelstrom Corruption	Level 15 Elite Blaster
Hazard	XP 2400
<b>Hazard:</b> The Maelstrom drives people insane, inducing hallucinations and twisting their minds to attack themselves.	
TRIGGER	
The hazard attacks all non-shadow creatures on the Shadowfell.	
TRAITS	
<b>O Horrifying Hallucinations • Aura 20</b>	
Any non-Maelstrom creature that begins their turn on the Shadowfell must use a free action to make their most damaging at-will attack against themselves. This attack does not provoke opportunity attacks and does not count towards the limit on number of free action attacks.	
COUNTERMEASURES	
• Completing the Skill Challenge “Holding Back the Darkness” defeats the hazard.	
Note: Custom hazard.	

1 Maelstrom Corruptor (L)	Level 15 Artillery
Medium shadow humanoid	XP 1200
HP 115; Bloodied 57	Initiative +10
AC 27, Fortitude 26, Reflex 28, Will 27	Perception +12
Speed 6, fly 6 (hover)	Darkvision, truesight 10
STANDARD ACTIONS	
<b>m Lucky Maneuver (psychic, teleportation) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. Will	
Hit: 3d8 + 15 psychic damage, and the maelstrom corruptor teleports 4 squares.	
<b>R Ray of Corruption • Recharge 5-6</b>	
Attack: Ranged 20 (one creature); +18 vs. Reflex	
Hit: 4d8 + 19 damage. The target can choose to take 10 damage and redirect the damage of this attack to the ally with the most current hit points. The full damage is then re-rolled and applied to that ally.	
TRIGGERED ACTIONS	
<b>Roll the Bones • Encounter</b>	
Trigger: The maelstrom corruptor is hit by a melee or ranged attack.	
Effect (Immediate Interrupt): The triggering attack targets a creature of the corruptor's choice within 5 squares of the corruptor.	
Skills Bluff +20, Diplomacy +20, Insight +22, Intimidate +20	
Str 14 (+9)	Dex 17 (+10)
Con 19 (+11)	Int 23 (+13)
	Wis 20 (+12)
	Cha 16 (+10)
Alignment evil	Languages Common
Note: Re-flavored misfortune devil and updated damage.	

2 Watchful Ghost (S)	Level 15 Soldier
Medium shadow humanoid (undead)	XP 1200
HP 104; Bloodied 52	Initiative +14
AC 31, Fortitude 26, Reflex 26, Will 28	Perception +18
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
<b>Insubstantial</b>	
The ghost takes half damage from any damage source except force.	
STANDARD ACTIONS	
<b>m Spectral Sword (psychic) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 psychic damage, and the target is marked (save ends).	
<b>R Spectral Crossbow (psychic) • At-Will</b>	
Attack: Ranged 15 (one creature); +20 vs. AC	
Hit: 2d8 + 15 psychic damage, and the target is marked until the end of the ghost's next turn.	
MOVE ACTIONS	
<b>Harry the Marked (teleportation) • Recharge 5-6</b>	
Effect: The ghost teleports up to 10 squares to a square adjacent to an enemy it has marked.	
MINOR ACTIONS	
<b>C Halting the Marked (psychic) • At-Will 1/round</b>	
Attack: Close burst 5 (creatures marked by the ghost in the burst); +18 vs. Will	
Hit: The target takes ongoing 10 psychic damage and is immobilized (save ends).	
Miss: The target is slowed until the end of the ghost's next turn.	
Str 15 (+9)	Dex 20 (+12)
Con 20 (+12)	Int 16 (+10)
	Wis 23 (+13)
	Cha 15 (+9)
Alignment unaligned	Languages Common
Note: Updated damage.	

## ENCOUNTER 3B: WORLDS APART (ADVENTURE LEVEL 16)

<b>2 Maelstrom Abomination (B)</b>	<b>Level 18 Brute</b>
Medium shadow humanoid	XP 2000
<b>HP 210; Bloodied 105</b>	<b>Initiative +11</b>
<b>AC 30, Fortitude 30, Reflex 29, Will 29</b>	<b>Perception +12</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Hungry Claws • At-Will</b>	
<i>Effect:</i> The maelstrom abomination makes the attack twice.	
<i>Attack:</i> Melee (one creature); +23 vs. AC	
<i>Damage:</i> 2d10 + 14 damage.	
<b>M Feeding Frenzy • Encounter</b>	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 2d10 + 14 damage.	
<i>Effect:</i> The maelstrom abomination makes three more <i>hungry claws</i> attacks against the same target or different ones. No more than two of the attacks can target the same creature.	
<b>C Breath of the Maelstrom • Encounter</b>	
<i>Attack:</i> Close blast 5 (creatures in blast); +21 vs. Reflex	
<i>Hit:</i> 2d10 + 14 damage and the target cannot spend healing surges or regain hit points (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>Abominable Hunger • At-Will</b>	
<i>Trigger:</i> A creature within 5 squares of the maelstrom abomination spends a healing surge.	
<i>Effect (Immediate Reaction):</i> The abomination chooses one of these options:	
- Shift 3 squares and must end closer to the triggering creature.	
- Use a hungry claws attack.	
- Regain the use of one of its encounter powers.	
- Gain a +2 bonus to attack rolls until the end of its next turn.	
<b>Str 17 (+10)</b>	<b>Dex 15 (+9)</b>
<b>Con 20 (+12)</b>	<b>Int 10 (+7)</b>
<b>Wis 18 (+11)</b>	<b>Cha 15 (+9)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> telepathy 10	
Note: Re flavored herald of hadar and updated damage.	

<b>Maelstrom Corruption</b>	<b>Level 17 Elite Blaster</b>
Hazard	XP 3200
<b>Hazard:</b> The Maelstrom drives people insane, inducing hallucinations and twisting their minds to attack themselves.	
<b>TRIGGER</b>	
The hazard attacks all non-shadow creatures on the Shadowfell .	
<b>TRAITS</b>	
<b>O Horrifying Hallucinations • Aura 20</b>	
Any non-Maelstrom creature that begins their turn on the Shadowfell must use a free action to make their most damaging at-will attack against themselves. This attack does not provoke opportunity attacks and does not count towards the limit on number of free action attacks.	
<b>COUNTERMEASURES</b>	
• Completing the Skill Challenge “Holding Back the Darkness” defeats the hazard.	
Note: Custom hazard.	

<b>1 Maelstrom Corruptor (L)</b>	<b>Level 17 Artillery</b>
Medium shadow humanoid	XP 1600
<b>HP 127; Bloodied 63</b>	<b>Initiative +11</b>
<b>AC 29, Fortitude 28, Reflex 30, Will 29</b>	<b>Perception +13</b>
<b>Speed 6, fly 6 (hover)</b>	<b>Darkvision, truesight 10</b>
<b>STANDARD ACTIONS</b>	
<b>m Lucky Maneuver (psychic, teleportation) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +20 vs. Will	
<i>Hit:</i> 3d8 + 19 psychic damage, and the maelstrom corruptor teleports 4 squares.	
<b>R Ray of Corruption • Recharge 5-6</b>	
<i>Attack:</i> Ranged 20 (one creature); +20 vs. Reflex	
<i>Hit:</i> 4d8 + 23 damage. The target can choose to take 10 damage and redirect the damage of this attack to the ally with the most current hit points. The full damage is then re-rolled and applied to that ally.	
<b>TRIGGERED ACTIONS</b>	
<b>Roll the Bones • Encounter</b>	
<i>Trigger:</i> The maelstrom corruptor is hit by a melee or ranged attack.	
<i>Effect (Immediate Interrupt):</i> The triggering attack targets a creature of the corruptor’s choice within 5 squares of the corruptor.	
<b>Skills</b> Bluff +21, Diplomacy +21, Insight +23, Intimidate +21	
<b>Str 14 (+10)</b>	<b>Dex 17 (+11)</b>
<b>Con 19 (+12)</b>	<b>Int 23 (+13)</b>
<b>Wis 20 (+13)</b>	<b>Cha 16 (+11)</b>
<b>Alignment</b> evil <b>Languages</b> Common	
Note: Re flavored misfortune devil and updated damage.	

<b>2 Watchful Ghost</b>	<b>Level 17 Soldier</b>
Medium shadow humanoid (undead)	XP 1600
<b>HP 118; Bloodied 59</b>	<b>Initiative +16</b>
<b>AC 33, Fortitude 28, Reflex 28, Will 30</b>	<b>Perception +19</b>
<b>Speed 0, fly 6 (hover); phasing</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison	
<b>TRAITS</b>	
<b>Insubstantial</b>	
The ghost takes half damage from any damage source except force.	
<b>STANDARD ACTIONS</b>	
<b>m Spectral Sword (psychic) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 3d8 + 12 psychic damage, and the target is marked (save ends).	
<b>R Spectral Crossbow (psychic) • At-Will</b>	
<i>Attack:</i> Ranged 15 (one creature); +22 vs. AC	
<i>Hit:</i> 2d8 + 17 psychic damage, and the target is marked until the end of the ghost’s next turn.	
<b>MOVE ACTIONS</b>	
<b>Harry the Marked (teleportation) • Recharge 5-6</b>	
<i>Effect:</i> The ghost teleports up to 10 squares to a square adjacent to an enemy it has marked.	
<b>MINOR ACTIONS</b>	
<b>C Halting the Marked (psychic) • At-Will 1/round</b>	
<i>Attack:</i> Close burst 5 (creatures marked by the ghost in the burst); +20 vs. Will	
<i>Hit:</i> The target takes ongoing 10 psychic damage and is immobilized (save ends).	
<i>Miss:</i> The target is slowed until the end of the ghost’s next turn.	
<b>Str 15 (+10)</b>	<b>Dex 20 (+13)</b>
<b>Con 20 (+13)</b>	<b>Int 16 (+11)</b>
<b>Wis 23 (+14)</b>	<b>Cha 15 (+10)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common	
Note: Updated damage.	

## ENCOUNTER 3B: WORLDS APART (ADVENTURE LEVEL 18)

<b>2 Starspawned Lightdrinker (B)</b>	<b>Level 19 Brute</b>
Large shadow beast	XP 2400
<b>HP 220; Bloodied 110</b>	<b>Initiative +12</b>
<b>AC 31, Fortitude 33, Reflex 29, Will 31</b>	<b>Perception +14</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>Resist 10 radiant</b>	
<b>TRAITS</b>	
<b>Grounding Opportunist</b>	
If the lightdrinker hits with an opportunity attack, the target also falls prone.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d12 + 10 damage, and ongoing 10 damage (save ends).	
<b>C Inhale Light • Recharge 5-6</b>	
Attack: Close blast 5 (enemies in blast); +22 vs. Fortitude	
Hit: 2d12 + 16 damage, and the lightdrinker pulls the target up to 4 squares.	
Effect: The target's space fills with darkness until the end of the lightdrinker's next turn. For creatures without darkvision, the area blocks line of sight and is totally obscured. Creatures without darkvision are blinded while in the area. Light sources do not function in the darkness.	
<b>TRIGGERED ACTIONS</b>	
<b>Light Burst (radiant) • Encounter</b>	
Trigger: The lightdrinker drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +22 vs. Reflex.	
Hit: 3d8 + 16 radiant damage, and the target is blinded until the end of its next turn.	
<b>Skills Athletics +21, Stealth +17</b>	
<b>Str 24 (+16)</b>	<b>Dex 17 (+12)</b>
<b>Con 20 (+14)</b>	<b>Int 2 (+5)</b>
<b>Wis 21 (+14)</b>	<b>Cha 6 (+7)</b>
<b>Alignment unaligned Languages -</b>	

<b>2 Wild Shadow Hound (S)</b>	<b>Level 19 Skirmisher</b>
Medium shadow beast	XP 2400
<b>HP 189; Bloodied 94</b>	<b>Initiative +20</b>
<b>AC 33, Fortitude 32, Reflex 31, Will 30</b>	<b>Perception +22</b>
<b>Speed 10, fly 10</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Menacing Growl (fear) • Aura 10</b>	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Combat Skirmisher</b>	
The wild shadow hound deals an extra 2d8 damage on melee attacks against any target it has combat advantage against. It deals +10 damage against immobilized enemies. It also gains +2 to defenses against opportunity attacks.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 9 damage, and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
<b>M Mobile Melee Attack • At-Will</b>	
Effect: The wild shadow hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
<b>Skills Endurance +23, Stealth +23</b>	
<b>Str 30 (+19)</b>	<b>Dex 28 (+18)</b>
<b>Con 20 (+14)</b>	<b>Wis 27 (+17)</b>

<b>Con 29 (+18)</b>	<b>Int 6 (+7)</b>	<b>Cha 9 (+8)</b>
<b>Alignment</b> unaligned	<b>Languages</b> -	
Note: Reflavored Wild Hunt Hound; updated damage.		

<b>Maelstrom Corruption</b>	<b>Level 19 Elite Blaster</b>
Hazard	XP 4800
<b>Hazard:</b> The Maelstrom drives people insane, inducing hallucinations and twisting their minds to attack themselves.	
<b>TRIGGER</b>	
The hazard attacks all non-shadow creatures on the Shadowfell.	
<b>TRAITS</b>	
<b>O Horrifying Hallucinations • Aura 20</b>	
Any non-Maelstrom creature that begins their turn on the Shadowfell must use a free action to make their most damaging at-will attack against themselves. This attack does not provoke opportunity attacks and does not count towards the limit on number of free action attacks.	
<b>COUNTERMEASURES</b>	
• Completing the Skill Challenge "Holding Back the Darkness" defeats the hazard.	
Note: Custom hazard.	

<b>1 Howler Terror Incarnate (L)</b>	<b>Level 20 Lurker</b>
Large shadow magical beast	XP 2800
<b>HP 143; Bloodied 71</b>	<b>Initiative +21</b>
<b>AC 34, Fortitude 32, Reflex 32, Will 33</b>	<b>Perception +15</b>
<b>Speed 8, fly 6</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Terror Incarnate (fear, psychic) • Aura 3</b>	
Any enemy that starts and ends its turn within the aura takes 10 psychic damage.	
<b>Shadow Spines (necrotic)</b>	
Whenever a creature adjacent to the terror incarnate misses it or its rider with a melee attack, that creature takes 15 necrotic damage.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 + 5 damage.	
<b>M Shadow of Terror (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one creature that cannot see the terror incarnate and has not yet been dominated by it during this encounter); +23 vs. Will	
Hit: The target is dominated and its at-will attacks deal 1d8 extra psychic damage and target Will (save ends; the target takes a -4 penalty to the saving throw; the effect ends if the target takes radiant damage). Until the effect ends, the howler is removed from play. When the effect ends, the howler appears in the unoccupied space nearest to the target.	
Aftereffect: The target is dazed (save ends).	
<b>C Death Howl (fear, psychic) • Encounter</b>	
Attack: Close blast 5 (enemies in the blast that cannot see the terror incarnate); +23 vs. Will	
Hit: 3d8 + 3 psychic damage, and the target is dazed (save ends).	
<b>MOVE ACTIONS</b>	
<b>Shadow Lope (illusion) • Recharge 4-6</b>	
Effect: The terror incarnate becomes invisible and can move its speed. It remains invisible until the end of its next turn.	
<b>Skills Stealth +22</b>	
<b>Str 18 (+14)</b>	<b>Dex 24 (+17)</b>
<b>Con 17 (+13)</b>	<b>Int 14 (+12)</b>
<b>Wis 20 (+15)</b>	<b>Cha 23 (+16)</b>
<b>Alignment evil Languages Abyssal, Giant</b>	



## ENCOUNTER 3B: WORLDS APART (ADVENTURE LEVEL 20)

<b>2 Starspawned Lightdrinker (B)</b>	<b>Level 21 Brute</b>
Large shadow beast	XP 3200
<b>HP 240; Bloodied 120</b>	<b>Initiative +13</b>
<b>AC 33, Fortitude 35, Reflex 31, Will 33</b>	<b>Perception +15</b>
<b>Speed 6</b>	<b>Darkvision</b>
<b>Resist 10 radiant</b>	
<b>TRAITS</b>	
<b>Grounding Opportunist</b>	
If the lightdrinker hits with an opportunity attack, the target also falls prone.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 2d12 + 13 damage, and ongoing 10 damage (save ends).	
<b>C Inhale Light • Recharge 5-6</b>	
Attack: Close blast 5 (enemies in blast); +24 vs. Fortitude	
Hit: 2d12 + 19 damage, and the lightdrinker pulls the target up to 4 squares.	
Effect: The target's space fills with darkness until the end of the lightdrinker's next turn. For creatures without darkvision, the area blocks line of sight and is totally obscured. Creatures without darkvision are blinded while in the area. Light sources do not function in the darkness.	
<b>TRIGGERED ACTIONS</b>	
<b>Light Burst (radiant) • Encounter</b>	
Trigger: The lightdrinker drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +24 vs. Reflex.	
Hit: 3d8 + 19 radiant damage, and the target is blinded until the end of its next turn.	
<b>Skills Athletics +22, Stealth +18</b>	
<b>Str 24 (+17)</b>	<b>Dex 17 (+13)</b>
<b>Con 20 (+15)</b>	<b>Int 2 (+6)</b>
<b>Wis 21 (+15)</b>	<b>Cha 6 (+8)</b>
<b>Alignment unaligned Languages -</b>	
<b>2 Wild Shadow Hound (S)</b>	<b>Level 21 Skirmisher</b>
Medium shadow beast	XP 3200
<b>HP 205; Bloodied 102</b>	<b>Initiative +21</b>
<b>AC 35, Fortitude 34, Reflex 33, Will 32</b>	<b>Perception +23</b>
<b>Speed 10, fly 10</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Menacing Growl (fear) • Aura 10</b>	
Enemies in the aura take a -2 penalty to all defenses.	
<b>Combat Skirmisher</b>	
The wild shadow hound deals an extra 2d8 damage on melee attacks against any target it has combat advantage against. It deals +10 damage against immobilized enemies. It also gains +2 to defenses against opportunity attacks.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 11 damage, and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
<b>M Mobile Melee Attack • At-Will</b>	
Effect: The wild shadow hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
<b>Skills Endurance +24, Stealth +24</b>	
<b>Str 30 (+20)</b>	<b>Dex 28 (+19)</b>
<b>Wis 27 (+18)</b>	

<b>Con 29 (+19)</b>	<b>Int 6 (+8)</b>	<b>Cha 9 (+9)</b>
<b>Alignment unaligned Languages -</b>		
Note: Re-flavored Wild Hunt Hound; updated damage.		

