

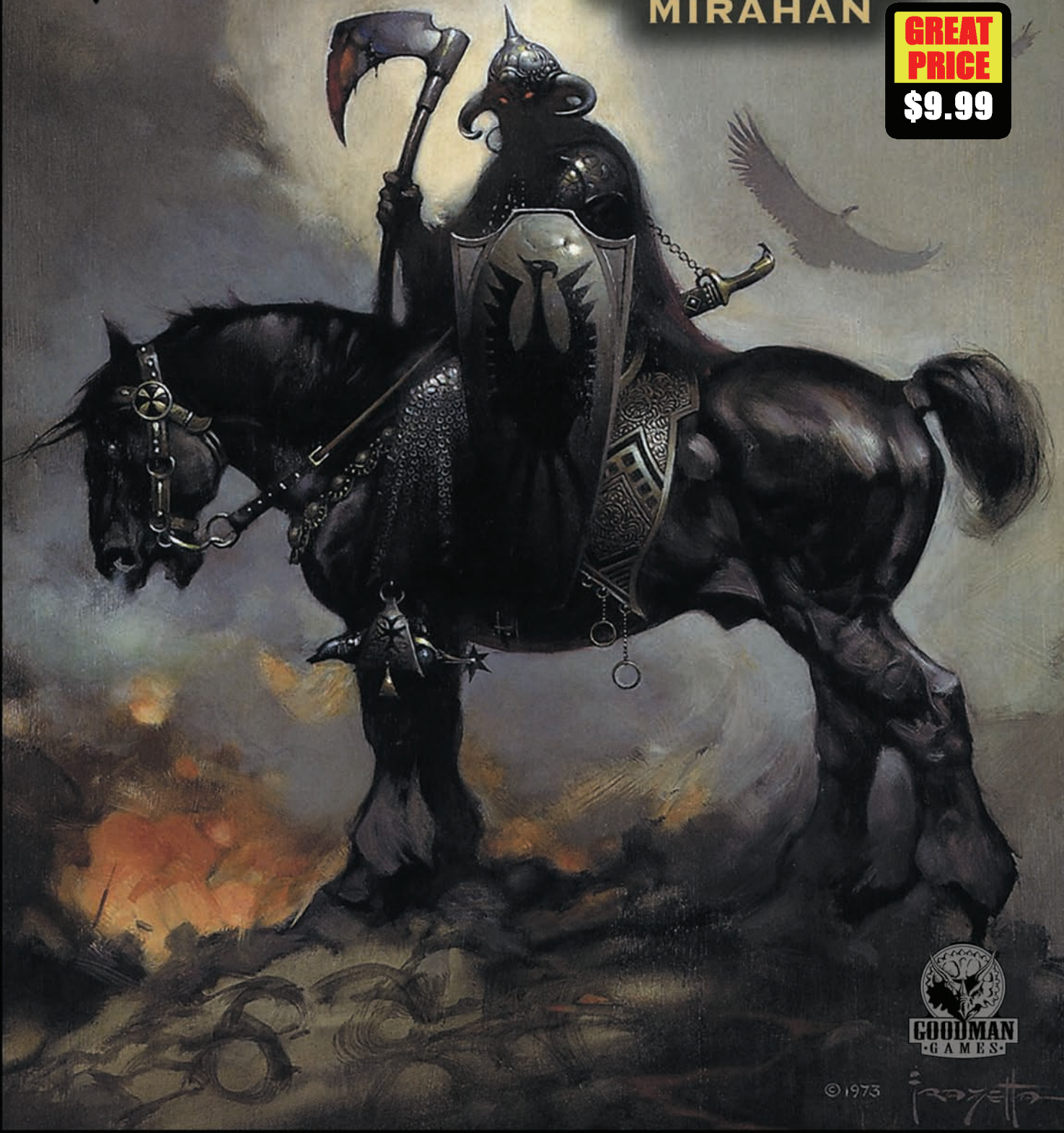
THE ADVENTURES OF
FRANK FRAZETTA'S

DEATH DEALER

SHADOWS OF
MIRAHAN

**GREAT
PRICE**

\$9.99



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Frazetta

DEATH DEALER



An Adventure for Characters Level 7-9

Shadows of Mirahan

Contents

Preface	
Introduction	
Background	
Chapter 1: The Siege of Cascada Pass	
Chapter 2: Into the Eternal Forest	
Chapter 3: Rise of the Death Dealer	
Appendix I: Adventuring	
Appendix II: Advanced Rules	
Appendix III: New Monsters	
Appendix IV: Experience Tracker	
Appendix V: Pre-generated Characters	
Appendix VI: The Death Dealer	

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91	

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Shadows of Mirahan

Preface...

Fantasy role-playing games are born of shared legends. Ages past, when storytellers sat around fires watching sparks rise into the blue-dark sky, their tales of heroism and imagination were not so different from ones played out around gaming tables today. Tales were told of sacrifice, of good persevering over darkness, and of love.

Their heroes — *our* heroes — spring instantly to mind. *Beowulf*. *Arthur*. *Merlin*. Acceptance into this august canon occurs only once in a great while. Howard's Conan and Moorcock's Elric, Leiber's Fafhrd and Mouser — a mere few rise above the throng of forgettable heroes passing through our collective consciousness. Even fewer do it without words.

Enter the Death Dealer.

The faceless rider, leaving naught but destruction in his wake, Death personified. That a handful of paintings could rise from the ranks of fantasy art and stake a brutal place among our culture's icons speaks to the timeless power of the images and the genius of their creator.

That the dark rider's tale has been told many times is no wonder. The paintings speak of a violent world at once familiar and alien, leaving every wide-eyed 12-year old to imagine the hue and cry of great armies. The legend of the Death Dealer is greater than these stories, perhaps greater than this story. Just as the myth of King Arthur is far more than the sum of his legends, so too does the Death Dealer defy a single definitive tale.

