

## The Shadow Rift

### **Seductive Whispers**

Level 7 Obstacle

XP 300

*Arcana, Religion, or Insight*

DC 21: The character determines that the Shadow Rift is trying to take control of the party and lure them to their deaths.

*Initiative +5*

*Attack*

Standard Action, Close burst 7 (excludes characters within the Darkness)

Target: All living creatures in burst, other than Kalarel

Attack: +10 vs. Will

Hit: The target is pulled 2 squares and dazed until the start of the trap's next turn.

*Countermeasures*

- A character can reduce the distance pulled by 1 square with a successful DC 19 Endurance check (immediate reaction).

### **The Darkness**

Level 7 Obstacle

XP 300

*Hazard*

The Darkness fills four continuous squares in front of the Shadow Rift. These squares are considered difficult terrain, and are heavily obscured.

*Arcana or Religion*

The character recognizes the Darkness as a quasi-sentient manifestation of the Shadowfell creeping into the world through the Rift.

*Trigger*

The Darkness attacks when a creature enters or begins its turn in a square of the Darkness.

*Attack*

Opportunity Action, Melee

Target: Creature in the Darkness

Attack: +10 vs. Fortitude and Will

Hit on Fortitude: 1d10+3 cold and necrotic damage. 2D10+3 cold and necrotic damage if the target is bloodied.

Hit on Will: 1d10+2 psychic damage and the target is immobilized until escape.

*Countermeasures*

- Immobilized characters can use Acrobatics or Athletics (DC 20, move action) to free themselves.
- A character can attack a square of the darkness (AC 18, other defenses 15, 70 hit points, insubstantial, vulnerable 10 radiant). Once a square is destroyed, it cannot attack and is no longer difficult terrain or obscured.

Encounter Level: 7

Encounter XP: 1600 (320 XP each)

**Round 1:** Kalarel spends a minor action to summon the corpse mound, then turns his attention to the ritual. Kalarel spends his standard action each round on casting the ritual until it is complete. The corpse mound attacks with corpse missile, targeting ranged attackers, then moves into melee range and spends an action point to use its claw attack. The traps are not yet active.

**Round 2:** Kalarel spends his standard action on the ritual, using minor actions to aid the corpse mound if he is able to. The corpse mound continues to attack with its claw, using corpse missile whenever possible.

**Round 3:** Having completed the ritual, the traps activate and Kalarel turns his full attention on the PCs.

**Round 4+:** As above, except that every round the Darkness spreads into every adjacent square, and Seductive Whispers increases its burst size by 1. Any PC can make an Arcana or Religion check (DC 19) as a standard action; doing so reduces the size of the Darkness in the reverse of the above and reduces the Seductive Whispers' burst size by 1. If the Darkness is reduced to the point of disappearing, the ritual has been reversed and both traps are rendered harmless. If the Darkness ever fills more than six rows of squares (counting from the portal), the encounter immediately ends and the Through the Darkness skill challenge (see below) begins.

**Note:** If Kalarel is killed before the ritual is completed, the corpse mound is stunned for one round, but the traps still activate as Kalarel fuels the ritual with his remaining life force.

<b>Kalarel, Scion of Orcus</b>		<b>Level 6 Elite Controller</b>	
Medium natural humanoid (human)		XP 500	
<b>Initiative</b> +3	<b>Senses</b> Perception +8		
<b>HP</b> 152; <b>Bloodied</b> 76			
<b>AC</b> 20; <b>Fortitude</b> 19; <b>Reflex</b> 17; <b>Will</b> 22			
<b>Saving Throws</b> +2			
<b>Speed</b> 5			
<b>Action Points</b> 1			
④ <b>Rod of Ruin</b> (standard; at-will) • <b>Weapon</b>			
+12 vs. AC; 1d10 + 4 damage plus ongoing 5 necrotic damage (save ends)			
⊕ <b>Decaying Ray</b> (standard; at-will) • <b>Necrotic</b>			
Ranged 10; +10 vs. Fortitude; 1d6 + 4 necrotic damage, and the target is weakened (save ends). Weakened Attacks deal half damage			
↷ <b>Night's Veil</b> (standard; encounter) • <b>Implement</b>			
Ranged 10; +9 vs. Fortitude; target blinded (save ends)			
↷ <b>Call of the Grave</b> (minor; recharge 4) • <b>Necrotic</b>			
Ranged 5 (affects creatures with ongoing necrotic damage only); +10 vs. Fortitude; the target is immobilized until the end of Kalarel's next turn			
↶ <b>Unlife to Life</b> (standard; encounter) • <b>Healing</b>			
Close burst 5; undead allies heal 5 hp and can shift 3 as an immediate action.			
<b>Alignment</b> Evil		<b>Languages</b> Common, Draconic, Goblin	
<b>Skills</b> Religion +10			
<b>Str</b> 20 (+8)	<b>Dex</b> 11 (+3)	<b>Wis</b> 20 (+8)	
<b>Con</b> 20 (+8)	<b>Int</b> 9 (+2)	<b>Cha</b> 11 (+3)	

## Corpse Mound

## Level 6 Elite Soldier

Large natural animate (undead)

XP 500

**Initiative** +4

**Senses** Perception +3; darkvision

**Grasping Claws** aura 1; The corpse mound makes a claw attack against any enemy that starts its turn within the aura as a free action.