<b>Maelstrom Corruption</b>	<b>Level 21 Elite Blaster</b>
Hazard	XP 6400
<b>Hazard:</b> The Maelstrom drives people insane, inducing hallucinations and twisting their minds to attack themselves.	
<b>TRIGGER</b>	
The hazard attacks all non-shadow creatures on the Shadowfell.	
<b>TRAITS</b>	
<b>O Horrifying Hallucinations • Aura 20</b>	
Any non-Maelstrom creature that begins their turn on the Shadowfell must use a free action to make their most damaging at-will attack against themselves. This attack does not provoke opportunity attacks and does not count towards the limit on number of free action attacks.	
<b>COUNTERMEASURES</b>	
• Completing the Skill Challenge "Holding Back the Darkness" defeats the hazard.	
Note: Custom hazard.	

<b>1 Howler Terror Incarnate (L)</b>	<b>Level 22 Lurker</b>
Large shadow magical beast	XP 4150
<b>HP 155; Bloodied 77</b>	<b>Initiative +22</b>
<b>AC 36, Fortitude 34, Reflex 34, Will 35</b>	<b>Perception +15</b>
<b>Speed 8, fly 6</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>O Terror Incarnate (fear, psychic) • Aura 3</b>	
Any enemy that starts and ends its turn within the aura takes 10 psychic damage.	
<b>Shadow Spines (necrotic)</b>	
Whenever a creature adjacent to the terror incarnate misses it or its rider with a melee attack, that creature takes 15 necrotic damage.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d8 + 7 damage.	
<b>M Shadow of Terror (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one creature that cannot see the terror incarnate and has not yet been dominated by it during this encounter); +25 vs. Will	
Hit: The target is dominated and its at-will attacks deal 1d8 extra psychic damage and target Will (save ends; the target takes a -4 penalty to the saving throw; the effect ends if the target takes radiant damage). Until the effect ends, the howler is removed from play. When the effect ends, the howler appears in the unoccupied space nearest to the target.	
Aftereffect: The target is dazed (save ends).	
<b>C Death Howl (fear, psychic) • Encounter</b>	
Attack: Close blast 5 (enemies in the blast that cannot see the terror incarnate); +25 vs. Will	
Hit: 3d8 + 5 psychic damage, and the target is dazed (save ends).	
<b>MOVE ACTIONS</b>	
<b>Shadow Lope (illusion) • Recharge 4-6</b>	
Effect: The terror incarnate becomes invisible and can move its speed. It remains invisible until the end of its next turn.	
<b>Skills Stealth +23</b>	
<b>Str 18 (+15)</b>	<b>Dex 24 (+18)</b>
<b>Con 17 (+14)</b>	<b>Int 14 (+13)</b>
<b>Wis 20 (+16)</b>	<b>Cha 23 (+17)</b>
<b>Alignment evil Languages Abyssal, Giant</b>	

## ENCOUNTER 3B: WORLDS APART

### TILE SETS NEEDED

DU5, Sinister Woods x2

ET3, Dungeon Tile Master Set: The Wilderness x2

DT3, Hidden Crypts x1\*

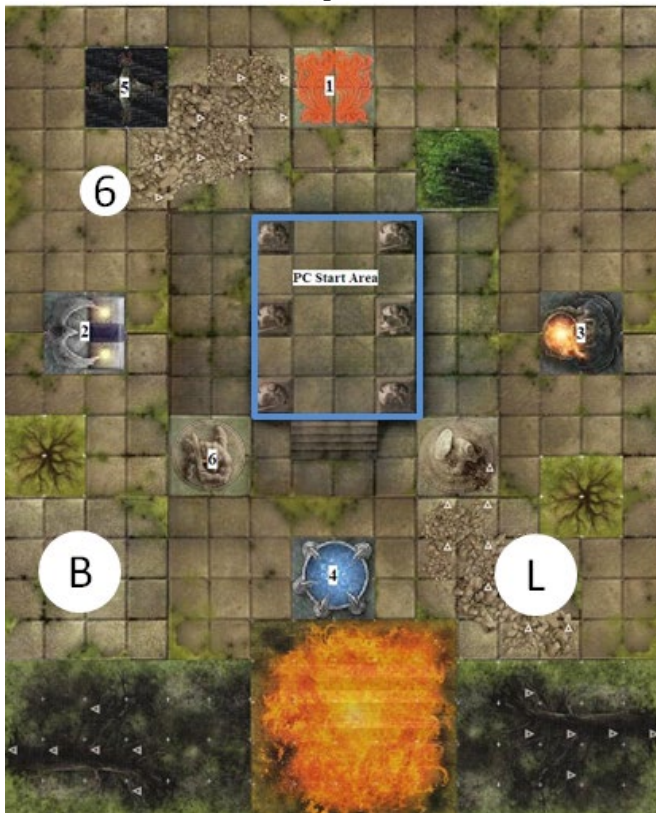
DU1, Halls of the Giant Kings x1\*

ET1, Dungeon Tiles Master Set - The Dungeon x1\*

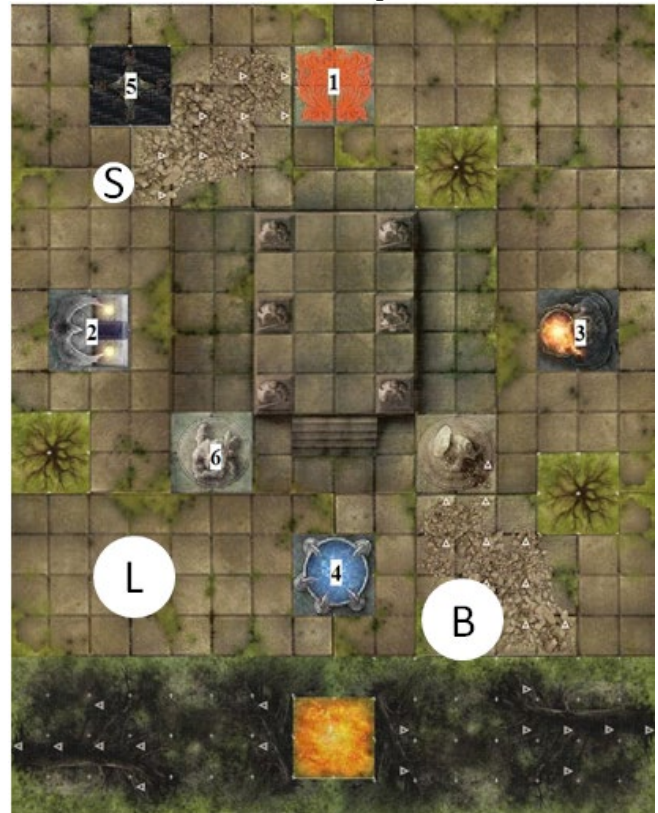
\* A few tiles from each set

Note: There is a clean version of the map in Appendix 2.

Faerûn Map



Shadowfell Map



B = maelstrom abominations or starspawned lightdrinker

S = watchful ghosts or howler terror incarnate

L = maelstrom corruptor or wild shadow hounds

**Note:** Whenever there are two monsters of the same kind, place one on the Faerûn map and one on the Shadowfell map. At AL 12/14/16, the Watchful Ghost is in the Shadowfell (4 or 5 PCs) and the Maelstrom Abomination is on Faerûn (4 PCs). At AL 18/20, the Howler Terror Incarnate is in the Shadowfell (4 or 5 PCs) and the Starspawned Lightdrinker is in Faerûn (4 PCs).

## ENCOUNTER 4: CORRUPTION OF AN ASPECT

ENCOUNTER LEVEL 15/17/19/21/23  
(6000/8500/11875/17000/23750 XP)

### CREATURES

This encounter includes the following:

- 1 shepherd of the void (P)
- 2 shadowshields(S)
- 2 shadowfire battle mages (M)
- 2 ghost talon thugs (G)
- 1 maelstrom (\*)
- 5 ritual casters (1-6)

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one shadowfire battle mage and the 5th ritual caster. 4 successes are required to stop the ritual (the first round in which a success against the ritual is not made does not cause the PCs to lose healing surges).

**Six PCs:** Add one shadowfire battle mage and one ritual caster. 6 successes are required to stop the ritual.

### SETUP

The PCs are trying to stop a ritual that if it succeeds corrupts an Aspect of Selûne. The guards of the casters engage the party. Make it clear that the ritual casters are part of the skill challenge, not active opponents - they cannot be attacked or killed except as part of the challenge.

*The winds of the Maelstrom howl all around you, you can barely hear the ritual chant above it. A hemisphere of purple crackling energy has faintly visible figures inside it, each standing next to a rune-inscribed stone. The shape of something horrible begins to form within the wall.*

*Grabbing your more immediate attention, though, are shadowy, hooded figures moving to engage you, weapons and implements covered in blackfire. It appears as though they move through the vortex as if it wasn't even there.*

### FEATURES OF THE AREA

**Illumination:** The area is dimly lit and lightly obscured by the winds.

**Rocks:** Rocks are difficult terrain. An Easy DC Acrobatics check allows the creature to move through the square at full speed; a failed check causes the creature to fall prone.

**Shadowy Trees:** Difficult terrain.

**Ancient Temple of Selûne:** There is an ancient desecrated temple of Selûne here. The pillars of the temple are blocking terrain.

**Purple Sphere of Shar:** See Skill Challenge below. The sphere blocks line of sight and effect. A creature who attempts to move into or is forced into the sphere takes necrotic and lightning damage equal to the Adventure Level and is pushed 1d6 squares away from the Sphere. The damage is taken only once per turn.

If, at the end of a combat round, no PCs have successfully completed a check to disrupt the ritual as described in the skill challenge below, the PCs closest to the Sphere each lose a healing surge. The number of PCs who lose surges is equal to the number of remaining ritual casters.

### SKILL CHALLENGE: DISRUPT THE RITUAL

**Goal:** To destroy the Purple Sphere of Shar and prevent the ritual casters from corrupting the Aspect of Selûne.

**Complexity:** Special (5 successes before 5 rounds).

**Primary Skills:** Arcana, Athletics, Nature, Religion, and Thievery

**Victory:** The ritual is ended, the Aspect of Selûne escapes, and the Purple Sphere of Shar terrain feature is destroyed.

**Defeat:** After 5 rounds, regardless of the number of PCs, if the ritual has not been ended, the Aspect of Selûne is permanently corrupted.

The PCs are attempting to disrupt the Netherese ritual to corrupt an Aspect of Selûne. In order to do so, they need to either disenchant or break the ritual stones held by the Netherese ritualists.

Each check below is a standard action with the moderate DC or a minor action with the hard DC. Each character only gets one attempt per turn. A character needs to be within 5 squares of one of the ritual casters in order to disrupt their protection or adjacent to one when attempting Athletics or Thievery. A character may also use either a melee or ranged encounter attack power or at-will attack power; the stones' defenses are all equal to the Adventure Level plus 10 except for AC



which is Adventure Level plus 12. Any successful hit destroys the stone and the ritual caster next to the stone. If a stone is attacked by an at-will attack power or a basic attack, the power's user is affected as if they had tried to enter the Purple Sphere of Shar. Point out that they do have the ability to 'shoot' the ritual stones and destroy them that way. Any use of an attack power must only attack a stone and only one stone - if a character has a power that lets them make 3 attacks against separate targets, they must pick a specific stone to attack, and that's the only effect of the power.

**Arcana, Nature, or Religion:** Moderate as a standard action, Hard as a minor action; may only be attempted when within 5 squares of a ritual caster (1 success)

The PC disenchant a ritual stone, which destroys the spells protecting the ritual caster from the Purple Sphere of Shar. This instantly destroys the targeted Netherese ritual caster.

**Athletics or Thievery:** Moderate as a standard action, Hard as a minor action; may only be attempted when adjacent to a ritual caster (1 success)

On a success, the PC is able to break a ritual stone protecting the ritual caster from the Purple Sphere of Shar. This instantly destroys the targeted Netherese ritual caster.

## TACTICS

The void shepherd moves to within 5 squares of the PCs, using *necrotic beams* and *lances of shadow* as soon as possible. He then withdraws to a safe distance to use *missile flurry*.

The shadowshields seek to pull targets to them via *shadowshield enticement* and keep them within their aura.

The shadowfire battle mage seeks to use its death bolt as necessary to keep targets pinned against the shadowshields. They use *summon the fallen* if there are any unconscious or dead ghost talon thugs.

The Maelstrom seeks to either force targets against the Purple Sphere of Shar or move them next to the shadowshields. It uses its interrupt against characters acting earlier in the round if possible. The Maelstrom does not roll initiative as it has no actions other than Opportunity Attacks or Interrupts. It potentially regains its ability to do an interrupt at the start of every combat round. The Maelstrom hazard affects the entire map.

The ghost talon thugs engage targets without care for their own safety, believing (accurately) that the shadowfire battle mages can restore them back to life.

## TROUBLESHOOTING

You can adjust the challenge level of this encounter by changing how often the Maelstrom does either its Opportunity Actions or its Interrupt. If you think the PCs are having problems, limit the Opportunity Actions to once per round. If you don't think they're being challenged enough, make the recharging interrupt into an at-will usable once a round. Another option to weaken the encounter is to make the Ghost Talon Thugs capable of being brought back to life once each.

## ENDING THE ENCOUNTER

When the PCs have defeated all the opponents, the Maelstrom quiets down. If they managed to complete the skill challenge prior to the expiration of 5 combat rounds, the Aspect escapes uncorrupted. Read or paraphrase the following text:

*Despite the darkness of the surrounding Maelstrom, it is almost as if the Moon herself was radiantly standing there next to you. She momentarily turns to face you as if to acknowledge your presence, and then she disappears.*

If they fail the skill challenge, then read or paraphrase the following text:

*Despite the darkness of the surrounding Maelstrom, for a split-second, it is almost as if the Moon Herself were standing there. But then She turns mottled with purple, strands of utter darkness strangling the purity of Her light, and She disappears screaming in agony and despair.*

## MILESTONE

This encounter counts towards a milestone.

## EXPERIENCE POINTS

The PCs each receive 420 / 600 / 840 / 1200 / 1680 experience points if they complete the Disrupt the Ritual skill challenge before 5 rounds have elapsed.

## TREASURE

The shepherd of the void has a +3 (AL 12/14) or +4 armor of night (AL 16/18/20) and 800 / 1375 / 2750 / 5500 / 8250 gp per PC.

## ENCOUNTER 4: CORRUPTION OF AN ASPECT STATISTICS (AL 12)

<b>1 Shepherd of the Void (P)</b>	<b>Level 12 Elite Artillery</b>
Medium natural humanoid(shadow)	XP 1400
<b>HP 190; Bloodied 95</b>	<b>Initiative +7</b>
<b>AC 24, Fortitude 22, Reflex 25, Will 25</b>	<b>Perception +9</b>
<b>Resist 15 necrotic</b>	<b>Darkvision</b>
<b>Speed 6</b>	
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
<b>Body of Shadow</b>	
When hit with a melee attack, the triggering creature takes 8 psychic and necrotic damage.	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6+10 damage.	
<b>r Shadow Missile (necrotic, psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 3d6 + 10 psychic and necrotic damage.	
<b>R Missile Flurry • At-Will</b>	
Effect: The Shepherd uses <i>shadow missile</i> twice.	
<b>C Lances of Shadow • Recharge 5-6</b>	
Attack: Close Blast 5 (enemies in blast); +15 vs. Reflex	
Hit: 3d6 + 6 damage and the Shepherd pushes the target 3 squares.	
<b>C Psychic Beams (poison, psychic) • Encounter</b>	
Attack: Close burst 5 (enemies within burst); +15 vs. Fortitude	
Hit: 3d6 + 6 damage poison damage and ongoing 5 poison damage (save ends).	
Effect: The Shepherd makes the following attack:	
Attack: Close burst 5 (enemies within burst); +15 vs. Reflex	
Damage: 3d6 + 6 psychic damage, and ongoing 5 psychic damage (save ends).	
<b>MINOR ACTIONS</b>	
<b>Blur (polymorph) • Encounter</b>	
Effect: Enemies 5 or more squares away from the Shepherd cannot see him until the end of his next turn.	
Sustain Minor: The effect persists.	
<b>TRIGGERED ACTIONS</b>	
<b>Displacement (illusion) • Encounter</b>	
Trigger: when the Shepherd is hit by an attack.	
Effect (Immediate Interrupt): The attacker must reroll the attack.	
<b>Skills</b> Arcana +17, Dungeoneering +14, Stealth +12	
<b>Str 14 (+8)</b>	<b>Dex 12 (+7)</b>
<b>Con 18 (+10)</b>	<b>Int 22 (+12)</b>
<b>Wis 16 (+9)</b>	<b>Cha 13 (+7)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Abyssal, Netherese	
<b>Equipment</b> dagger, wand implement	
<b>Note:</b> Reblavored Chevesh. Damage modified.	

<b>2 Shadowshield (S)</b>	<b>Level 10 Soldier</b>
Medium natural humanoid (shadow)	XP 500
<b>HP 108; Bloodied 54</b>	<b>Initiative +13</b>
<b>AC 26, Fortitude 22, Reflex 23, Will 21</b>	<b>Perception +14</b>
<b>Speed 8</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist 30</b> necrotic	
<b>TRAITS</b>	
<b>O Shadow Cloud • Aura 1</b>	
Each creature that begins its turn in the aura takes 10 necrotic damage and is marked by the shadowshield until the end of the shadowshield's next turn.	
<b>Shadow Mark (necrotic)</b>	
The shadowshield deals an extra 1d8 necrotic damage against any enemy that is marked by it.	
<b>STANDARD ACTIONS</b>	
<b>m Scimitar(weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
<b>C Shadowshield Enticement (necrotic) • Recharge 4-6</b>	
Attack: Close burst 3; +13 vs. Fortitude,	
Hit: 3d6 + 5 necrotic damage, the target is pulled 2 squares, and takes ongoing 5 necrotic damage (save ends).	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The shadowshield teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>Str 16 (+8)</b>	<b>Dex 22 (+11)</b>
<b>Con 20 (+10)</b>	<b>Int 16 (+8)</b>
<b>Wis 18 (+9)</b>	<b>Cha 14 (+7)</b>
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> plate armor, light shield, scimitar	
<b>Note:</b> Reblavored Fire Archon Flameshields. Modified damage output.	