Ages past, we would have stirred the fire and told you how the Death Dealer's eyes flared like smoldering embers. Today, we can bring him to your game, so that his legend lives on in the way that only role-players understand.

Introduction

Shadows of Mirahan is designed for 5 characters of 7th through 9th level, and is based on the comic series of the same name. While it is not necessary to read the comics to enjoy the adventure, having a sense of the land of Ipsaria and its inhabitants can aid game play. Similarly, while those who have read the comics will know the major villains, the adventure provides enough surprises to keep even experienced readers on their toes.

A good mix of character roles is essential to survival and success. Able fighters and paladins will be called on to serve with blade and spear, the nature skills of the druid and ranger will serve the party in good stead in the wilds of the Cascada Peaks, and the complimentary talent of the warlord and rogue will prove crucial in key encounters. Though humans feature exclusively in the series, non-human races can be easily introduced to the world. See **Appendix I: Adventuring in The Lands of Ipsaria**, for options and details for tailoring the game to your setting.

The adventure takes place primarily in mountainous borderlands of two great kingdoms, Oro and Edani, and both are easily converted to most fantasy worlds. Key features include a high mountain range separating a fetid swamp and ancient woodland.

Adventure Summary

The adventure begins with the heroes responding to reports of unrest on the borderlands of the Kingdom of Oro. Tales hold that Edani's civil unrest now threatens to spill over the border into Oro. Riding over Cascada Pass, the heroes discover a far greater threat than any mundane war: a demonic horde of unspeakable beings composed of worms, maggots, and blood meal.



Shadows of Mirahan



As a mob of Edani refugees flee past, the heroes must hold the pass against the first wave of the Shadow Horde. Fighting from a ruined mountain fastness that once warded over Cascada Pass, the heroes must use their cunning as well as their brawn to repulse the animated corpses. If the heroes can defend the ancient ruins long enough for the refugees to seek shelter in the woodlands below, they stand a chance of living out the day, though they must eventually cede the fortress.