**HP** 152; **Bloodied** 76

**AC** 22; **Fortitude** 22; **Reflex** 14; **Will** 15

**Resist** 10 Necrotic; **Vulnerable** 10 Radiant

**Speed** 4

**Action Points** 1

⊕ **Claw** (standard; at-will) • **Necrotic**

Reach 2; +13 vs. AC; 1d10 + 4 damage and the target is pulled 1 square. If the target is adjacent to the corpse mound before this forced movement, it moves into the corpse mound's space and is grabbed. The target takes ongoing 10 necrotic damage until it escapes.

↘ **Corpse Missile** (standard; recharge 3)

Range 5; +11 vs. Reflex; 1d6 + 4 damage and the target is knocked prone. A ravenous corpse appears in a space adjacent to the target, and the target is grabbed by the ravenous corpse. If there are already at least 4 ravenous corpses in play, a new ravenous corpse does not appear and the target is not grabbed.

↘ **Corpse Burst** (standard; recharges when first bloodied)

The corpse mound makes a corpse missile attack against every enemy within range.

### Fall Apart

When the corpse mound is reduced to 0 hit points, a ravenous corpse appears in every square it occupied.

**Alignment** Unaligned

**Languages** —

**Str** 22 (+9)

**Dex** 8 (+2)

**Wis** 10 (+3)

**Con** 20 (+8)

**Int** 6 (+1)

**Cha** 8 (+2)

## Ravenous Corpse

## Level 6 Minion Soldier

Medium natural humanoid (undead)

XP 63

**Initiative** +6

**Senses** Perception +4

**HP** 1; a missed attack never damages a minion.

**AC** 22; **Fortitude** 19; **Reflex** 18; **Will** 18

**Speed** 6

⊕ **Ravenous Clutches** (standard; at-will)

+13 vs. AC; 4 damage and the target is grabbed.

⊕ **Gnaw** (standard; at-will)

Targets a grabbed enemy; +11 vs. Fortitude; 6 necrotic damage.

**Alignment** Unaligned

**Languages** —

**Str** 19 (+7)

**Dex** 13 (+4)

**Wis** 13 (+4)

**Con** 13 (+4)

**Int** 13 (+4)

**Cha** 13 (+4)

## Through the Darkness

*Darkness has flooded outward in a great wave, and the heroes must navigate their way through this Shadowfell incursion and out into the light . . . without succumbing to the Shadowfell's sinister influence.*

The party must find their way out of the Keep in the near total darkness that appears to be sentient . . . and hungry.

Complexity 2, level 5 (6 successes before 3 failures, 400 XP, 80 XP each)

*Perception (DC 17, 1 success, maximum 4)*

You use your physical senses to navigate your way through the darkness.

A PC can use a sunrod or a torch to gain a +2 bonus to a single Perception check; the light flickers and dies after a short duration.

A PC who has a Bahamut statue with an unexpended charge gains a +2 bonus on all Perception checks for this challenge.

*History (DC 12, 1 success, maximum 1)*

You recall the layout of the Keep and use the knowledge to your advantage.

Success grants a +2 bonus to future Perception checks in this skill challenge.

A PC with a map of the Keep gets a +2 bonus to this check.

*Arcana (DC 7, 1 success, no maximum)*

You realize that you can make a bargain with the Darkness, feeding it some of your life force in exchange for guidance.

A PC who succeeds on this check loses a healing surge and gains 1 Darkness point.

*Religion (DC 12, 1 success, maximum 1)*

You pray to your deity for guidance, and it is given to you.

Success grants you a +2 bonus on further checks for this skill challenge.

A PC who has a Bahamut statue with an unexpended charge gains a +2 bonus on this check.

*Endurance or Insight (DC 12)*

Every time a PC gains a success or failure toward this skill challenge, that PC must make an Endurance or Insight check to resist the lure of the Darkness.

Success grants no benefit. If the PC fails an Endurance check, he loses a healing surge and gains 1 Darkness point. If the PC fails an Insight check, he gains 2 Darkness points.

*Victory*

The PCs emerge from the Keep, shaken but largely unharmed. Reduce each PC's Darkness point total by 1.

*Defeat*

The PCs emerge from the Keep, but the Darkness has taken its toll. Increase each PC's Darkness point total by 1.

*Darkness Points*

Any PC who has at least one Darkness point at the end of this skill challenge immediately falls under a Shadow Curse (see below).

## **Shadow Curse**

Level 6 disease

Endurance DC 11 to worsen, 12 to maintain, 17 to improve

1. Cured
2. The penalties to Diplomacy, Insight, Will, and Fortitude are reduced to -1.
3. *Initial State:* The target suffers a -2 penalty to Diplomacy and Insight and a -2 penalty to Fortitude and Will until cured.
4. When the target becomes bloodied, he must make opportunity attacks against all creatures that provoke them, including allies. This persists until the target is no longer bloodied.
5. As above. The target gains vulnerable 10 radiant. In addition, when the target is bloodied, it gains insubstantial but takes ongoing 5 necrotic damage (this damage ignores insubstantial) until no longer bloodied. If the target dies while at this stage of the shadow curse, he rises as a wraith one round later.
6. The target dies and rises as a wraith.