<b>Maelstrom</b>	<b>Level 14 Blaster</b>
Hazard	XP 1000
<b>TRIGGERED ACTIONS</b>	
<b>Shadow Slip • At-Will</b>	
Trigger: A creature ends its turn in a square other than the square it began its turn in.	
Attack (Opportunity Action): +19 vs. Reflex	
Hit: Slide the target 3 squares.	
<b>Stop Hitting Yourself • Recharge 4-6(at start of round)</b>	
Trigger: a non-shadow creature misses any targets with an attack.	
Effect (Immediate Reaction): The target immediately re-uses the power against itself, using the same attack and damage rolls. If it is a close burst, area burst or close blast, the center of the attack is on them and can hit them. All of the target's allies (including the target) are treated as enemies and all of the target's enemies are treated as allies for purpose of this attack.	
<b>COUNTERMEASURES</b>	
• When all the Netherese are dead or unconscious, the Maelstrom hazard dissipates.	
• A <i>dispel magic</i> or similar effect against a Will of 26 creates a safe area of 5x5 squares centered on the caster that is unaffected by the Maelstrom.	

<b>2 Shadowfire Battle Mage(M)</b>	<b>Level 12 Skirmisher</b>
Medium natural humanoid(shadow)	XP 700
<b>HP 123; Bloodied 61</b>	<b>Initiative +11</b>
<b>AC 26, Fortitude 24, Reflex 26, Will 24</b>	<b>Perception +10</b>
<b>Resist 15 necrotic</b>	<b>Darkvision</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Necrotic Mace (necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 necrotic damage.	
<b>r Death Bolt (force, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 5 damage force and necrotic, and target is dazed until end of its next turn.	
<b>R Running Attack • At-Will</b>	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
<b>MOVE ACTIONS</b>	
<b>Black Step (necrotic) • At-Will</b>	
Effect: The battle mage shifts 3 squares. Any creature adjacent to the battle mage at the end of the shift takes 1d6 necrotic damage	
<b>MINOR ACTIONS</b>	
<b>Summon the Fallen • At-Will (1/round)</b>	
Effect: Choose one shadow minion ally within sight of the battle mage that was destroyed in the previous round. That ally rises with 1 hit point and makes a melee basic attack against the nearest enemy as a free action.	
<b>Skills</b> Arcana +18, Religion +18	
<b>Str 18 (+10)</b>	<b>Dex 17 (+9)</b>
<b>Con 21 (+11)</b>	<b>Int 24 (+13)</b>
<b>Wis 18 (+10)</b>	<b>Cha 21 (+11)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> mace	

Note: Reffavored Blackfire Battle Mage.

<b>2 Ghost Talon Thug (G)</b>	<b>Level 14 Minion Brute</b>
Medium shadow humanoid, shadar-kai	XP 250
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +11</b>
<b>AC 26, Fortitude 27, Reflex 26, Will 25</b>	<b>Perception +8</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>STANDARD ACTIONS</b>	
<b>m Heavy Flail (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 12 damage, or 18 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The Ghost Talon Thug teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>Blood Phase • Encounter</b>	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
<b>Skills</b> Stealth +16	
<b>Str 20 (+12)</b>	<b>Dex 18 (+11)</b>
<b>Con 15 (+9)</b>	<b>Int 11 (+7)</b>
<b>Wis 12 (+8)</b>	<b>Cha 16 (+10)</b>
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> heavy flail, hide armor	

## ENCOUNTER 4: CORRUPTION OF AN ASPECT STATISTICS (AL 14)

1 Shepherd of the Void (P)	Level 14 Elite Artillery
Medium natural humanoid(shadow)	XP 4000
HP 216; Bloodied 108	Initiative +8
AC 26, Fortitude 24, Reflex 27, Will 27	Perception +10
Resist 15 necrotic	Darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Body of Shadow</b>	
When hit with a melee attack, the triggering creature takes 9 psychic and necrotic damage.	
STANDARD ACTIONS	
<b>m Shadow Dagger • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>r Shadow Missile (necrotic, psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d6 + 12 psychic and necrotic damage.	
<b>R Missile Flurry • At-Will</b>	
Effect: The Shepherd uses <i>shadow missile</i> twice.	
<b>C Lances of Shadow • Recharge 5-6</b>	
Attack: Close Blast 5 (enemies in blast); +17 vs. Reflex	
Hit: 3d6 + 7 damage and the Shepherd pushes the target 4 squares.	
<b>C Psychic Beams (poison, psychic) • Encounter</b>	
Attack: Close burst 5 (enemies within burst); +17 vs. Fortitude	
Hit: 3d6 + 7 damage poison damage and ongoing 5 poison damage (save ends).	
Effect: The Shepherd makes the following attack:	
Attack: Close burst 5 (enemies within burst); +17 vs. Reflex	
Damage: 3d6 + 7 psychic damage, and ongoing 5 psychic damage (save ends).	
MINOR ACTIONS	
<b>Blur (polymorph) • Encounter</b>	
Effect: Enemies 5 or more squares away from the Shepherd cannot see him until the end of his next turn.	
Sustain Minor: The effect persists.	
TRIGGERED ACTIONS	
<b>Displacement (illusion) • Encounter</b>	
Trigger: when the Shepherd is hit by an attack.	
Effect (Immediate Interrupt): The attacker must reroll the attack.	
Skills Arcana +18, Dungeoneering +15, Stealth +13	
Str 14 (+9) Dex 12 (+8) Wis 16 (+10)	
Con 18 (+11) Int 22 (+13) Cha 13 (+8)	
Alignment chaotic evil Languages Common, Abyssal, Netherese	
Equipment dagger	
Note: Re flavored Cheves. Modified damage.	

2 Shadowshield (S)	Level 12 Soldier
Medium natural humanoid (shadow)	XP 700
HP 125; Bloodied 62	Initiative +14
AC 28, Fortitude 24, Reflex 25, Will 23	Perception +15
Speed 8	Darkvision
Immune disease, poison; Resist 30 necrotic	
TRAITS	
<b>O Shadow Cloud • Aura 1</b>	
Each creature that begins its turn in the aura takes 10 necrotic damage and is marked by the shadowshield until the end of the shadowshield's next turn.	
<b>Shadow Mark (necrotic)</b>	
The shadowshield deals an extra 1d8 necrotic damage against any enemy that is marked by it.	
STANDARD ACTIONS	
<b>m Scimitar(weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
<b>C Shadowshield Enticement (necrotic) • Recharge 4-6</b>	
Attack: Close burst 3; +15 vs. Fortitude,	
Hit: 3d6 + 6 necrotic damage, the target is pulled 2 squares, and takes ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The shadowshield teleports 3 squares and becomes insubstantial until the start of his next turn.	
Str 16 (+9) Dex 22 (+12) Wis 18 (+10)	
Con 20 (+11) Int 16 (+9) Cha 14 (+8)	
Alignment chaotic evil Languages Common, Netherese	
Equipment plate armor, light shield, scimitar	
Note: Re flavored Fire Archon Flameshields. Modified damage output.	

Maelstrom	Level 16 Blaster
Hazard	XP 1400
TRIGGERED ACTIONS	
<b>Shadow Slip • At-Will</b>	
Trigger: A creature ends its turn in a square other than the square it began its turn in.	
Attack (Opportunity Action): +21 vs. Reflex	
Hit: Slide the target 3 squares.	
<b>Stop Hitting Yourself • Recharge 4-6(at start of round)</b>	
Trigger: a non-shadow creature misses any targets with an attack.	
Effect (Immediate Reaction): The target immediately re-uses the power against itself, using the same attack and damage rolls. If it is a close burst, area burst or close blast, the center of the attack is on them and can hit them. All of the target's allies (including the target) are treated as enemies and all of the target's enemies are treated as allies for purpose of this attack.	
COUNTERMEASURES	
• When all the Netherese are dead or unconscious, the Maelstrom hazard dissipates.	
• A <i>dispel magic</i> or similar effect against a Will of 26 creates a safe area of 5x5 squares centered on the caster that is unaffected by the Maelstrom.	

2 Shadowfire Battle Mage(M)	Level 14 Skirmisher
Medium natural humanoid(shadow)	XP 1000
HP 140; Bloodied 70	Initiative +12
AC 28, Fortitude 26, Reflex 28, Will 26	Perception +11
Resist 15 necrotic	Darkvision
Speed 6	
STANDARD ACTIONS	
m <b>Necrotic Mace</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 necrotic damage.	
r <b>Death Bolt</b> (force, necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 3d6 + 7 damage force and necrotic, and target is dazed until end of its next turn.	
R <b>Running Attack</b> • <b>At-Will</b>	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
MOVE ACTIONS	
<b>Black Step</b> (necrotic) • <b>At-Will</b>	
Effect: The battle mage shifts 3 squares. Any creature adjacent to the battle mage at the end of the shift takes 1d8 necrotic damage	
MINOR ACTIONS	
<b>Summon the Fallen</b> • <b>At-Will</b> (1/round)	
Effect: Choose one shadow minion ally within sight of the battle mage that was destroyed in the previous round. That ally rises with 1 hit point and makes a melee basic attack against the nearest enemy as a free action.	
Skills Arcana +19, Religion +19	
Str 18 (+11)	Dex 17 (+10)
Con 21 (+12)	Int 24 (+14)
	Wis 18 (+11)
	Cha 21 (+12)
Alignment evil	Languages Common, Netherese
Equipment mace	
Note: Re-flavored Blackfire Battle Mage.	

2 Ghost Talon Thug (G)	Level 16 Minion Brute
Medium shadow humanoid, shadar-kai	XP 350
HP 1; a missed attack never damages a minion.	Initiative +12
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +9
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 13 damage, or 19 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The Ghost Talon Thug teleports 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
<b>Blood Phase</b> • <b>Encounter</b>	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +17	
Str 20 (+13)	Dex 18 (+12)
Con 15 (+10)	Int 11 (+8)
	Wis 12 (+9)
	Cha 16 (+11)
Alignment evil	Languages Common, Netherese
Equipment heavy flail, hide armor	

## ENCOUNTER 4: CORRUPTION OF AN ASPECT STATISTICS (AL 16)

1 Shepherd of the Void (P)	Level 16 Elite Artillery
Medium natural humanoid(shadow)	XP 2800
HP 240; Bloodied 120	Initiative +9
AC 28, Fortitude 26, Reflex 29, Will 29	Perception +11
Resist 15 necrotic	Darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Body of Shadow</b>	
When hit with a melee attack, the triggering creature takes 10 psychic and necrotic damage.	
STANDARD ACTIONS	
<b>m Shadow Dagger • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8+11 damage.	
<b>r Shadow Missile (necrotic, psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +21 vs. Reflex	
Hit: 3d8 + 11 psychic and necrotic damage.	
<b>R Missile Flurry • At-Will</b>	
Effect: The Shepherd uses <i>shadow missile</i> twice.	
<b>C Lances of Shadow • Recharge 5-6</b>	
Attack: Close Blast 5 (enemies in blast); +19 vs. Reflex	
Hit: 3d8 + 8 damage and the Shepherd pushes the target 4 squares.	
<b>C Psychic Beams (poison, psychic) • Encounter</b>	
Attack: Close burst 5 (enemies within burst); +19 vs. Fortitude	
Hit: 3d8 + 8 damage poison damage and ongoing 5 poison damage (save ends).	
Effect: The Shepherd makes the following attack:	
Attack: Close burst 5 (enemies within burst); +19 vs. Reflex	
Damage: 3d8 + 8 psychic damage, and ongoing 5 psychic damage (save ends).	
MINOR ACTIONS	
<b>Blur (polymorph) • Encounter</b>	
Effect: Enemies 5 or more squares away from the Shepherd cannot see him until the end of his next turn.	
Sustain Minor: The effect persists.	
TRIGGERED ACTIONS	
<b>Displacement (illusion) • Encounter</b>	
Trigger: when the Shepherd is hit by an attack.	
Effect (Immediate Interrupt): The attacker must reroll the attack.	
Skills Arcana +19, Dungeoneering +16, Stealth +14	
Str 14 (+10) Dex 12 (+9) Wis 16 (+11)	
Con 18 (+12) Int 22 (+14) Cha 13 (+9)	
Alignment chaotic evil Languages Common, Abyssal, Netherese	
Equipment dagger	
Note: Re flavored Cheves. Modified damage.	

2 Shadowshield (S)	Level 14 Soldier
Medium natural humanoid (shadow)	XP 1000
HP 142; Bloodied 71	Initiative +15
AC 32, Fortitude 28, Reflex 28, Will 28	Perception +16
Speed 8	Darkvision
Immune disease, poison; Resist 30 Necrotic	
Immune disease, poison; Resist 30 necrotic	
TRAITS	
<b>O Shadow Cloud • Aura 1</b>	
Each creature that begins its turn in the aura takes 10 necrotic damage and is marked by the shadowshield until the end of the shadowshield's next turn.	
<b>Shadow Mark (necrotic)</b>	
The shadowshield deals an extra 2d6 necrotic damage against any enemy that is marked by it.	
STANDARD ACTIONS	
<b>m Scimitar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>C Shadowshield Enticement (necrotic) • Recharge 4-6</b>	
Attack: Close burst 3; +17 vs. Fortitude,	
Hit: 3d8 + 7 necrotic damage, the target is pulled 2 squares, and takes ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The shadowshield teleports 3 squares and becomes insubstantial until the start of his next turn.	
Str 16 (+10) Dex 22 (+13) Wis 18 (+11)	
Con 20 (+12) Int 16 (+10) Cha 14 (+9)	
Alignment chaotic evil Languages Common, Netherese	
Equipment plate armor, light shield, scimitar	
Note: Re flavored Fire Archon Flameshields. Modified damage output.	

Maelstrom	Level 18 Blaster
Hazard	XP 2000
TRIGGERED ACTIONS	
<b>Shadow Slip • At-Will</b>	
Trigger: A creature ends its turn in a square other than the square it began its turn in.	
Attack (Opportunity Action): +23 vs. Reflex	
Hit: Slide the target 3 squares.	
<b>Stop Hitting Yourself • Recharge 4-6(at start of round)</b>	
Trigger: a non-shadow creature misses any targets with an attack.	
Effect (Immediate Reaction): The target immediately re-uses the power against itself, using the same attack and damage rolls. If it is a close burst, area burst or close blast, the center of the attack is on them and can hit them. All of the target's allies (including the target) are treated as enemies and all of the target's enemies are treated as allies for purpose of this attack.	
COUNTERMEASURES	
• When all the Netherese are dead or unconscious, the Maelstrom hazard dissipates.	
• A <i>dispel magic</i> or similar effect against a Will of 26 creates a safe area of 5x5 squares centered on the caster that is unaffected by the Maelstrom.	



2 Shadowfire Battle Mage (M)	Level 16 Skirmisher
Medium natural humanoid(shadow)	XP 1400
HP 157; Bloodied 78	Initiative +13
AC 30, Fortitude 28, Reflex 30, Will 28	Perception +12
Resist 15 necrotic	Darkvision
Speed 6	
STANDARD ACTIONS	
m <b>Necrotic Mace</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 necrotic damage.	
r <b>Death Bolt</b> (force, necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 3d6 + 9 damage force and necrotic, and target is dazed until end of its next turn.	
R <b>Running Attack</b> • <b>At-Will</b>	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
MOVE ACTIONS	
<b>Black Step</b> (necrotic) • <b>At-Will</b>	
Effect: The battle mage shifts 3 squares. Any creature adjacent to the battle mage at the end of the shift takes 1d8 necrotic damage	
MINOR ACTIONS	
<b>Summon the Fallen</b> • <b>At-Will</b> (1/round)	
Effect: Choose one shadow minion ally within sight of the battle mage that was destroyed in the previous round. That ally rises with 1 hit point and makes a melee basic attack against the nearest enemy as a free action.	
Skills Arcana +20, Religion +20	
Str 18 (+12)	Dex 17 (+11) Wis 18 (+12)
Con 21 (+13)	Int 24 (+15) Cha 21 (+13)
Alignment evil	Languages Common, Netherese
Equipment mace	
Note: Re-flavored Blackfire Battle Mage.	

2 Ghost Talon Thug (G)	Level 18 Minion Brute
Medium shadow humanoid, shadar-kai	XP 500
HP 1; a missed attack never damages a minion.	Initiative +13
AC 30, Fortitude 31, Reflex 32, Will 31	Perception +10
Speed 6	Low-light vision
STANDARD ACTIONS	
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 14 damage, or 20 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
MOVE ACTIONS	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The Ghost Talon Thug teleports 3 squares and becomes insubstantial until the start of his next turn.	
TRIGGERED ACTIONS	
<b>Blood Phase</b> • <b>Encounter</b>	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
Skills Stealth +18	
Str 20 (+14)	Dex 18 (+13) Wis 12 (+10)
Con 15 (+11)	Int 11 (+9) Cha 16 (+12)
Alignment evil	Languages Common, Netherese
Equipment heavy flail, hide armor	

## ENCOUNTER 4: CORRUPTION OF AN ASPECT STATISTICS (AL 18)

1 Shepherd of the Void (P)	Level 18 Elite Artillery
Medium natural humanoid(shadow)	XP 4000
HP 264; Bloodied 132	Initiative +10
AC 30, Fortitude 28, Reflex 31, Will 31	Perception +12
Resist 15 necrotic	Darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Body of Shadow</b>	
When hit with a melee attack, the triggering creature takes 12 psychic and necrotic damage.	
STANDARD ACTIONS	
<b>m Shadow Dagger • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8+13 damage.	
<b>r Shadow Missile (necrotic, psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 3d8 + 13 psychic and necrotic damage.	
<b>R Missile Flurry • At-Will</b>	
Effect: The Shepherd uses <i>shadow missile</i> twice.	
<b>C Lances of Shadow • Recharge 5-6</b>	
Attack: Close Blast 5 (enemies in blast); +21 vs. Reflex	
Hit: 3d8 + 9 damage and the Shepherd pushes the target 4 squares.	
<b>C Psychic Beams (poison, psychic) • Encounter</b>	
Attack: Close burst 5 (enemies within burst); +21 vs. Fortitude	
Hit: 3d8 + 9 damage poison damage and ongoing 5 poison damage (save ends).	
Effect: The Shepherd makes the following attack:	
Attack: Close burst 5 (enemies within burst); +21 vs. Reflex	
Damage: 3d8 + 9 psychic damage, and ongoing 5 psychic damage (save ends).	
MINOR ACTIONS	
<b>Blur (polymorph) • Encounter</b>	
Effect: Enemies 5 or more squares away from the Shepherd cannot see him until the end of his next turn.	
Sustain Minor: The effect persists.	
TRIGGERED ACTIONS	
<b>Displacement (illusion) • Encounter</b>	
Trigger: when the Shepherd is hit by an attack.	
Effect (Immediate Interrupt): The attacker must reroll the attack.	
Skills Arcana +20, Dungeoneering +17, Stealth +15	
Str 14 (+11) Dex 12 (+10) Wis 16 (+12)	
Con 18 (+13) Int 22 (+15) Cha 13 (+10)	
Alignment chaotic evil Languages Common, Abyssal, Netherese	
Equipment dagger	
Note: Re flavored Cheves. Modified damage.	