Caught behind enemy lines, the heroes make a desperate play in an effort to reach the surviving armies of Oro. Evading the forces of the Shadow Horde, the heroes are forced to make their way

through an ancient ruin. There they discover clues to the druids' demise, as well as a key to warring against the forces of oblivion: death personified, and antithesis to the druids' love of life — the mythic force known only as the Death Dealer.

The final chapter unfolds as the heroes are plunged into the fetid heart of the Angra Swamp in a desperate gambit to unleash the Death Dealer. Dogged by minions of the Shadow Horde, the rotting corpses of the shadow hounds, and the shrieking demons known as dragas, the heroes face down the fell, three-headed demon Dazaka, releasing the Death Dealer to wreak havoc and destruction upon the forces of oblivion.



Shadows of Mirahan

Background

Nine hundred years ago, the land of Ipsaria was ravaged by war between the kingdoms of Oro and Edani. As battles raged out of control, a black rider appeared, laying waste to both sides of the conflict, killing the greatest warriors as easily as the untrained combatants. This unconquerable rider was known as the Death Dealer. The kings of Oro and Edani recognized that if they did not end this war, the black rider would destroy them all. A treaty was signed in blood, and the Death Dealer disappeared into the primeval forest. Legend holds that as long as Oro and Edani are at peace, the dark rider will sleep.

Nearly a millennium later, an ancient evil awakens to threaten the lands of Ipsaria. The god-seed of Mirahan, World Swallower, the Oblivion God, threatens to eliminate both life and death. Called from its ancient sleep by the atrocities of the Edanian civil war, Mirahan exists only to bring about an end to existence. Feeding off of fear and terror, Mirahan's unholy god-seed animates the corpses of those that die in battle, which in turn sow fear and more destruction throughout Edani. The army of animated corpses, better known as the Shadow Horde, threaten to bring an end to the folk of Ipsaria ... and indeed, all the world.

In order to fight back the Shadows of Mirahan, the heroes must make a choice: risk absolute destruction, or embrace death in the defense of life.

The Death Dealer...

The Death Dealer himself does not actually take part in this adventure. With nearly godlike power, his presence would serve only to detract from the heroism of the players. The final encounter includes fell magicks designed to subjugate the Death Dealer, and the players' success allows the Death Dealer to return to his unfettered status.

Some players may be disappointed that they cannot take the role of the Death Dealer himself. While appealing in theory, the actual experience of playing a unique, nigh-invulnerable engine of destruction quickly resolves to a meaningless series of die rolls. Alone, the Death Dealer can destroy anything that crosses its path, except for the god Mirahan, the very reason for the Death Dealer's existence.

And yet, the same forces that gave rise to the Death Dealer also course in the hearts of the people of Ipsaria. See **Appendix II: Advanced Rules** for rules variants that bring the brutal reality of the Death Dealer to life at your table.

And finally, for those devout DMs who simply must put the Death Dealer into play, we have included stats at the end of this book. Key to running the dark rider is remembering that it is the PCs, not the Death Dealer, who should be the focus of the adventure. The dark rider is like unto a force of nature, and if used too often, quickly overshadows the players' characters, lessening the enjoyment for all. Use the Death Dealer as you might an ancient dragon or demon lord: sparingly, and for specific effect. When brought in to rescue the heroes from mortal danger (or their own foolishness) the Death Dealer goes from a creature of myth to a mere puppet of the DM's will. Even if Ipsaria hangs in the balance, the heroes must succeed or fail on their own merits, not those of the dark rider.







Shadows of Mirahan



Chapter 1: The Siege of Cascada Pass

The adventure begins with the heroes patrolling the wild borderlands between Oro and Edani. Investigating reports of the Edani civil war, the heroes ride high into the Cascada Mountains, where they discover the grim truth of the encroaching darkness: A tide of Edani refugees are fleeing up the pass closely pursued by a horde of zombies.