2 Shadowshield (S)	Level 16 Soldier
Medium natural humanoid (shadow)	XP 1400
HP 156; Bloodied 78	Initiative +16
AC 32, Fortitude 28, Reflex 29, Will 27	Perception +17
Speed 8	Darkvision
Immune disease, poison; Resist 30 necrotic	
TRAITS	
<b>O Shadow Cloud • Aura 1</b>	
Each creature that begins its turn in the aura takes 10 necrotic damage and is marked by the shadowshield until the end of the shadowshield's next turn.	
<b>Shadow Mark (necrotic)</b>	
The shadowshield deals an extra 2d6 necrotic damage against any enemy that is marked by it.	
STANDARD ACTIONS	
<b>m Scimitar(weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
<b>C Shadowshield Enticement (necrotic) • Recharge 4-6</b>	
Attack: Close burst 3; +19 vs. Fortitude,	
Hit: 3d8 + 8 necrotic damage, the target is pulled 2 squares, and takes ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The shadowshield teleports 3 squares and becomes insubstantial until the start of his next turn.	
Str 16 (+11) Dex 22 (+14) Wis 18 (+12)	
Con 20 (+13) Int 16 (+11) Cha 14 (+10)	
Alignment chaotic evil Languages Common, Netherese	
Equipment plate armor, light shield, scimitar	
Note: Re flavored Fire Archon Flameshields. Modified damage output.	

Maelstrom	Level 20 Blaster
Hazard	XP 2800
TRIGGERED ACTIONS	
<b>Shadow Slip • At-Will</b>	
Trigger: A creature ends its turn in a square other than the square it began its turn in.	
Attack (Opportunity Action): +25 vs. Reflex	
Hit: Slide the target 3 squares.	
<b>Stop Hitting Yourself • Recharge 4-6(at start of round)</b>	
Trigger: a non-shadow creature misses any targets with an attack.	
Effect (Immediate Reaction): The target immediately re-uses the power against itself, using the same attack and damage rolls. If it is a close burst, area burst or close blast, the center of the attack is on them and can hit them. All of the target's allies (including the target) are treated as enemies and all of the target's enemies are treated as allies for purpose of this attack.	
COUNTERMEASURES	
• When all the Netherese are dead or unconscious, the Maelstrom hazard dissipates.	
• A <i>dispel magic</i> or similar effect against a Will of 26 creates a safe area of 5x5 squares centered on the caster that is unaffected by the Maelstrom.	



2 Shadowfire Battle Mage (M)	Level 18 Skirmisher
Medium natural humanoid(shadow)	XP 2000
<b>HP</b> 174; <b>Bloodied</b> 87	<b>Initiative</b> +14
<b>AC</b> 32, <b>Fortitude</b> 30, <b>Reflex</b> 32, <b>Will</b> 30	<b>Perception</b> +13
<b>Resist</b> 15 necrotic	Darkvision
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
m <b>Necrotic Mace</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 necrotic damage.	
r <b>Death Bolt</b> (force, necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 3d8 + 8 damage force and necrotic, and target is dazed until end of its next turn.	
R <b>Running Attack</b> • <b>At-Will</b>	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
<b>MOVE ACTIONS</b>	
<b>Black Step</b> (necrotic) • <b>At-Will</b>	
Effect: The battle mage shifts 3 squares. Any creature adjacent to the battle mage at the end of the shift takes 2d6 necrotic damage	
<b>MINOR ACTIONS</b>	
<b>Summon the Fallen</b> • <b>At-Will</b> (1/round)	
Effect: Choose one shadow minion ally within sight of the battle mage that was destroyed in the previous round. That ally rises with 1 hit point and makes a melee basic attack against the nearest enemy as a free action.	
<b>Skills</b> Arcana +21, Religion +21	
<b>Str</b> 18 (+13)	<b>Dex</b> 17 (+12) <b>Wis</b> 18 (+13)
<b>Con</b> 21 (+14)	<b>Int</b> 24 (+16) <b>Cha</b> 21 (+14)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> mace	
<b>Note:</b> Re flavored Blackfire Battle Mage.	

2 Ghost Talon Thug (G)	Level 20 Minion Brute
Medium shadow humanoid, shadar-kai	XP 700
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +14
<b>AC</b> 32, <b>Fortitude</b> 33, <b>Reflex</b> 32, <b>Will</b> 31	<b>Perception</b> +11
<b>Speed</b> 6	Low-light vision
<b>STANDARD ACTIONS</b>	
m <b>Heavy Flail</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage, or 21 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The Ghost Talon Thug teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>Blood Phase</b> • <b>Encounter</b>	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
<b>Skills</b> Stealth +19	
<b>Str</b> 20 (+15)	<b>Dex</b> 18 (+14) <b>Wis</b> 12 (+11)
<b>Con</b> 15 (+12)	<b>Int</b> 11 (+10) <b>Cha</b> 16 (+13)
<b>Alignment</b> evil <b>Languages</b> Common, Netherese	
<b>Equipment</b> heavy flail, hide armor	

## ENCOUNTER 4: CORRUPTION OF AN ASPECT STATISTICS (AL 20)

1 Shepherd of the Void (P)	Level 20 Elite Artillery
Medium natural humanoid(shadow)	XP 5600
HP 288; Bloodied 144	Initiative +11
AC 32, Fortitude 30, Reflex 33, Will 33	Perception +13
Resist 15 necrotic	Darkvision
Speed 6	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Body of Shadow</b>	
When hit with a melee attack, the triggering creature takes 13 psychic and necrotic damage.	
STANDARD ACTIONS	
<b>m Shadow Dagger • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
<b>r Shadow Missile (necrotic, psychic) • At-Will</b>	
Attack: Ranged 20 (one creature); +25 vs. Reflex	
Hit: 3d8 + 15 psychic and necrotic damage.	
<b>R Missile Flurry • At-Will</b>	
Effect: The Shepherd uses <i>shadow missile</i> twice.	
<b>C Lances of Shadow • Recharge 5-6</b>	
Attack: Close Blast 5 (enemies in blast); +23 vs. Reflex	
Hit: 3d8 + 11 damage and the Shepherd pushes the target 4 squares.	
<b>C Psychic Beams (poison, psychic) • Encounter</b>	
Attack: Close burst 5 (enemies within burst); +23 vs. Fortitude	
Hit: 3d6 + 11 damage poison damage and ongoing 10 poison damage (save ends).	
Effect: The Shepherd makes the following attack:	
Attack: Close burst 5 (enemies within burst); +23 vs. Reflex	
Damage: 3d6 + 11 psychic damage, and ongoing 10 psychic damage (save ends).	
MINOR ACTIONS	
<b>Blur (polymorph) • Encounter</b>	
Effect: Enemies 5 or more squares away from the Shepherd cannot see him until the end of his next turn.	
Sustain Minor: The effect persists.	
TRIGGERED ACTIONS	
<b>Displacement (illusion) • Encounter</b>	
Trigger: when the Shepherd is hit by an attack.	
Effect (Immediate Interrupt): The attacker must reroll the attack.	
Skills Arcana +21, Dungeoneering +18, Stealth +16	
Str 14 (+12) Dex 12 (+11) Wis 16 (+13)	
Con 18 (+14) Int 22 (+16) Cha 13 (+11)	
Alignment chaotic evil Languages Common, Abyssal, Netherese	
Equipment dagger	
Note: Re flavored Cheves. Modified damage.	

2 Shadowshield (S)	Level 18 Soldier
Medium natural humanoid (shadow)	XP 350
HP 176; Bloodied 88	Initiative +17
AC 34, Fortitude 30, Reflex 31, Will 29	Perception +18
Speed 8	Darkvision
Immune disease, poison; Resist 30 necrotic	
TRAITS	
<b>O Shadow Cloud • Aura 1</b>	
Each creature that begins its turn in the aura takes 10 necrotic damage and is marked by the shadowshield until the end of the shadowshield's next turn.	
<b>Shadow Mark (necrotic)</b>	
The shadowshield deals an extra 2d8 necrotic damage against any enemy that is marked by it.	
STANDARD ACTIONS	
<b>m Scimitar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<b>C Shadowshield Enticement (necrotic) • Recharge 4-6</b>	
Attack: Close burst 3; +21 vs. Fortitude,	
Hit: 3d8 + 10 necrotic damage, the target is pulled 2 squares, and takes ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Jaunt (teleportation) • Encounter</b>	
Effect: The shadowshield teleports 3 squares and becomes insubstantial until the start of his next turn.	
Str 16 (+12) Dex 22 (+15) Wis 18 (+13)	
Con 20 (+14) Int 16 (+12) Cha 14 (+11)	
Alignment chaotic evil Languages Common, Netherese	
Equipment plate armor, light shield, scimitar	
Note: Re flavored Fire Archon Flameshields. Modified damage output.	

Maelstrom	Level 22 Blaster
Hazard	XP 4150
TRIGGERED ACTIONS	
<b>Shadow Slip • At-Will</b>	
Trigger: A creature ends its turn in a square other than the square it began its turn in.	
Attack (Opportunity Action): +25 vs. Reflex	
Hit: Slide the target 3 squares.	
<b>Stop Hitting Yourself • Recharge 4-6(at start of round)</b>	
Trigger: a non-shadow creature misses any targets with an attack.	
Effect (Immediate Reaction): The target immediately re-uses the power against itself, using the same attack and damage rolls. If it is a close burst, area burst or close blast, the center of the attack is on them and can hit them. All of the target's allies (including the target) are treated as enemies and all of the target's enemies are treated as allies for purpose of this attack.	
COUNTERMEASURES	
• When all the Netherese are dead or unconscious, the Maelstrom hazard dissipates.	
• A <i>dispel magic</i> or similar effect against a Will of 26 creates a safe area of 5x5 squares centered on the caster that is unaffected by the Maelstrom.	

2 Shadowfire Battle Mage (M)	Level 20 Skirmisher
Medium natural humanoid(shadow)	XP 2800
<b>HP</b> 191; <b>Bloodied</b> 95	<b>Initiative</b> +15
<b>AC</b> 34, <b>Fortitude</b> 32, <b>Reflex</b> 34, <b>Will</b> 32	<b>Perception</b> +14
<b>Resist</b> 15 necrotic	<b>Darkvision</b>
<b>Speed</b> 6	
<b>STANDARD ACTIONS</b>	
<b>m Necrotic Mace</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage.	
<b>r Death Bolt</b> (force, necrotic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 10 damage force and necrotic, and target is dazed until end of its next turn.	
<b>R Running Attack</b> • <b>At-Will</b>	
Effect: The battle mage moves 8 squares and makes one basic attack at any point during that movement.	
<b>MOVE ACTIONS</b>	
<b>Black Step</b> (necrotic) • <b>At-Will</b>	
Effect: The battle mage shifts 3 squares. Any creature adjacent to the battle mage at the end of the shift takes 2d6 necrotic damage	
<b>MINOR ACTIONS</b>	
<b>Summon the Fallen</b> • <b>At-Will</b> (1/round)	
Effect: Choose one shadow minion ally within sight of the battle mage that was destroyed in the previous round. That ally rises with 1 hit point and makes a melee basic attack against the nearest enemy as a free action.	
<b>Skills</b> Arcana +22, Religion +22	
<b>Str</b> 18 (+14)	<b>Dex</b> 17 (+13)
<b>Con</b> 21 (+15)	<b>Int</b> 24 (+17)
	<b>Wis</b> 18 (+14)
	<b>Cha</b> 21 (+15)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> mace	
<b>Note:</b> Re-flavored Blackfire Battle Mage.	

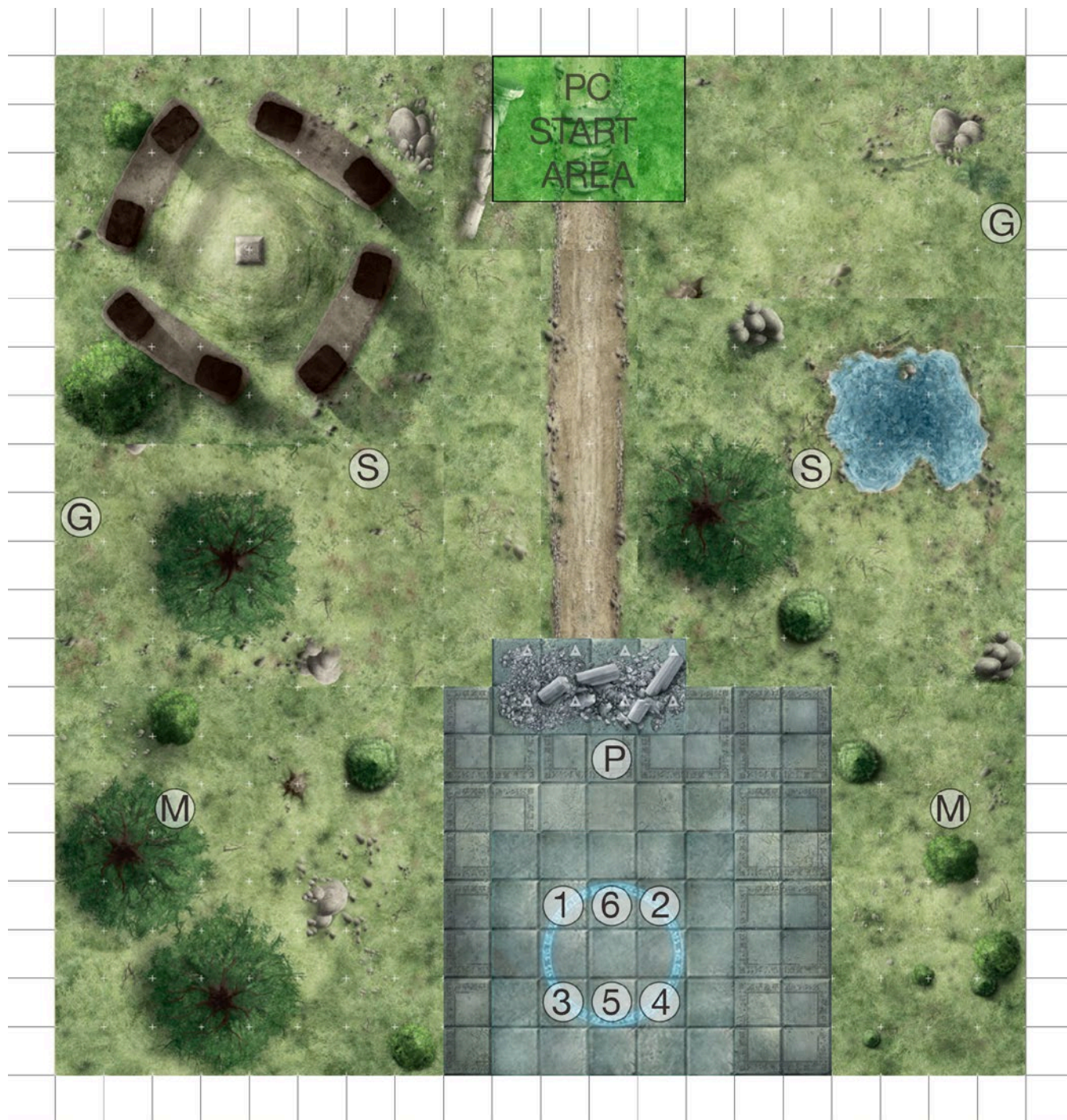
2 Ghost Talon Thug (G)	Level 20 Minion Brute
Medium shadow humanoid, shadar-kai	XP 1038
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +15
<b>AC</b> 34, <b>Fortitude</b> 35, <b>Reflex</b> 34, <b>Will</b> 33	<b>Perception</b> +12
<b>Speed</b> 6	<b>Low-light vision</b>
<b>STANDARD ACTIONS</b>	
<b>m Heavy Flail</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 15 damage, or 21 on a critical hit. The thug becomes insubstantial until the start of its next turn.	
<b>MOVE ACTIONS</b>	
<b>Shadow Jaunt</b> (teleportation) • <b>Encounter</b>	
Effect: The Ghost Talon Thug teleports 3 squares and becomes insubstantial until the start of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>Blood Phase</b> • <b>Encounter</b>	
Trigger: The thug takes damage while it is insubstantial.	
Effect (Immediate Interrupt): The thug makes a saving throw. If it saves, it ignores the triggering damage.	
<b>Skills</b> Stealth +20	
<b>Str</b> 20 (+16)	<b>Dex</b> 18 (+15)
<b>Con</b> 15 (+13)	<b>Int</b> 11 (+11)
	<b>Wis</b> 12 (+12)
	<b>Cha</b> 16 (+14)
<b>Alignment</b> evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> heavy flail, hide armor	



# ENCOUNTER 4: CORRUPTION OF AN ASPECT MAP

## TILE SETS NEEDED

*Dungeon Tiles Master Set: Wilderness x1 and Dungeon Tiles Master Set: Dungeon x1*



G = ghost talon thugs  
M = shadowfire battle mages  
P = shepherd of the void  
S = shadowshields

# ENCOUNTER 5: FLIRTING WITH DARKNESS

## ENCOUNTER LEVEL 14/16/18/20/22

### CREATURES

This encounter includes the following creatures at AL 12, AL 14, and AL 16:

- 1 titan shell (S)
- 2 angels of battle (A)
- 5 ghost tormentors (M)
- Additional waves of monsters
- Maelstrom hazard

This encounter includes the following creatures at AL 18 and AL 20:

- 1 shadow angel (S)
- 2 fallen angels of death (A)
- 5 shadow servants (M)
- Additional waves of monsters
- Maelstrom hazard

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

#### Four PCs:

- Do not make a reinforcement roll for the first round.
- At AL 12/14/16 remove 1 angel of battle.
- At AL 18/20, remove 1 angel of death.

#### Six PCs:

- At AL 12/14/16 add 1 titan shell.
- At AL 18/20 add 1 angel of death.

### SETUP

The PCs enter the Maelstrom and find an area where the shadow mites live. The PCs need to collect as many shadow mites as possible before fleeing from the Maelstrom. If you are in a time-sensitive environment, the shadow mites stop appearing when you have 15 minutes left of play time. At the start of the encounter, inform the players how much time they have.

When the PCs enter the Maelstrom, read or paraphrase the following:

*Inky blackness clings to you, like oily tar caressing your skin. It seeps into your pores and with every breath, you inhale the revolting blackness. Swirling shadows tug at*

*your life force, straining to obliterate the very essence of your being.*

*A sickening blue-green light illuminates your surroundings, although perhaps it would be better to not see the horrors of this place. Fine droplets of blood hang suspended in the air, a bloody mist of violence and rage. Dim reflections of mutilated ghosts flicker in and out of reality. Thick white mists swirl lazily.*

*The Shadowfell seeps into Faerûn here, forming columns of pure blackness. Small, agile critters flit in and out of the darkness, feeding on the thick shadows.*

*The Maelstrom is teeming with living nightmares and horrid monstrosities. Angels of Shar emerge from the swirling mass of shadow energy, eager to extinguish the light of your existence.*

### FEATURES OF THE AREA

Note: The terrain features for this encounter are complex. Distribute Player's Handout 4 so the players have a complete understanding of the various terrain features and can easily refer to the mechanics during combat.

#### ENCOUNTER MECHANICS QUICK REFERENCE

**Start of each round:** Roll to place 6 shadow mites.

**Start of each PC turn:** Special death saving throw.

**End of each round:** Remove all remaining shadow mites from the map. Roll 1d6 for monster reinforcements.

**Map Edge:** The edge of the map is not a constraint for the PCs; tactical movement is possible beyond its edges. Furthermore, PCs may not be unwillingly removed from the battlefield by the monsters.

**Deadly Maelstrom:** The entire combat takes place inside the Maelstrom. At the start of each of their turns, creatures not native to the Maelstrom (including mounts, animal companions, etc.) must make a death saving throw. This applies to all PCs, even PCs who are constructs, undead, or not living. (PCs who are dying must still make a death saving throw at the end of their turn as normal.)

#### The result of the death saving throw is:

20+: The PC can spend a healing surge.

10-19: Nothing happens.

1-9: The PC must choose one of the following negative effects:

- ~ Fail a death saving throw. A PC who fails 3 death saving throws dies even if they do not currently have the dying condition.
- ~ Lose an Action Point.
- ~ Lose 2 healing surges.

Note - Any penalties to saving throws are applied after the death saving throw is calculated. For example, if a warforged is standing in the angel of death's aura and takes 10 on their death saving throw, the result is 5 so they fail.

**Waves of Monsters:** The Maelstrom is teeming with monsters. New monsters show up in a random column of darkness.

#### **Waves of Monsters:**

All monsters have a bonus to attack rolls and defenses equal to the total number of rounds that have elapsed in this combat.

At the end of every round, roll a d6.

- 1 - Add one titan shell/shadow angel.
- 2 - Add one angel of battle/angel of death.
- 3 - Add minions (ghost tormentors/shadow servants) equal to the number of PCs (4, 5, or 6).

4 - If there are no remaining titan shells/shadow angels, add one. Otherwise, add minions equal to the number of PCs (4, 5, or 6).

5 - If there are no remaining angels of battle/angels of death, add one. Otherwise, add minions equal to the number of PCs (4, 5, or 6).

6 - For each standard creature type that is no longer remaining, add one of that type of creature. Also, add minions equal to the number of PCs (4, 5, or 6).

**Leaving the Maelstrom:** There are two ways a PC can choose to flee from the encounter:

- The PC voluntarily moves off any edge of the map.
- The PC spends a standard action activating the bauble the Harpers gave them to teleport safely out of the Maelstrom. A PC may use a standard action to activate an unconscious ally's bauble. If there is only one conscious PC on the battlefield, that PC may use a standard action to activate all PCs' baubles.

PCs who flee are removed from the combat and cannot reenter combat. The entire party does not need to flee at the same time. When to flee the Maelstrom is an individual choice.

**Dangerous Skies:** The intense winds make it impossible to fly more than 15 feet above the ground.

**Illumination:** The area is dimly illuminated with a dull, sickly blue-green light.

**White Mist:** A creature that ends its turn in the white mist can choose to spend a healing surge as a free action at the end of its turn. This causes the creature to become slowed until the end of its next turn.

**Bloody Mist:** Creatures that end their turn in the Bloody Mist are affected by Bloodlust until the end of their next turn. Such creatures score a critical hit on an attack roll of 18-20 and take a -4 penalty to all defenses.

**Wailing Ghosts:** A creature that ends its turn in a square with wailing ghosts takes psychic and necrotic damage equal to the AL and becomes insubstantial until the start of its next turn.

**Column of Darkness:** These are columns of complete darkness that block line of sight. They are areas where necrotic energy seeps through from the Shadowfell. Creatures without the shadow or immortal origins that enter or start their turn inside the column of darkness take necrotic damage equal to the AL. The damage can be taken once per turn. Shadow mites live in these areas and can be captured from adjacent squares (see Skill Challenge).

## **SKILL CHALLENGE: FLITTING SHADOWS**

Note: Distribute Player's Handout 5.

**Goal:** The goal of this skill challenge is to capture as many shadow mites as possible before fleeing the Maelstrom.

**Complexity:** 4 (10 successes; 8 successes for 4 PCs or 12 successes for 6 PCs) Note: This is the minimum number of successes needed to complete the major objective. However, the PCs do not know this; players should attempt to get as many successes as possible since it will help them in NETH4-3.

**Primary Skills:** Acrobatics, Athletics, Bluff, Insight, and Stealth.

**Victory:** The PCs collect enough shadow mites to perform the ritual to cleanse Coura. The PCs must collect (and escape with) at least 10 shadow mites (or 8 for 4 PCs or 12 for 6 PCs) to get the minimum amount of mites needed by the Harpers (although the PCs do not know the minimum), but the more shadow mites the PCs capture, the bigger benefit they receive when the ritual is cast.

**Defeat:** The PCs do not collect enough shadow mites needed for the ritual.

**Important Notes:** At the start of each round (including the first round), roll 2d8, 2d10, and 2d12 to determine where the shadow mites show up. (This does not change based on the number of players.) One shadow mite appears in the column of darkness with the corresponding number that you rolled (see map). If you roll the same number multiple times, multiple shadow mites appear at that location. Each PC may only collect one shadow mite per round (although they can make multiple attempts per round). PCs must be adjacent to a column of darkness that has a shadow mite in order to

make a skill check to capture it. Use tokens to represent the location of each shadow mite. Once an individual shadow mite is captured, remove its token. At the end of each round, any remaining shadow mites scamper away and new ones appear in different locations. To speed up play, you can pre-roll the dice for each round. Appendix 3 provides space to record pre-rolled numbers.

One does not need to have a free hand to capture a shadow mite. One does need to be adjacent to the mite to capture it.

**Acrobatics, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

Skillfully maneuvering the *shadow catcher*, a PC deftly traps a shadow mite as it flits through the air.

**Athletics, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

The PC snatches a shadow mite and manages to hold onto the squirming little thing long enough to stuff it in the *shadow catcher*.

**Bluff, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

With soothing noises, a PC coaxes a shadow mite into the *shadow catcher*.

**Insight, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

The PC can predict the little critter's movements and position the *shadow catcher* such that the shadow mite flies right in.

**Stealth, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

The PC sneaks up on the shadow mite and captures it before it even knows he or she was there.

**Success:** In order to reach the minimum threshold for success, the PCs who left the Maelstrom alive must have, as a group, collected 10 shadow mites (or 8 for 4 PCs or 12 for 6 PCs). However, the more shadow mites collected, the better the Harpers are able to perform the ritual to cleanse Coura (see Story Award **NETH13 Shadow Catcher** for details). If a PC dies in the Maelstrom and their body is not recovered during the combat, any shadow mites that PC had collected are lost and do not count towards the total.

**Failure:** The PCs are forced to flee before they can collect enough shadow mites.

## TACTICS

All creatures preferentially attack enemies affected by Bloodlust (see Bloody Mist terrain feature).

**AL 12/14/16:** The titan shell uses *necrotic slap* to grab creatures and then uses *absorb life* on grabbed targets.

The angel of battle uses *storm of blades* when the PCs are grouped up. Otherwise, it uses *mobile melee attack* and hides in the columns of darkness, especially the one inside the bloody mist.

The ghost tormentors spread out to avoid area attacks and to get multiple PCs in their auras.

**AL 18/20:** Each fallen angel of death uses *death's hourglass* on a different opponent. They then use *scythe* attacks and *death's decree* each round. The angels try to stay spread out in order to get multiple PCs in their aura.

The *shadow angels* try to hinder PCs collecting shadow mites by using their movement-restricting powers. The shadow angels use *shadow tornado* when it recharges. They use *shadow wings* around themselves for protection or around ranged PCs.

The shadow servant minions spread out to avoid area attacks and to include as many enemies and allies in their *death burst* as possible.

## ENDING THE ENCOUNTER

This encounter ends once all of the PCs have either fled the Maelstrom or died. The PCs are teleported to the Vault of the Sages when they use their bauble and can regroup there. Remember, it is acceptable if the PCs leave the Maelstrom at different times.

## TROUBLESHOOTING

The goal of this encounter is to collect as many shadow mites as possible. Make sure the players understand the unique nature of this encounter - i.e. that they cannot kill all of the monsters and that they must flee eventually.

## MILESTONE

This encounter counts towards a milestone.

## EXPERIENCE POINTS

The PCs complete the Major Objective and each receive 700 / 1000 / 1400 / 2000 / 2800 experience points if they collect at least 2 shadow mites per PC (so 8 with 4 PCs at the table, 10 with 5, and 12 with 6) and escape the Maelstrom.

## TREASURE

There is no treasure in this encounter.



## ENCOUNTER 5: FLIRTING WITH DARKNESS (ADVENTURE LEVEL 12)

1 Titan Shell (S)	Level 12 Brute
Large shadow animate (undead)	XP 700
HP 149; Bloodied 74	Initiative +14
AC 24, Fortitude 24, Reflex 26, Will 23	Perception +9
Speed 7, climb 7	Darkvision
Immune disease, poison; Resist 15 necrotic	
STANDARD ACTIONS	
m <b>Necrotic Slap</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 5 damage plus 10 necrotic damage, and the target is grabbed. In addition, the target loses a healing surge and the forsaken shell regains 10 hit points.	
MINOR ACTIONS	
M <b>Absorb Life</b> (healing, necrotic) • <b>At-Will</b> 1/round	
Effect: The titan shell shifts up to 2 squares before or after the attack, pulling the target with it.	
Attack: Melee 2 (one creature grabbed by the titan shell); +15 vs. Fortitude	
Hit: The target loses a healing surge and the forsaken shell regains 10 hit points.	
TRIGGERED ACTIONS	
<b>Flexibility • At-Will</b>	
Trigger: The titan shell would be immobilized, restrained, pushed, pulled, or slid.	
Effect (Immediate Interrupt): The titan shell makes a saving throw. On a save, the triggering effect is negated and the titan shell can make a necrotic slap attack as a free action.	
Str 18 (+10)	Dex 26 (+14)
Con 19 (+10)	Int 11 (+6)
	Wis 16 (+9)
	Cha 14 (+8)
Alignment unaligned Languages -	
Note: Updated to MM3; reflavored, removed spawn shell trait for simplicity.	

2 Angel of Battle (A)	Level 13 Skirmisher
Large immortal humanoid (angel)	XP 800
HP 132; Bloodied 66	Initiative +12
AC 27, Fortitude 25, Reflex 23, Will 26	Perception +10
Speed 8, fly 12 (hover)	Darkvision
Immune fear; Resist 10 radiant	
TRAITS	
<b>Angelic Presence</b>	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m <b>Falchion</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d10 + 3 damage, and the target grants combat advantage until the start of the angel's next turn.	
M <b>Mobile Melee Attack • At-Will</b>	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.	
C <b>Storm of Blades • Encounter</b>	
Attack: Close burst 3 (enemies in the burst); +18 vs. AC	
Hit: 6d8 + 6 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+12)	Dex 19 (+10)
Con 20 (+11)	Int 15 (+8)
	Wis 18 (+10)
	Cha 25 (+13)
Alignment unaligned Languages Supernal	
Equipment falchion	
Note: Added darkvision.	

5 Ghost Tormentor (M)	Level 12 Minion Skirmisher
Medium shadow humanoid (undead)	XP 175
HP 1; a missed attack never damages a minion	Initiative +13
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +10
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
O <b>Faceless Dread</b> (fear) • <b>Aura 2</b>	
Any living creature in the aura takes a -2 penalty to saving throws.	
<b>Insubstantial Form</b>	
When a melee or a ranged attack hits the tormentor, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits.	
STANDARD ACTIONS	
m <b>Shifting Strike</b> (necrotic) • <b>At-Will</b>	
Effect: The tormentor shifts 2 squares and makes the following attack.	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 10 necrotic damage, or 13 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+12)	Dex 20 (+11)
Con 15 (+8)	Int 14 (+8)
	Wis 18 (+10)
	Cha 11 (+6)
Alignment unaligned Languages Common	



## ENCOUNTER 5: FLIRTING WITH DARKNESS (ADVENTURE LEVEL 14)

1 Titan Shell (S)	Level 14 Brute
Large shadow animate (undead)	XP 1000
HP 169; Bloodied 84	Initiative +15
AC 26, Fortitude 26, Reflex 28, Will 25	Perception +10
Speed 7, climb 7	Darkvision
Immune disease, poison; Resist 15 necrotic	
STANDARD ACTIONS	
m <b>Necrotic Slap</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 7 damage plus 10 necrotic damage, and the target is grabbed. In addition, the target loses a healing surge and the forsaken shell regains 10 hit points.	
MINOR ACTIONS	
M <b>Absorb Life</b> (healing, necrotic) • <b>At-Will</b> 1/round	
Effect: The titan shell shifts up to 2 squares before or after the attack, pulling the target with it.	
Attack: Melee 2 (one creature grabbed by the titan shell); +17 vs. Fortitude	
Hit: The target loses a healing surge and the forsaken shell regains 10 hit points.	
TRIGGERED ACTIONS	
<b>Flexibility • At-Will</b>	
Trigger: The titan shell would be immobilized, restrained, pushed, pulled, or slid.	
Effect (Immediate Interrupt): The titan shell makes a saving throw. On a save, the triggering effect is negated and the titan shell can make a necrotic slap attack as a free action.	
Str 18 (+11)	Dex 26 (+15) Wis 16 (+10)
Con 19 (+11)	Int 11 (+7) Cha 14 (+9)
Alignment Unaligned Languages -	
Note: Updated to MM3; reflavored, removed spawn shell trait for simplicity.	

2 Angel of Battle (A)	Level 15 Skirmisher
Large immortal humanoid (angel)	XP 1200
HP 148; Bloodied 74	Initiative +13
AC 29, Fortitude 27, Reflex 25, Will 28	Perception +11
Speed 8, fly 12 (hover)	Darkvision
Immune fear; Resist 10 radiant	
TRAITS	
<b>Angelic Presence</b>	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m <b>Falchion</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d10 + 5 damage, and the target grants combat advantage until the start of the angel's next turn.	
M <b>Mobile Melee Attack</b> • <b>At-Will</b>	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.	
C <b>Storm of Blades • Encounter</b>	
Attack: Close burst 3 (enemies in the burst); +20 vs. AC	
Hit: 6d8 + 7 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+13)	Dex 19 (+11) Wis 18 (+11)
Con 20 (+12)	Int 15 (+9) Cha 25 (+14)
Alignment unaligned Languages Supernal	
Equipment falchion	
Note: Added darkvision.	

5 Ghost Tormentor (M)	Level 14 Minion Skirmisher
Medium shadow humanoid (undead)	XP 250
HP 1; a missed attack never damages a minion	Initiative +14
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +11
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
O <b>Faceless Dread</b> (fear) • <b>Aura 2</b>	
Any living creature in the aura takes a -2 penalty to saving throws.	
<b>Insubstantial Form</b>	
When a melee or a ranged attack hits the tormentor, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits.	
STANDARD ACTIONS	
m <b>Shifting Strike</b> (necrotic) • <b>At-Will</b>	
Effect: The tormentor shifts 2 squares and makes the following attack.	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 11 necrotic damage, or 14 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+13)	Dex 20 (+12) Wis 18 (+11)
Con 15 (+9)	Int 14 (+9) Cha 11 (+7)
Alignment unaligned Languages Common	

## ENCOUNTER 5: FLIRTING WITH DARKNESS (ADVENTURE LEVEL 16)

1 Titan Shell (S)	Level 16 Brute
Large shadow animate (undead)	XP 1400
HP 189; Bloodied 94	Initiative +16
AC 28, Fortitude 28, Reflex 30, Will 27	Perception +11
Speed 7, climb 7	Darkvision
Immune disease, poison; Resist 15 necrotic	
STANDARD ACTIONS	
m <b>Necrotic Slap</b> (healing, necrotic) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 9 damage plus 10 necrotic damage, and the target is grabbed. In addition, the target loses a healing surge and the forsaken shell regains 10 hit points.	
MINOR ACTIONS	
M <b>Absorb Life</b> (healing, necrotic) • <b>At-Will</b> 1/round	
Effect: The titan shell shifts up to 2 squares before or after the attack, pulling the target with it.	
Attack: Melee 2 (one creature grabbed by the titan shell); +19 vs. Fortitude	
Hit: The target loses a healing surge and the forsaken shell regains 10 hit points.	
TRIGGERED ACTIONS	
<b>Flexibility • At-Will</b>	
Trigger: The titan shell would be immobilized, restrained, pushed, pulled, or slid.	
Effect (Immediate Interrupt): The titan shell makes a saving throw. On a save, the triggering effect is negated and the titan shell can make a necrotic slap attack as a free action.	
Str 18 (+12)	Dex 26 (+16) Wis 16 (+11)
Con 19 (+12)	Int 11 (+8) Cha 14 (+10)
Alignment Unaligned Languages -	
Note: Updated to MM3; reflavored, removed spawn shell trait for simplicity.	