It is up to the heroes to hold off the advancing army long enough for the refugees to reach the safety of the forest below. This challenge is nigh-impossible—the Shadow Horde numbers in the thousands. But allowing the refugees to be slaughtered at the hands of the zombies is a wicked act with terrible repercussions: If the heroes do not take a stand, the Shadow Horde will easily sweep over the pass and into Oro.

In order to save the refugees, the PCs must take a heroic stand against an undead, demonic army. The sole defensible choke point is the ruined keep that once warded over the pass. Though the heroes have no chance at defeating the entire army, there is a small chance that they can slow the Shadow Horde long enough for the refugees

to flee. If the heroes can accomplish even this small task, they will have won a victory against the dark god Mirahan.

DM's Note: The heroes cannot “win” this encounter in the traditional sense; at some point in the adventure (and indeed, at many points), the heroes will be forced to retreat. Those that refuse to run will be slaughtered before the unstoppable might of the Shadow Horde. While the courageous have a chance of holding off the army long enough for the refugees to flee to safety, and the cunning can certainly evade the army, accomplishing both goals is a task suited only for true heroes.

To save the refugees, the PCs must hold the ruined keep for 30 rounds. However, even once the refugees are clear of the horde, the heroes' survival is far from ensured. In order to escape with their lives, the heroes must discover a means to elude the horde and slip out of the stronghold.

The Siege

The assault of the Shadow Horde is a dynamic encounter that takes place over several encounter areas. The heroes' actions — or inaction — have an immediate and direct effect on the encounter, and on which foes the heroes must face.

Each encounter provides specific foes based upon the progress of the siege. Success on the part of the PCs hinges on the heroes' ability to



Shadows of Mirahan

make cunning, tactical decisions in the heat of battle. Track the rounds as they pass, making notations alongside the encounter summary when the areas fall to the Shadow Horde. If the Shadow Horde is delayed in a previous area, it slows their assault in the subsequent rooms and chambers.

However, delaying the Horde in the B-areas, does not delay or slow the Horde along the A path. Unless the heroes split their party or take special pains to delay the Horde, they will be quickly overrun, surrounded on all sides by the seething, undead Horde.

Following is a summary of the statistics for the Shadow Hordes' outriders. DMs are encouraged to photocopy the following stat blocks for easy reference during game play, tracking the number of zombies slain, and awarding additional XP for monsters defeated outside of combat.

Track the total number slain with the special sheet provided with **Appendix IV**.

Horde Foot Soldier	Level 3 Minion
Medium natural animate (undead)	XP 38
<i>The stinking corpse swarms with maggots and worms beneath its rotting leather armor and dented helm. It charges towards you, howling through rotting lungs, its jagged spear raised to strike.</i>	
Initiative -1 Senses Perception +0; darkvision	
HP 1; a missed attack never damages a minion.	
AC 13; Fortitude 13, Reflex 9, Will 10	
Immune disease, poison	
Speed 5	
⊕ Spear (standard; at-will) ♦ Weapon +6 vs.AC; 5 damage.	
Alignment Evil Languages —	
Str 14 (+3)	Dex 6 (-1) Wis 8 (+0)
Con 10 (+1)	Int 3 (-3) Cha 3 (-3)
Equipment leather armor, spear	

Horde Heavy Infantry	Level 2 Brute
Medium natural animate (undead)	XP 125
<i>Armored in a rusty scale hauberk and shield, the walking corpse shrieks like a tortured soul, savagely cutting left and right with the broken sword clutched tight in its rotting fist.</i>	
Initiative +0 Senses Perception +1; darkvision	
HP 43; Bloodied 21	
AC 14; Fortitude 15, Reflex 12, Will 13	
Immune disease, poison; Resist 10 necrotic	
Vulnerable 5 radiant	
Speed 4	
⊕ Longsword (standard; at-will) ♦ Weapon +5 vs.AC; 1d8 + 4 damage.	
‡ Fearsome Blow (standard; at-will) +3 vs. Reflex; the target is knocked prone and grabbed (until escape), pinned to the ground beneath the zombie's shield. Checks made to escape the zombie take a -5 penalty.	
Alignment Evil Languages Common	
Str 17 (+4)	Dex 8 (+0) Wis 10 (+1)
Con 13 (+2)	Int 6 (-1) Cha 6 (-1)
Equipment scale armor, longsword	