2 Angel of Battle (A)	Level 17 Skirmisher
Large immortal humanoid (angel)	XP 1600
HP 164; Bloodied 82	Initiative +14
AC 31, Fortitude 29, Reflex 27, Will 30	Perception +12
Speed 8, fly 12 (hover)	Darkvision
Immune fear; Resist 10 radiant	
TRAITS	
<b>Angelic Presence</b>	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m <b>Falchion</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d10 + 7 damage, and the target grants combat advantage until the start of the angel's next turn.	
M <b>Mobile Melee Attack • At-Will</b>	
Effect: The angel moves up to half its speed and uses falchion once at any point during the movement. The angel doesn't provoke opportunity attacks when moving away from the target of the attack.	
C <b>Storm of Blades • Encounter</b>	
Attack: Close burst 3 (enemies in the burst); +22 vs. AC	
Hit: 6d8 + 8 damage.	
Effect: The angel's fly speed changes to 2 (hover) until the end of the encounter.	
Str 23 (+14)	Dex 19 (+12) Wis 18 (+12)
Con 20 (+13)	Int 15 (+10) Cha 25 (+15)
Alignment unaligned Languages Supernal	
Equipment falchion	
Note: Added darkvision.	

5 Ghost Tormentor (M)	Level 16 Minion Skirmisher
Medium shadow humanoid (undead)	XP 350
HP 1; a missed attack never damages a minion	Initiative +15
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +12
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison	
TRAITS	
O <b>Faceless Dread</b> (fear) • <b>Aura 2</b>	
Any living creature in the aura takes a -2 penalty to saving throws.	
<b>Insubstantial Form</b>	
When a melee or a ranged attack hits the tormentor, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits.	
STANDARD ACTIONS	
m <b>Shifting Strike</b> (necrotic) • <b>At-Will</b>	
Effect: The tormentor shifts 2 squares and makes the following attack.	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 12 necrotic damage, or 15 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+14)	Dex 20 (+13) Wis 18 (+12)
Con 15 (+10)	Int 14 (+10) Cha 11 (+8)
Alignment unaligned Languages Common	

## ENCOUNTER 5: FLIRTING WITH DARKNESS (ADVENTURE LEVEL 18)

<b>1 Shadow Angel (S)</b>	<b>Level 19 Controller</b>
Large immortal humanoid (angel)	XP 2400
<b>HP 180; Bloodied 90</b>	<b>Initiative +15</b>
<b>AC 33, Fortitude 29, Reflex 31, Will 33</b>	<b>Perception +18</b>
<b>Speed 6, fly 8 (clumsy)</b>	<b>Darkvision</b>
<b>Resist 10 necrotic, 10 radiant</b>	
<b>TRAITS</b>	
<b>Angelic Presence</b>	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
<b>Storm of Shadows</b>	
While the angel is bloodied, all of its attacks do an extra 10 necrotic and radiant damage.	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Touch (necrotic, radiant) • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 4 necrotic and radiant damage and push 2.	
<b>r Bolt of Shadow (necrotic, radiant) • At-Will</b>	
Attack: Ranged 20 (one creature); +22 vs. Reflex	
Hit: 3d8 + 8 necrotic and radiant damage. In addition, the target is slowed until the end of the angel's next turn. If the target was already slowed, it is instead immobilized until the end of the angel's next turn.	
<b>C Shadow Tornado (necrotic, radiant) • Recharge 5-6</b>	
Attack: Close blast 5 (enemies in the blast); +22 vs. Fortitude	
Hit: 2d10 + 9 necrotic and radiant damage. In addition, the angel slides the target up to 3 squares and knocks it prone.	
Miss: Half damage and slide 2.	
<b>MINOR ACTIONS</b>	
<b>Shadow Wings (illusion, zone) • At-Will 1/round</b>	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the angel uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
<b>TRIGGERED ACTIONS</b>	
<b>C Swallowed in Darkness (necrotic, radiant) • Encounter</b>	
Trigger: The angel drops to 0 hit points.	
Attack (No Action): Close burst 3 (enemies in the burst); +22 vs. Reflex	
Hit: 4d10 + 7 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The angel is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the angel occupied when it was destroyed.	
<b>Skills Arcana +21, Insight +23, Religion +21</b>	
<b>Str 18 (+13)</b>	<b>Dex 23 (+15)</b>
<b>Con 20 (+14)</b>	<b>Int 25 (+16)</b>
<b>Wis 28 (+18)</b>	<b>Cha 24 (+16)</b>
<b>Alignment unaligned Languages Common, Supernal</b>	
Note: Re flavored FERIA, the Shadow Angel, changed to large.	

<b>2 Fallen Angel of Death (A)</b>	<b>Level 19 Skirmisher</b>
Large immortal humanoid (angel, undead)	XP 2400
<b>HP 181; Bloodied 90</b>	<b>Initiative +17</b>
<b>AC 33 Fortitude 33, Reflex 31, Will 30</b>	<b>Perception +18</b>
<b>Speed 8, fly 12 (hover)</b>	<b>Darkvision</b>
<b>Immune disease, fear, poison; Resist 15 necrotic, 15 radiant</b>	
<b>TRAITS</b>	
<b>Life Sense</b>	
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.	

<b>O Shar's Demand • Aura 5</b>		
Any enemy that makes a death saving throw while in the aura takes a -5 penalty to the roll.		
<b>Angelic Presence</b>		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
<b>STANDARD ACTIONS</b>		
<b>m Scythe (weapon) • At-Will</b>		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 3d12 + 7 damage.		
Effect: The angel can shift up to 2 squares.		
<b>R Death's Hourglass (necrotic) • Recharge when the effect ends</b>		
Effect: Ranged 10 (one creature). The target takes ongoing 30 necrotic until the end of the encounter. The target or an adjacent ally can end this effect by succeeding on a standard action DC 33 Religion check or two standard action DC 24 Religion checks. The effect automatically ends when the angel drops below 1 hit point.		
<b>MINOR ACTIONS</b>		
<b>Death's Decree (necrotic) • At-Will 1/round</b>		
Effect: Ranged 5 (one creature subject to death's hourglass). The target takes 15 necrotic damage and the angel can shift 1 square closer to the target.		
<b>Skills Insight +18</b>		
<b>Str 26 (+17)</b>	<b>Dex 23 (+15)</b>	<b>Wis 19 (+13)</b>
<b>Con 21 (+14)</b>	<b>Int 18 (+13)</b>	<b>Cha 21 (+14)</b>
<b>Alignment evil Languages Supernal</b>		
<b>Equipment scythe</b>		

<b>5 Shadow Servants (M)</b>	<b>Level 19 Minion Skirmisher</b>
Medium immortal humanoid (angel)	XP 600
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +17</b>
<b>AC 33, Fortitude 30, Reflex 30, Will 32</b>	<b>Perception +17</b>
<b>Speed 8, fly 12 (hover)</b>	
<b>Immune fear; Resist 15 radiant</b>	
<b>STANDARD ACTIONS</b>	
<b>m Shadow Glaive (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 14 damage.	
<b>TRIGGERED ACTIONS</b>	
<b>C Death Burst (necrotic)</b>	
Trigger: The shadow servant drops to 0 hit points.	
Attack (No Action): Close burst 10 (enemies in the burst); +22 vs. Fortitude	
Hit: 10 necrotic damage.	
Effect: Angels in the burst gain 10 temporary hit points.	
<b>Str 18 (+13)</b>	<b>Dex 23 (+15)</b>
<b>Con 23 (+15)</b>	<b>Int 15 (+11)</b>
<b>Wis 27 (+17)</b>	<b>Cha 23 (+15)</b>
<b>Alignment unaligned Languages Supernal</b>	
<b>Equipment: glaive</b>	
Note: Re flavored Angel of Light	

## ENCOUNTER 5: FLIRTING WITH DARKNESS (ADVENTURE LEVEL 20)

1 Shadow Angel (S)	Level 21 Controller
Large immortal humanoid (angel)	XP 3200
HP 196; Bloodied 98	Initiative +16
AC 35, Fortitude 31, Reflex 33, Will 35	Perception +19
Speed 6, fly 8 (clumsy)	Darkvision
Resist 10 necrotic, 10 radiant	
TRAITS	
<b>Angelic Presence</b>	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
<b>Storm of Shadows</b>	
While the angel is bloodied, all of its attacks do an extra 10 necrotic and radiant damage.	
STANDARD ACTIONS	
m <b>Shadow Touch</b> (necrotic, radiant) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d8 + 6 necrotic and radiant damage and push 2.	
r <b>Bolt of Shadow</b> (necrotic, radiant) • At-Will	
Attack: Ranged 20 (one creature); +24 vs. Reflex	
Hit: 3d8 + 10 necrotic and radiant damage. In addition, the target is slowed until the end of the angel's next turn. If the target was already slowed, it is instead immobilized until the end of the angel's next turn.	
C <b>Shadow Tornado</b> (necrotic, radiant) • Recharge 5-6	
Attack: Close blast 5 (enemies in the blast); +24 vs. Fortitude	
Hit: 2d10 + 10 necrotic and radiant damage. In addition, the angel slides the target up to 3 squares and knocks it prone.	
Miss: Half damage and slide 2.	
MINOR ACTIONS	
<b>Shadow Wings</b> (illusion, zone) • At-Will 1/round	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the angel uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
TRIGGERED ACTIONS	
C <b>Swallowed in Darkness</b> (necrotic, radiant) • Encounter	
Trigger: The angel drops to 0 hit points.	
Attack (No Action): Close burst 3 (enemies in the burst); +24 vs. Reflex	
Hit: 4d10 + 10 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The angel is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the angel occupied when it was destroyed.	
Skills Arcana +22, Insight +24, Religion +22	
Str 18 (+14) Dex 23 (+16) Wis 28 (+19)	
Con 20 (+15) Int 25 (+17) Cha 24 (+17)	
Alignment unaligned Languages Common, Supernal	
Note: Re flavored FERIA, the Shadow Angel, changed to large.	

2 Fallen Angel of Death (A)	Level 21 Skirmisher
Large immortal humanoid (angel, undead)	XP 3200
HP 197; Bloodied 98	Initiative +18
AC 35, Fortitude 35, Reflex 33, Will 32	Perception +19
Speed 8, fly 12 (hover)	Darkvision
Immune disease, fear, poison; Resist 15 necrotic, 15 radiant	
TRAITS	
<b>Life Sense</b>	
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.	

O Shar's Demand • Aura 5
Any enemy that makes a death saving throw while in the aura takes a -5 penalty to the roll.
Angelic Presence
While the angel is not bloodied, attack rolls against it take a -2 penalty.
STANDARD ACTIONS
m <b>Scythe</b> (weapon) • At-Will
Attack: Melee 2 (one creature); +26 vs. AC
Hit: 3d12 + 9 damage.
Effect: The angel can shift up to 2 squares.
R <b>Death's Hourglass</b> (necrotic) • Recharge when this effect ends
Effect: Ranged 10 (one creature). The target takes ongoing 30 necrotic until the end of the encounter. The target or an adjacent ally can end this effect by succeeding on a standard action DC 35 Religion check or two standard action DC 26 Religion checks. The effect automatically ends when the angel drops below 1 hit point.
MINOR ACTIONS
<b>Death's Decree</b> (necrotic) • At-Will 1/round
Effect: Ranged 5 (one creature subject to death's hourglass). The target takes 15 necrotic damage and the angel can shift 1 square closer to the target.
Skills Insight +19
Str 26 (+18) Dex 23 (+16) Wis 19 (+14)
Con 21 (+15) Int 18 (+14) Cha 21 (+15)
Alignment evil Languages Supernal
Equipment scythe

5 Shadow Servants (M)	Level 21 Minion Skirmisher
Medium immortal humanoid (angel)	XP 800
HP 1; a missed attack never damages a minion	Initiative +18
AC 35, Fortitude 32, Reflex 32, Will 34	Perception +18
Speed 8, fly 12 (hover)	
Immune fear; Resist 15 radiant	
STANDARD ACTIONS	
m <b>Shadow Glaive</b> (weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 15 damage.	
TRIGGERED ACTIONS	
C <b>Death Burst</b> (necrotic)	
Trigger: The shadow servant drops to 0 hit points.	
Attack (No Action): Close burst 10 (enemies in the burst); +24 vs. Fortitude	
Hit: 10 necrotic damage.	
Effect: Angels in the burst gain 10 temporary hit points.	
Str 18 (+14) Dex 23 (+16) Wis 27 (+18)	
Con 23 (+16) Int 15 (+12) Cha 23 (+16)	
Alignment unaligned Languages Supernal	
Equipment: glaive	
Note: Re flavored Angel of Light	



## ENCOUNTER 5: FLIRTING WITH DARKNESS

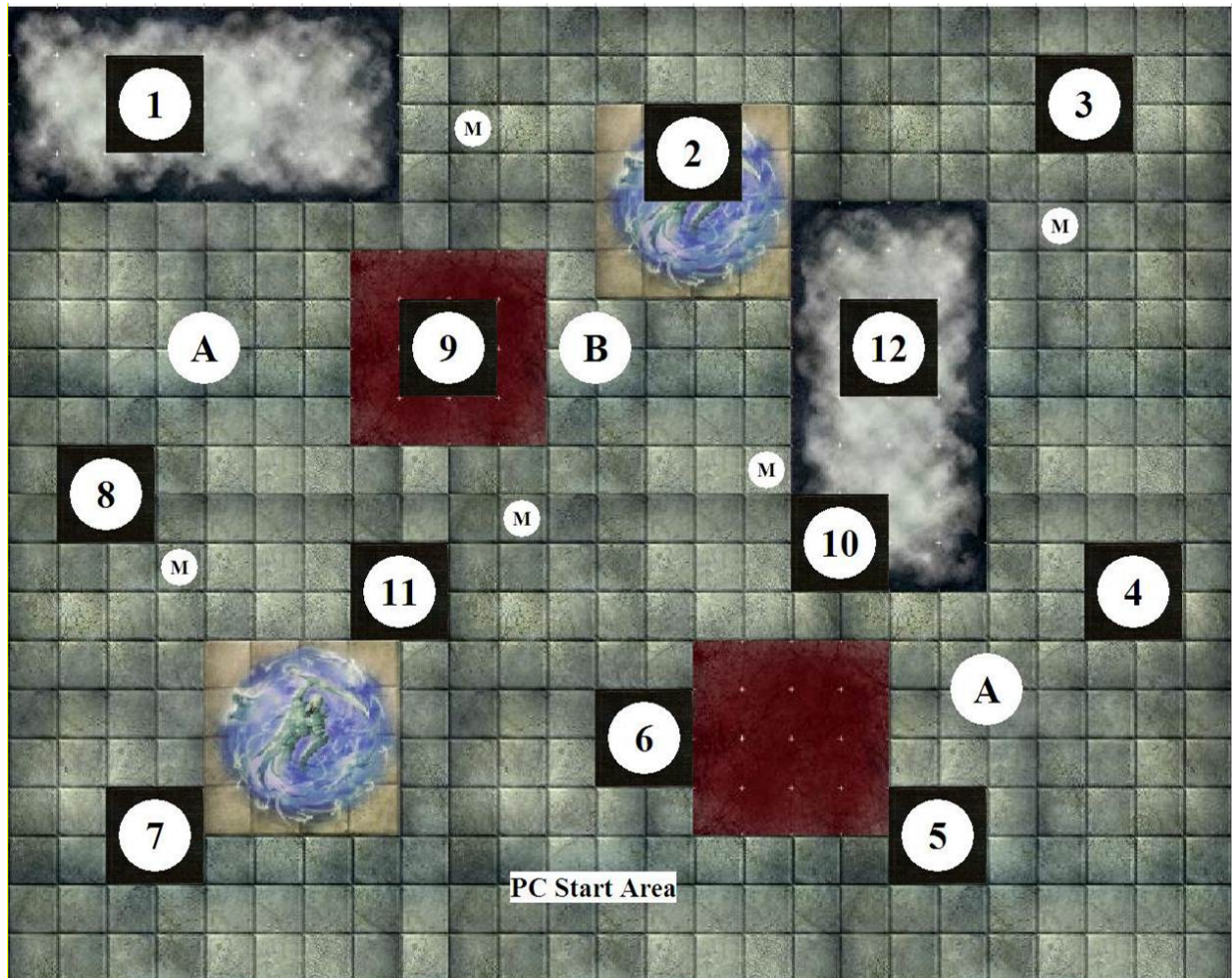
## TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon x1

## Fane of the Forgotten Gods x2

## Arcane Corridors x2

Note: There is a clean, unlabeled version of the map in Appendix 4.



S = titan shell or shadow angel

A = angel of battle or angel of death

M = ghost tormentors or shadow servants

## ENCOUNTER 6: CONCLUSION

Using their baubles, the PCs are all teleported safely back to the Vault of Sages:

***Suddenly you appear in a brightly lit room in the Vault of Sages. Blaynden leaps up when you enter, preparing to tend to any wounds you may have while he listens to your report.***

Blaynden is eager to hear how things went. He asks how many shadow mites the PCs collected and what happened to the other Harpers.

Blaynden is also very interested to hear about the Netherese activities in the area. Regardless of which path the PCs chose, Blaynden is pleased with their efforts and praises them for being true heroes. However, he is deeply concerned that the Netherese did (or tried to) corrupt an Aspect and that the Maelstrom is (or was) so dangerous and chaotic.

After the PCs give Blaynden or Coura the shadow mites, read or paraphrase:

***Coura carefully examines each shadow mite, making detailed notes in a small notebook. She releases several of them into the air and observes them as they explore their surroundings. A few of the shadow mites flit around you and your allies, cooing and diving playfully, landing on shoulders, crawling into pockets and backpacks, nuzzling you... Coura smiles at you warmly and continues scribbling in her notebook.***

***Blaynden laughs, "They seem to like you! Well, you collected quite a few of the little guys, so I suppose it wouldn't hurt if you kept one or two for yourselves. I've heard they make great pets."***

The shadow mites playfully and affectionately flutter around the PCs. If any of the PCs brush them away or are mean to the critters, they hide behind a bookshelf or behind one of the other PCs.

If the group gives the Harpers at least twice as many mites as there are PCs, they gain story award **NETH13 Shadow Catcher**. Keep track of the total number of mites obtained to write on the certificate.

## CONCLUDING THE ADVENTURE

If the PCs next adventure is *NETH4-2*, Blaynden tells them their next mission (see Introduction of *NETH4-2*).