Shadow Wolf	Level 3 Skirmisher
Medium natural beast (undead)	XP 150
<i>The enormous wolfhound charges you, its filthy maw thrown wide to reveal black fangs and a thick tongue riddled with maggots. Its mottled fur coat is coming off in diseased patches, worms and worse crawl beneath its rotting skin, and still the hellish beat moves faster than any living wolf!</i>	
Initiative +5 Senses Perception +8; darkvision	
HP 46; Bloodied 23	
AC 17; Fortitude 17, Reflex 14, Will 14	
Speed 7	
Immune disease, poison; Resist 10 necrotic	
Vulnerable 5 radiant	
⊕ Bite (standard; at-will) +8 vs.AC; 1d10 + 4 damage	
‡ Pounce (standard; at-will) The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.	
Alignment Evil Languages —	
Str 19 (+5)	Dex 14 (+3) Wis 14 (+3)
Con 14 (+3)	Int 6 (-1) Cha 6 (-1)



Shadows of Mirahan

Horde Archer

Level 4 Artillery

Medium natural animate (undead)

XP 175

The undead archer drips maggots as it drops to a single knee, raises its bow, nocks a black-fletched arrow, and lets it fly with terrifying speed.

Initiative +5 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.

HP 42; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Immune disease, poison; **Resist** 10 necrotic

Vulnerable 5 radiant

Speed 5

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

⊕ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

⤵ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common

Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 3 (–2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Shadow Knight of Mirahan Level 6 Soldier

Medium natural animate (undead)

XP 250

The towering undead warrior radiates death and horror. It watches you with eyes that glow like the embers of a dying fire. It raises a hooked battle axe, dripping with the gore of previous victims, and strides towards you with terrible certainty.

Initiative +7 **Senses** Perception +4; darkvision

Aura of Chilling Terror (Cold, Fear) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage.

HP 71; **Bloodied** 35; see also *death throes*

AC 22; **Fortitude** 20, **Reflex** 16, **Will** 15

Immune disease, poison; **Resist** 10 cold, 10 necrotic

Vulnerable 5 fire, 5 radiant

Speed 7

⊕ **Battleaxe** (standard; at-will) ♦ **Cold, Weapon**
+13 vs.AC; 1d10 + 5 damage plus 5 cold damage, and the target is immobilized until the end of the shadow knight's next turn.

‡ **Death Throes** (when reduced to 0 hit points) ♦ **Cold, Weapon**

The zombie makes a furious attack at all in reach. Close burst 1; +13 vs.AC; 1d10 + 5 damage plus 5 cold damage.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 8 (+2) **Cha** 6 (+1)

Equipment leather armor, battleaxe



Shadows of Mirahan

Shadow Titan

Level 8 Brute

Large natural animate (undead)

XP 350

The armored monstrosity thunders across the battlefield, the ground shaking with each step. Roaring with unholy fury, the towering giant bears down upon you, its massive maul destroying everything in its path.

Initiative +2 **Senses** Perception +3; darkvision

HP 108; **Bloodied** 54; see also *rise again*

AC 20; **Fortitude** 22, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

Speed 5

⊕ **Maul** (standard; at-will) ♦ **Weapon**
Reach 2; +11 vs.AC; 2d8 + 5 damage.

↓ **Brutal Smash** (standard; recharge ☉, ☿) ♦ **Weapon**
Reach 2; requires maul; +11 vs.AC; 4d8 + 5 damage, and a Medium or smaller target is knocked prone.

Rise Again (the first time the titan drops to 0 hit points)
Make a new initiative check for the shadow titan. On its next turn, the shadow titan rises (as a move action) with 44 hit points.

Alignment Evil **Languages** —

Str 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)

Con 18 (+8) **Int** 3 (–1) **Cha** 3 (+0)

Equipment chainmail, maul

Dragas

Level 8 Skirmisher

Large immortal beast (undead)

XP 350

The skies darken as a flight of hell-beasts blot out the sun. Each beast is larger than a man, with leathery bat-like wings and muscular limbs ending in gore-splattered talons. The lead demon opens its slaving maw, howling a command to the others. Your ears ring with pain as the flight circles once and then dives towards you!

Initiative +9 **Senses** Perception +12; darkvision

HP 92; **Bloodied** 46

Regeneration 5 (if the dragas takes radiant damage, regeneration does not function until the end of its next turn)

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
+14 vs.AC; 2d6 + 5 damage.

↓ **Flyby Attack** (standard; recharges ☉, ☿)
The dragas flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is pushed 1 square and knocked prone.

↓ **Slashing Pin** (standard; encounter)
+14 vs.AC; 3d6+5 plus damage and the target is grabbed (until escape). The target takes 10 damage each time the dragas sustains the grab.

Alignment Evil **Languages** —

Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 20 (+9) **Int** 5 (+1) **Cha** 17 (+7)



Shadows of Mirahan



Player Start

Begin the adventure by reading or paraphrasing the following:

The high, snow-capped peaks of the Cascada Mountains tower above you. Hidden amid the sheer cliffs and deep valleys is the hidden notch known as Cascada Pass. Urging your hardy, mountain-bred horses on through the drifts of deep snow, you climb the high road, the dark woodlands slowly giving way to tall pines and wind-swept ridges.

Cresting the ridge, you spy the old stronghold that once warded over the pass. Centuries of peace between Oro and Edani have allowed the once-mighty keep to fall into ruin.

Your companions give a shout. A line of refugees, arrayed in rags, is scrambling up the rocky pass, fleeing toward the ruins. Further down the slope, a seething army of dark forms gives pursuit, churning the snow into mud beneath their iron-shod boots. Vultures wheel overhead in anticipation of the impending slaughter, and the beat of mighty war drums echoes through the icy vale.

The Edani refugees are fleeing before the Shadow Horde, an army of rotting corpses animated by the demonic magic of Mirahan. Unless the heroes intervene, the Shadow Horde overtakes the refugees, killing every man, woman, and child, before pouring down the far side of the slope into Oro.

It is up to the heroes to hold off the advancing army long enough for the refugees to reach the safety of the forest below. Accepting this challenge is a nigh-impossible task of heroism — the Shadow Horde numbers in the thousands. But allowing the refugees to be slaughtered at the hands of the zombies is a wicked act with terrible repercussions: If the heroes do not take a stand, the Shadow Horde sweeps over the pass and into Oro.