If the PCs actually take Arrick's bribe money to his children, they want nothing to do with his bribes; apparently this is not the first time Arrick made an illicit profit. The PCs are welcome to do what they wish with their newfound riches of 5 gold pieces.

If you run this adventure before March 31, 2012, please be sure to fill out the online questionnaire (see the Event Summary for details). The results will influence the Netheril story area and other future adventures.

## STORY AWARDS

See the Rewards Summary for details.

## TREASURE

Blaynden gives the PCs 800 / 1375 / 2750 / 5500 / 8250 gp each for successfully collecting the needed number of shadow mites. He also gifts the PCs with magical equipment including any bundles the PCs may have missed during the adventure, as well as a *shadowfell signet* (AL 16/18/20) and *gloves of camaraderie* (AL 20 only).

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

## EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

### ADVENTURE LEVEL 12

#### Minimum Possible XP: 1280 XP

Save the Aspect: +420 XP

Tame the Maelstrom: +420 XP

Capture at Least 8/10/12 Shadow Mites: +700 XP

#### Maximum Possible XP: 2400 XP

#### Base Gold per PC: 1600 gp

(Encounter 3B: 800 gp, Encounter 4: 800 gp, Encounter 6: 800 gp)

### ADVENTURE LEVEL 14

#### Minimum Possible XP: 1800 XP

Save the Aspect: +600 XP

Tame the Maelstrom: +600 XP

Capture at Least 8/10/12 Shadow Mites: +1000 XP

#### Maximum Possible XP: 3400 XP

#### Base Gold per PC: 2750 gp

(Encounter 3B: 1375 gp, Enc 4: 1375 gp, Enc 6: 1375 gp)

### ADVENTURE LEVEL 16

#### Minimum Possible XP: 2510 XP per PC

Save the Aspect: +840 XP

Tame the Maelstrom: +840 XP

Capture at Least 8/10/12 Shadow Mites: +1400 XP

#### Maximum Possible XP: 4750 XP per PC

#### Base Gold per PC: 5500 gp

(Encounter 3B: 2750 gp, Enc 4: 2750 gp, Enc 6: 2750 gp)

### ADVENTURE LEVEL 18

#### Minimum Possible XP: 3600 XP

Save the Aspect: +1200 XP

Tame the Maelstrom: +1200 XP

Capture at Least 8/10/12 Shadow Mites: +2000 XP

#### Maximum Possible XP: 6800 XP

#### Base Gold per PC: 11000 gp

(Encounter 3B: 5500 gp, Enc 4: 5500 gp, Enc 6: 5500 gp)

### ADVENTURE LEVEL 20

#### Minimum Possible XP: 5020 XP

Save the Aspect: +1680 XP

Tame the Maelstrom: +1680 XP

Capture at Least 8/10/12 Shadow Mites: +2800 XP

#### Maximum Possible XP: 9500 XP

#### Gold per PC: 16500 gp

(Encounter 3B: 8250 gp, Enc 4: 8250 gp, Enc 6: 8250 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played

below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

**EACH PC SELECTS ONE OF THE FOLLOWING:**

**Treasure A:** *shadow dancer's boots* (level 12; *Adventurer's Vault* 2)

Found in Encounter 2

**Treasure B:** +3 *briartwine armor* (level 13, *Adventurer's Vault*)

Found in Encounter 2

**Treasure C:** +3 *armor of night* (level 14, *Adventurer's Vault*)

Found in Encounter 3 or 4

At AL 14+, add the following:

**Treasure D:** *sandals of temporal step* (level 16, *Dragon Magazine* 380)

Found in Encounter 2

**Treasure E:** +4 *briartwine armor* (level 17, *Adventurer's Vault*)

Found in Encounter 2

At AL 16+, add the following:

**Treasure F:** +4 *armor of night* (level 18, *Adventurer's Vault*)

Found in Encounter 3 or 4

**Treasure G:** *shadowfell signet* (level 19, *Adventurer's Vault* 2)

Found in Conclusion

At AL 18+, add the following:

**Treasure H:** *swiftstrike shoes* (level 20, *Dragon Magazine* 381)

Found in Encounter 2

At AL 20+, add the following:

**Treasure I:** *gloves of camaraderie* (level 21, *Adventurer's Vault*)

Found in Conclusion

ALL ALs:

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must

have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *elixir of flying* (level 11) plus 650 gp

AL 14: *elixir of flying* (level 11) plus 1400 gp

AL 16: *elixir of flying* (level 11) plus 3150 gp

AL 18: *elixir of flying* (level 11) plus 6650 gp

AL 20: *elixir of flying* (level 11) plus 10650 gp

**Treasure Z (More Gold):** The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

Award NETH13 to all PCs if they collected a number of shadow mites equal to at least the number of PCs x 2:

### NETH13 Shadow Catcher

You collected shadow mites for the Harpers to use in a complex ritual. Your share of the shadow mites collected is \_\_\_\_\_. (DM writes in the average number of shadow mites collected per PC; if the average is not a whole number, PCs who collected more shadow mites during the adventure get one more mite than those who collected less).

If this number is two or greater, this story award counts as a favor with the Harpers.

If your share of shadow mites is three or greater, one of the shadow mites has taken a liking to you and you may keep it as a pet. If you do, subtract one shadow mite from the total above and pay a one-time cost of 1,000 gp representing the lifetime cost of training and caring for it. The shadow mite devotedly follows you around, hovering near your shoulder. Mechanically it is treated as a *lamp of discerning* except that the illumination it provides is only discernible to those who



are within the area it illuminates (similar to the Dark Light ritual). It does not cost a found item slot or count towards your limit of uncommon magic items, and it cannot be attacked, as it shifts to the Shadowfell whenever it would take damage.

Award NETH14 to PCs who completed the skill challenge to weaken the Maelstrom in Encounter 3B, did not kill Jalin, and do not own *lesser shadowbane*:

#### **NETH14 Favor of Netheril**

Although your ultimate goals differ, you were willing to temporarily set aside your differences and work together with a group of Netherese. Jalin has rewarded you with some minor Netherese magic. This magic can be consumed to gain the effect of the *shelter of fate* reward. When used, it leaves a small purple scar in the shape of a disk on the back of your dominant hand. The presence of the mark may have social implications, as it is likely to cause Netheril and its allies to view you favorably and enemies of Netheril to show you some distrust. The mark is easily obscured by a glove, gauntlet, or other mundane means.

Award NETH15 to PCs who stopped the corruption of the Aspect of Selûne:

#### **NETH15 Selûne's Mark**

You saved an Aspect of Selûne. To repay you, the Aspect has marked the back of your dominant hand, leaving the holy symbol of her patron. The presence of the mark may have social implications, as it is likely to cause allies of Selûne to view you favorably and enemies of Selûne (such as Shar) to view you with exceptional disfavor. This mark also grants you a minor magical boon, which can be expended to gain the effect of the grants you the benefit of the *shelter of fate* reward. When used, the mark on the back of your hand fades.

SHELTER OF FATE
<b>Legendary Boon</b>
<b>Power (Consumable):</b> No Action. Choose one of the following effects:
<ul style="list-style-type: none"><li>• One attack roll just made against you becomes an automatic natural 1.</li><li>• One saving throw you just failed becomes an automatic natural 20.</li><li>• One Athletics, Acrobatics, or Endurance check you just made becomes an automatic natural 20.</li></ul>

Source: *Madness at Gardmore Abbey*.

## NEW RULES

### **Armor of Night +3/+4 • Level 14/19 Uncommon**

Armor: Cloth or Leather

Enhancement Bonus: AC

Property: Resist 10 radiant.

Power (Encounter): Minor Action. Until the end of your next turn, you gain concealment and no creatures can make opportunity attacks against you.

Source: *Adventurer's Vault*.

### **Briartwine Armor +3/+4 • Level 13/18 Uncommon**

Armor: Chain, Scale, or Plate

Enhancement Bonus: AC

Power (Daily): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes damage equal to this armor's enhancement bonus.

Source: *Adventurer's Vault*.

### **Elixir of Flying • Level 11/21 Uncommon**

Consumable: Elixir

Power (Consumable): Minor Action.

Effect: You drink the elixir and gain a fly speed of 4 until the end of the encounter. When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Level 21: You gain a fly speed of 8 and can hover.

Source: *Mordenkainen's Magical Emporium*.

### **Elixir of Speed • Level 11 Uncommon**

Consumable: Elixir

Power Consumable: Minor Action

Effect: Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Source: *Adventurer's Vault*.

### **Gloves of Camaraderie • Level 21 Uncommon**

Slot: Hands

Power (Encounter): Immediate Reaction. Use this power when an ally within 10 squares of you gains a condition or harmful effect. You gain that condition or effect, and the ally loses it. The condition or effect lasts for the duration specified in the description of the power that caused it.

Source: *Adventurer's Vault*.

### **Sandals of the Temporal Step • Level 16 Uncommon**

Slot: Feet

Property: Gain a +1 item bonus to speed when wearing light or no armor.

Power (Daily): Free Action. You gain an additional move action this turn.

Source: *Dragon Magazine* 380.

### **Shadowdancer's Boots • Level 12 Uncommon**

Slot: Feet

Property: You gain a +1 bonus to speed while you're wearing light armor. This bonus increases to +2 when you start your turn in dim light or darkness.

Source: *Adventurer's Vault* 2.

### **Shadowfell Signet • Level 19 Uncommon**

Slot: Ring

Property: You gain resist 10 necrotic, and if an enemy's attack causes you to lose a healing surge, you can take 10 damage instead of losing that healing surge.

Power (Daily, Stance): Minor Action. Until the stance ends, you gain a +4 bonus to all defenses against opportunity attacks from undead creatures, and you don't grant combat advantage when flanked by undead. If you've reached at least one milestone today, you don't provoke opportunity attacks from undead creatures.

Source: *Adventurer's Vault* 2.

### **Swiftstrike Shoes • Level 20 Uncommon**

Slot: Feet

Property: You gain a +1 bonus to speed while you're wearing light armor. This bonus increases to +2 when you start your turn in dim light or a +5 bonus to speed until the end of your first turn each encounter.

Power (Daily, Teleportation): Move Action. You teleport 20 squares to a space adjacent to any enemy within your line of sight.

Source: *Dragon Magazine* 381.

### **Unguent of Darkvision • Level 11 Uncommon**

Consumable: Consumable

Power Consumable: Standard Action

Effect: Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

Source: *Adventurer's Vault*.

## EVENT SUMMARY

**The results of this adventure will have an impact on the future development of the Netheril story area!**

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/NETH0401LFR>

The survey period closes on **31 March 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: Were the Maelstrom's Shadowflares stopped (successfully completed Encounter 3B)?**

- a. Yes.
- b. No.
- c. The PCs did not take this path.

**Question 2: Was the Aspect of Selune saved from corruption (successfully completed Encounter 4)?**

- a. Yes.
- b. No.
- c. The PCs did not take this path.

**Question 3: Was Jalin, the leader of the Nationalist Netherese, killed?**

- a. Yes.
- b. No.
- c. The PCs never encountered him.

**Question 4: How many shadow mites were collected by the group (the total number of mites), and how many PCs were there in the party?**

TOTAL number of shadow mites collected:

Number of PCs in the party:

**Question 5: How many PCs took shadow mites as pets, earning Story Award NETH13 (0-6)?**

**Question 6: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**Question 7: How do you, the DM, rate this adventure, using the same 5-point scale?**

## APPENDIX 1: BACKGROUND

**Warning: This appendix contains significant spoiler information for ADCP3-2 *Swarm of Chaos*, LURU2-3 *Forgotten Crypts Hidden Dangers*, LURU2-4 *Need to Know*, and NETH3-3 *Seek and Destroy*.**

Adventurers of the Forgotten Realms first came into contact with the Vault of Sages in Silverymoon in response to a theft. Blaynden Darhunson, librarian at the Vault, and Coura, a living construct who serves as the Vault's archivist, reported that a tome detailing the summoning of devils had recently been stolen from the Vault. In seeking the tome, the adventurers were unable to recover it, but they did learn that the tome had been stolen by a group of drow and that they had tried and failed to copy the tome.

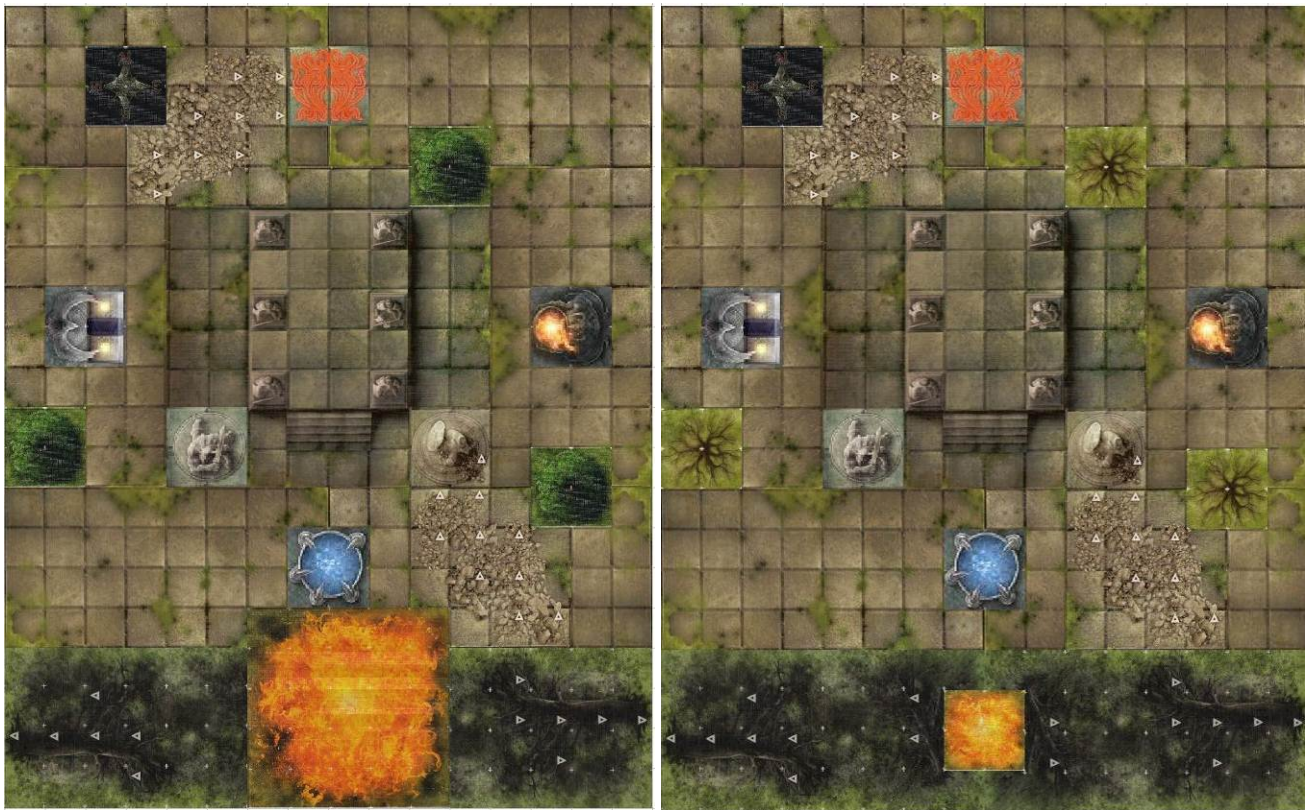
Adventurers next encountered this tome when on a mission from the Sand Kings, a group of Bedine separatists within Netheril. The Sand Kings had tasked the adventurers with using a powerful anti-shadow weapon to slay Prince Yder Tanthul of Netheril in his home. Despite Yder's warnings that disaster might befall Faerûn if they carried out their mission, the adventurers killed him. Found among his belongings the tome, on loan from the drow, as well as a list containing names of known agents of the Harpers, a secret society dedicated to the destruction evil, Netheril in particular. The adventurers recovered the tome and the list of names, but it remained unknown just how much the Netherese knew about the Harpers.

An opportunity to learn more about the Netherese and their efforts to destroy the Harpers and subjugate all of Faerûn arose a few months later. Netheril occupied the ancient ruins of Spellgard Keep to compel its oracle, Saharel, to provide prophecies only to the Netherese. Again, the intervention of adventurers prevented this, and at their urging, the Harpers intervened further, performing a ritual to bind Lady Saharel to Coura, allowing them to remove Saharel from the ruins for the first time in centuries.

Once Saharel was safely back at the Vault of Sages - a hideout for the Harpers - Blaynden sought first to determine precisely what Netheril knew about the identity of the Harpers. To everyone's surprise, Saharel had absolutely no idea. Investigation into the matter revealed that when binding Saharel to Coura, the Harpers had also bound some essence of shadow to the construct, and this was in some way interfering with Saharel's oracular powers. Further research uncovered a ritual capable of unbinding the shadow essence while keeping Saharel and Coura bound, but it requires unique ritual components and a caster intently familiar with the ritual.

The unique components to the ritual are in fact a creature - shadow mites. Known to congregate around areas thick with shadow energy, shadow mites would be capable of absorbing the shadow energy released during the ritual, preventing it from re-binding itself to Coura. Unfortunately, the only known habitat for shadow mites at the present time is the Ordulin Maelstrom, which has been expanding since the death of Yder Tanthul and now threatens to consume Sembia and the surrounding nations of Cormyr, Myth Drannor, and the Dalelands, in accordance with what Yder predicted.

## APPENDIX 2: CLEAN MAP FOR ENCOUNTER 3B





### APPENDIX 3: CLEAN MAP FOR ENCOUNTER 4



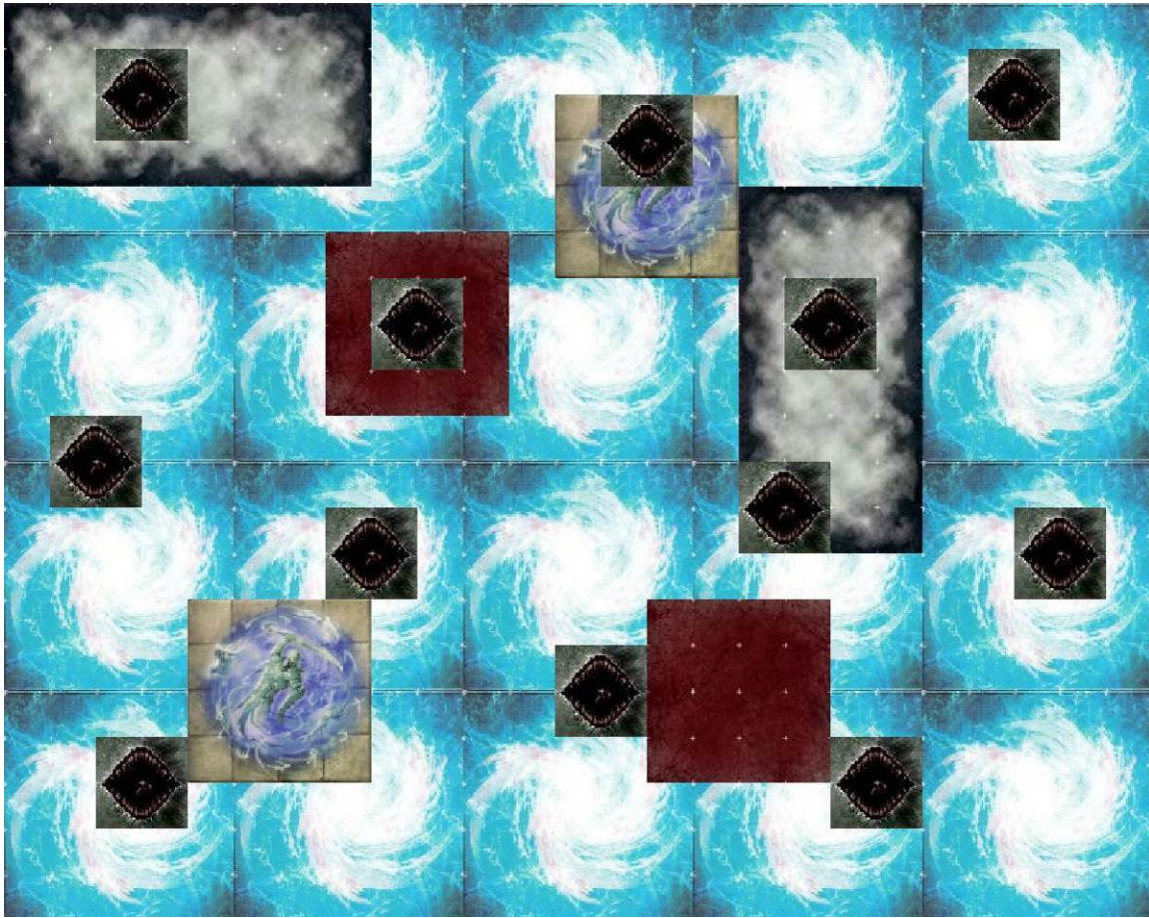


## APPENDIX 4: PRE~ROLLED NUMBERS FOR ENCOUNTER 5

Use this space to record pre-rolled numbers for Encounter 5. At the beginning of every round, roll d8 twice, d10 twice, and d12 twice to determine the locations where the shadow mites appear.

Round Number	1	2	3	4	5	6	7	8	9	10	11	12
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## APPENDIX 5: CLEAN MAP FOR ENCOUNTER 5



# PLAYER'S HANDOUT 1: ECOLOGY OF THE SHADOW MITE

Shadow mites (*Umbra volatilis*) are small, furry creatures that consume shadow energy. They are agile fliers and can be found near areas of deep darkness. Shadow mites are drawn to darkness. Historically found throughout Faerûn, populations have dwindled dramatically in recent years due to unknown causes. Some believe the shadow mite to be extinct, reports from reliable sources indicate that the creatures can still be found in certain areas of the Shadowfell.

## OVERVIEW

**Height:** 7 - 10.5 cm; **Length:** 11 - 18 cm; **Weight:** 450 - 830 grams; **Lifespan:** 5 months - 2 years

## ORIGIN

Experts disagree on the origin of the shadow mite. Many Netherese scholars believe that shadow mites are remnants of the Shadow Weave itself, shards of shadow energy scattered when the Shadow Weave collapsed. Divine historians argue that shadow mites were created by the sun god Amaunator to consume darkness. Others fear that they are creatures of Shar, consuming shadow in order to concentrate its power. Nexkile Danith, renowned professor of ecology at the Lady's College of Silverymoon, has done extensive research on the history and ecological importance of shadow mites. Danith wrote "The current body of evidence is inadequate to accurately determine the origin of *Umbra volatilis*. However, examination of ancient texts and artwork indicate that this species existed in pre-Spellplague times, as far back as 1368 DR."

## HISTORICAL SIGNIFICANCE

Historical evidence suggests that shadow mites were used for a variety of purposes when they were more prevalent. In cities they were often used to illuminate the streets at night. Groups of shadow mites would be released into the city streets at dusk and their consumption of darkness would make travel safer. Wealthy individuals sometimes kept shadow mites stored inside lamps for illumination. The creatures were also immensely popular as pets. Many casters believed shadow mites to have magical properties and would use the creatures in rituals.

## HABITAT/RANGE

Shadow mites live in areas of dense darkness, preferring temperate climates with low annual rainfall. Areas of intense gloom serve as shadow mite feeding grounds. Large shadow mite populations thrive in the Ordulin Maelstrom. Small groups of shadow mites likely remain in the Shadowfell in isolated pockets. Shadow mites can travel easily between Faerûn and the Shadowfell, able to blink to the other plane when they are in immediate danger.

## DIET

Shadow mites feed almost exclusively on raw shadow energy. They dart in and out of areas of intense darkness with their mouths open. Their bodies are specially adapted to convert shadow energy into metabolic energy. Bright streaks of light typically accompany their feeding, but in most feeding grounds the shadows are so intense that darkness quickly quenches this trail of light. Several people have reported seeing them feed on the bodies of dead shadow creatures or parasitically attached to Shades. These sightings have not yet been confirmed.

## APPEARANCE

Shadow mites are small, furry flying creatures. They have soft, downy fur that is typically brown or black and sometimes has beige to light brown streaks. Shadow mites are agile fliers and typically move using sudden diving or sweeping motions. Their small, tufted ears lay flat prior to each dive in order to increase their aerodynamics. They make soft cooing sounds as they fly.

## LIFESPAN AND REPRODUCTION

The lifespan of a shadow mite is typically between 5 months and 2 years. Shadow mites bred in captivity generally live longer than their wild counterparts. They have no known natural predators. It is suspected that the leading cause of death is over-consumption of shadow energy. Shadow mites reproduce rapidly, but their reproductive process is poorly understood.

## PLAYER'S HANDOUT 2: TERRAIN FEATURES FOR ENCOUNTER 3B

**Traveling Between the Planes:** At the beginning of combat, half of the PCs are transported to a Shadowfell reflection of the world. There is no line of sight or line of effect between the planes. However, you can see a hazy reflection of the other world. As a minor action, a PC can use an Arcana check to switch places with a PC on the other plane. This is not considered teleportation due to how thin the barrier between planes is in this location. Allies such as mounts and animal companions cannot be transported to the Shadowfell. The result of your check determines how successful you were:

Hard DC: The PC switches places with a PC of their choosing on the other plane.

Moderate DC: The PC switches places with a random PC on the other plane.

Easy DC: The PC loses a healing surge and switches places with a random PC on the other plane.

Fail: The PC loses a healing surge and cannot move to the other plane.

**Maelstrom:** The Maelstrom has an insidious influence, poisoning minds and causing horrifying hallucinations. What is your PC's biggest nightmare? Whatever it is, it is inside you clawing to get out or crawling under your skin or... At the beginning of each of your turns, you use a free action to try to get whatever it is out (as described in the hazard in the DM's statistics blocks for this encounter).

**Radiant Pillar:** Creatures that end their turn inside the pillar or are pushed into it are blinded to the end of their next turn and take radiant damage equal to the AL or equal to twice the AL if they are shadow creatures.

**Faerûn Illumination:** Faerûn is brightly lit.

**Shadowfell Illumination:** Creatures with normal vision can only see 2 squares. Creatures with low-light vision can only see 5 squares. Creatures with darkvision are unaffected. Additional light sources such as sunrods do not function here.

**Shadowfell Dampening:** Radiant powers used in the Shadowfell deal half damage.

## PLAYER'S HANDOUT 3: ENCOUNTER 3B SKILL CHALLENGE

**Important Notes:** This is not a traditional skill challenge since there are no skill checks and all successes are automatic. Prior to the combat, your group was given several ritual components which need to be used at a specific spot on the map. You can distribute the ritual components amongst yourselves however you wish. While adjacent to the location that corresponds to your particular item, you need to spend a minor action to gain a success. (The success is automatic, no skill check required.) The corresponding items and locations are listed below. You need to start on the dais so that your item becomes attuned to the ritual.

**1. Location: Ritual Circle; Item: Pendulum; minor action while adjacent (automatic success) (1 success)**

You spin the pendulum counterclockwise in one complete circle.

**2. Location: Altar; Item: Book; minor action while adjacent (automatic success) (1 success)**

You read a short passage from the book.

**3. Location: Brazier; Item: Candelabra; minor action while adjacent (automatic success) (1 success)**

Flames spring to life as you touch the candelabra to the brazier.

**4. Location: Fountain; Item: Vial of Unicorn Tears; minor action while adjacent (automatic success) (1 success)**

You add a few drops of the liquid to the fountain.

**5. Location: Compass Rose; Item: Sextant; minor action while adjacent (automatic success) (1 success)**

You attune the sextant to the compass rose.

**6. Location: Whole Statue; Item: Sapphire; minor action while adjacent (automatic success) (1 success)**

You touch the sapphire to each eye of the statue.

## PLAYER'S HANDOUT 4: SKILL CHALLENGE FOR ENCOUNTER 4

**Important Notes:** With Athletics and Thievery, the PC must be adjacent to the ritual stone. With Arcana, Nature or Religion, the PC must be within 5 squares of the stone. Attack powers may also be used against the ritual stones. The Purple Sphere of Shar seems to bubble with malevolent energy that grows uncontrollably if unchecked. Each PC may attempt only one check or attack per round.

**Goal:** Destroy all the ritual stones to stop the corruption of the Aspect

**Primary Skills:** Arcana, Athletics, Nature, Religion, and Thievery

**Alternate Options:** Any melee or ranged attack power can be used to destroy a stone.

**Arcana, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

Using your knowledge of the arcane arts, you temporarily dampen the magic protecting the ritual stone, using the Purple Wall of Shar to destroy it.

**Athletics, Minor action (Hard DC) or Standard action (Moderate DC) (1 success) (must be adjacent to ritual stone)**

Using your brute Strength, you crush the stone shielding one ritual caster.

**Nature, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

You call upon the forces of Nature to block the Maelstrom's energy from feeding the ritual stone. The Purple Sphere instantly destroys it.

**Religion, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

Using the power of your faith, you momentarily disrupt the malefic purity of the Purple Sphere of Shar near the Ritual Stone and the Stone explodes into fragments.

**Thievery, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

Cleverly, you remove the stone from the Purple Sphere of Shar entirely, breaking its protection.

**At-Will Ranged or Melee Attack Power, Standard action (Defenses = AL+10, AL+12 for AC) (1 success)**

You swing or shoot at the ritual stone, breaking it into pieces if you hit. The Sphere seems to react to power used nearby it. This may have a negative effect.

**Encounter Ranged or Melee Attack Power, (Defenses = AL+10, AL+12 for AC) (1 success)**

You swing or shoot at the ritual stone, instantly crushing into dust before the Purple Sphere can even respond if you hit.



## PLAYER'S HANDOUT 5: TERRAIN FEATURES FOR ENCOUNTER 5

**Deadly Maelstrom:** It is extremely dangerous to be inside the Maelstrom. At the start of each of their turns, creatures not native to the Maelstrom (including mounts, animal companions, etc.) must make a death saving throw.

If the result of your death saving throw is:

**20+:** You can spend a healing surge.

**10-19:** Nothing happens.

**1-9:** The Maelstrom drains some of your life force. You must choose one of the following negative effects:

- ~ You fail a death saving throw. In this combat, you die when you fail 3 death saving throws even if you are currently at positive hit points.
- ~ You lose an Action Point. You do not gain any benefit for using an Action Point in this way.
- ~ You lose 2 healing surges.

If you are dying, you still make death saving throws at the end of your turn as normal.

**Leaving the Maelstrom:** There are two ways you can flee from the Maelstrom and leave the combat. (1) Voluntarily move off any edge of the map. (2) Spend a standard action activating the bauble given to you by the Harpers to teleport safely back to the Vault of the Sages. You are removed from the combat and cannot reenter combat (the chaos of the Maelstrom makes it impossible to find your way back). The entire party does not need to leave the Maelstrom at the same time. When to flee the Maelstrom is an individual choice; injured PCs may choose to flee while other PCs stay and fight.

**Dangerous Skies:** The intense winds make it impossible to fly more than 15 feet above the ground.

**Illumination:** The area is dimly illuminated with a dull, sickly blue-green light.

**White Mist:** Creatures that end their turn in the White Mist can choose to spend a healing surge as a free action at the end of their turn but also become slowed until the end of their next turn.

**Bloody Mist:** Creatures that end their turn in the Bloody Mist are affected by Bloodlust until the end of their next turn. Bloodlust creatures can score a critical hit on an 18-20 but also take a -4 penalty to all defenses.

**Wailing Ghosts:** Creatures that end their turn in a square with Wailing Ghosts take psychic and necrotic damage equal to the AL. After taking this damage, the creature becomes insubstantial until the start of their next turn.

**Column of Darkness:** The columns of darkness are areas where necrotic energy seeps through from the Shadowfell. They are columns of pure darkness and block line of sight. Non-shadow creatures that enter or start their turn inside the columns of darkness take necrotic damage equal to the AL. A creature can only take this damage once per round from a given column of darkness. Shadow mites live in these areas and can be captured from adjacent squares (see Skill Challenge).

## PLAYER'S HANDOUT 6: ENCOUNTER 5 SKILL CHALLENGE

**Important Notes:** This combat is an endurance encounter. The goal of this encounter is to collect as many shadow mites as possible before fleeing the Maelstrom. It is not necessary to kill any of the monsters (although killing monsters can be helpful). All of the skill checks are minor action (Hard DC) or standard action (Moderate DC). Each PC may only collect one shadow mite per round (although you can make multiple attempts per round). Success is on a sliding scale - the more shadow mites you collect the better. If you die in the Maelstrom, any shadow mites you had collected are lost. Knowing when to flee is a useful skill!

**Goal:** Capture as many shadow mites as possible before fleeing the Maelstrom.

**Primary Skills:** Acrobatics, Athletics, Bluff, Insight, and Stealth

You do not need to have a free hand to capture a shadow mite, although you do need to be adjacent to it.

**Acrobatics, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

Skillfully maneuvering your *shadow catcher*, you deftly trap a shadow mite as it flits through the air.

**Athletics, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

You snatch a shadow mite and manage to hold onto the squirming little thing long enough to stuff it in your *shadow catcher*.

**Bluff, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

With soothing noises, you coax a shadow mite into your *shadow catcher*.

**Insight, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

You can predict the little critter's movements and position your *shadow catcher* such that the shadow mite flies right in.

**Stealth, Minor action (Hard DC) or Standard action (Moderate DC) (1 success)**

You sneak up on the shadow mite and capture it before it even knows you were there.

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

### ***NETH4~1 CONTAINING SHADOW***

#### **NETH13 Shadow Catcher**

You collected shadow mites for the Harpers to use in a complex ritual. Write the number of shadow mites you received: \_\_\_\_\_

If your share of the shadow mites is three or greater, one of the shadow mites has taken a liking to you and you may keep it as a pet. If you do, subtract one shadow mite from the total above and pay a one-time cost of 1,000 gp representing the lifetime cost of training and caring for it. The shadow mite devotedly follows you around, hovering near your shoulder. It is considered a magic item, but it does not cost a found-item slot or count toward the limit of Uncommon items you are allowed to possess.

As long you have at least two shadow mites (after subtracting one as a pet, if you choose to do so), this Story Award counts as a favor with the Harpers.

#### **Shadow Mite**

Paragon Tier Uncommon

*A mote of pure shadow devotedly follows you around, hovering near your shoulder.*

**Wondrous Item** (1,000 gp)

#### **Property**

The shadow mite floats with you as you walk. It sheds dim illumination in a 10-square radius. It requires no fuel. Only creatures within the light's radius can see the shadow mite or the dim light it creates. Vision within the effect is black-and-white, and color variations appear in shades of gray.

#### **Property**

You and your allies within the mite's radius of illumination gain a +1 power bonus to Insight and Perception checks.

#### **Utility Power** ♦ At-Will (Free Action)

*Effect:* You send the shadow mite to the Shadowfell (which deactivates its properties). The shadow mite is invulnerable while it is in the Shadowfell.

#### **Utility Power** ♦ At-Will (Move Action)

*Requirement:* The shadow mite is in the Shadowfell and you are not.

*Effect:* The shadow mite appears in your square and its properties are activated.

**Reference:** Custom item, combination of the *lamp of discerning* (AV 174) and the Dark Light ritual (FRPG 143).

#### **NETH14 Favor of Netheril**

Although your ultimate goals differ, you were willing to temporarily set aside your differences and work together with a group of Netherese. Jalin has rewarded you with some minor Netherese magic. This magic can be consumed to gain the effect of the *shelter of fate* reward. When used, it leaves a small purple scar in the shape of a disk on the back of your dominant hand. The presence of the mark may have social implications, as it is likely to cause Netherese and their allies to view you favorably, while enemies of Netheril are less likely to trust you. The mark is easily obscured by a glove, gauntlet, or other mundane means.

#### **NETH15 Selûne's Mark**

You saved an Aspect of Selûne. To repay you, the Aspect has marked the back of your dominant hand, leaving the holy symbol of the Moonmaiden. The presence of the mark may have social implications, as it is likely to cause allies of Selûne to view you favorably and enemies of Selûne (such as Shar) to view you with exceptional disfavor. This mark also grants you a minor magical boon, which can be consumed to grant you the benefit of *shelter of fate*. When used, the mark on the back of your hand fades.

#### **Shelter of Fate**

Paragon Tier Uncommon

#### **Legendary Boon**

#### **Utility Power** ♦ Consumable (No Action)

*Effect:* Choose one of the following effects:

- One attack roll just made against you becomes an automatic natural 1.
- One saving throw you just failed becomes an automatic natural 20.
- One Athletics, Acrobatics, or Endurance check you just made becomes an automatic natural 20.

**Reference:** *Madness at Gardmore Abbey*

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
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Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

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