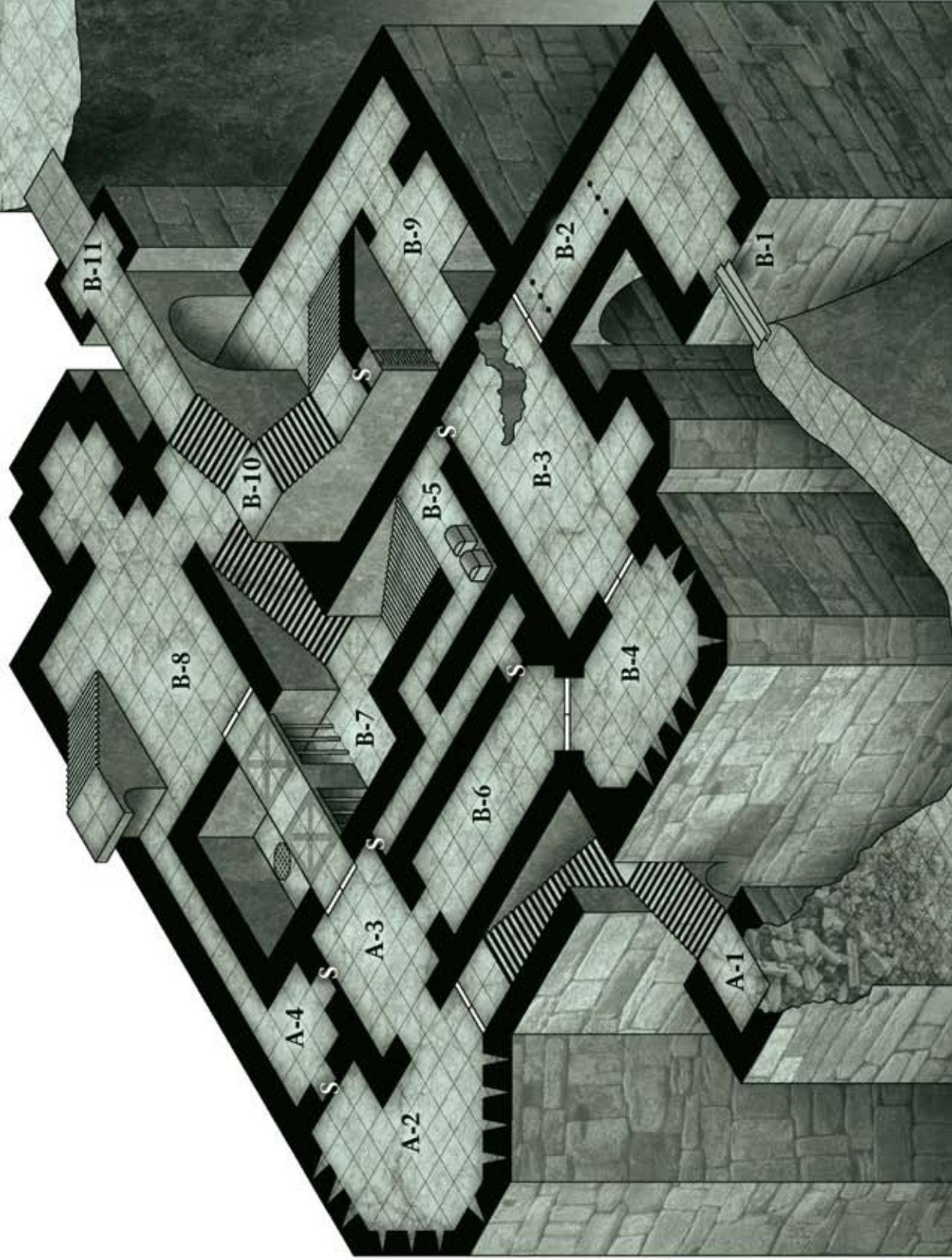
Begin marking the passage of time. The PCs have 15 minutes to explore the keep and prepare for the assault.



The Siege of Cascada Pass

one square = 10 feet

Player
Start



Shadows of Mirahan

The Ruined Keep of the Borderlands

Except where noted, the ruins are dusted with snow and cobwebs. The ruins are seldom visited, and apart from the refugees, the ruined keep has slept undisturbed for decades. The keep's roof is holed in a dozen spots; the floor is littered with shattered roof tiles, bits of broken plaster and stucco have collected in the corners of the chambers, and the entire complex seems home to deep shadows — hints of a glorious history, long since past.

The Running Battle: Unlike most adventures, the battle for the keep will be one running melee. Any respite the heroes receive will be respites they have earned. Their enemies number in the thousands — the best the heroes can hope for a series of quick victories, all the while knowing that they must cede the day to the Shadow Horde.

With any series of combats, there is the danger of the battle becoming a monotonous grind. It is vitally important that your descriptions of the zombies be visceral and evocative. Describe the stinking gasses issuing from their bloated bodies, and the black bile and crawling maggots spilling from the wounds. Describe the deafening shriek of the zombies' howls with every blow struck, and their eyes that glow like dying embers — pulsing brighter when they catch sight of their prey. The more you can bring these undead to "life" the greater the scene's drama and tension.

Milestones: For purposes of determining "encounters," each area that PCs defend counts towards a milestone. Fleeing through the chambers is not enough — the PCs have to make a stand and slay at least one non-minion foe.

Secret Doors & Evading the Shadow Horde: The keep offers heroes plenty of opportunity to skulk through the walls, assailing the Shadow Horde outriders before vanishing back into the network of secret corridors that riddle the ancient citadel.

While the outriders aren't particularly effective at discovering secret doors, their shadow wolves are terribly quick to scent out hidden PCs. Once a shadow wolf has found a PC's trail, the outriders simply hammer on the walls until the secret door gives way.

Anytime a shadow wolf passes by a secret door concealing the heroes, it howls with the fury of a damned soul, calling all nearby undead to its location.

Might of the Horde: Tactically minded heroes can, with a little luck, hold the key entrances to the keep (A-1 and B-1) against the ravaging hordes. If the heroes succeed in holding the gates, they win the horde's full attention — a dubious honor to be sure.

If the horde hasn't made significant headway into the A-1 or B-1 by round 5 of the battle, a troop of 10 archers moves within range and rains down arrows on the heroes.

If, by 10 rounds into the battle, the heroes still manage to hold the gates, the masters of the Shadow Horde send in the dragas. A mournful war horn wails above the crash and clamor of the battle and a flight of 3 dragas descends upon the ruins. The dragas crash into the heroes using their *flyby attack*, dragging the heroes into the ruins, breaking the line of the defenders.



Shadows of Mirahan

Area A-1 The Far Tower

Read or paraphrase the following:

The small tower has fallen into ruin — the entire southeast corner has fallen away, leaving a rough slope of granite blocks and scree, running to the mountain side below.

Climbing the slope is rough terrain, considerably slowing attackers. Descending the slope is far easier, though characters must succeed on a DC 20 Athletics check or stumble on the descent, sliding prone to the base of the slope and taking 1d8 damage in the fall.

The ruined tower was once well equipped for a siege. Among the ruins, three barrels of oil remain. Preserved despite the years, the barrels are sufficient to light the entire slope on fire for 8 rounds, inflicting 1d8 points of fire damage to anyone that enters or begins their turn on the slope.

In addition to the oil, there is a trio of longspears. Weakened from age, the longspears break on a critical hit.

The Shadow Horde is quick to swarm the slope. A mere ten minutes after the characters enter the keep, the zombies make their first assault on the slope. The zombies assault the slope in waves until they've taken the tower.

- **Round 1:** 5 foot soldiers, 3 archers, 1 heavy infantry
- **Round 3:** 3 foot soldiers, 2 archers, 1 heavy infantry
- **Round 5 and each round thereafter:** 3 foot soldiers, 1 archer, 1 heavy infantry

Area A-2 The Redoubt

Read or paraphrase the following:

Deep shadows and fallen rubble litter the corners of the large chamber. Narrow shafts of light stream in from arrow slits set in the far wall, illuminating motes of dust and snow. The whistling wind mixes with the inhuman shrieks of the approaching horde.

This chamber offers a commanding view of the vale below, though few care to enjoy it. Snow has drifted in through the arrow slits, dusting the floor and collecting in the corners. The high roof is largely intact, permitting little light to permeate the dark hall.

The iron-bound eastern doors, rising from area A-1, are weak with age and easily sundered (15 HP; AC 10; Fort 15; Break DC 20). They can be reinforced with debris from the chamber, adding 5 HP to the door and increasing the Break DC by 5.

A secret door is hidden in the north wall of the chamber. The hidden panel can be discovered with a DC 20 Perception check. The panel is stuck with age, requiring a DC 20 Strength check to force open. The secret door, though far from stout, can be barred from the north. Once barred, the secret door must be broken down (10 HP; AC 10; Fort 10; Break DC 15).

The Horde assaults the redoubt 2 rounds after area A-1 falls:

- **Round 1:** 3 foot soldiers, 2 heavy infantry
- **Round 2:** 3 foot soldiers, 2 heavy infantry
- **Round 5:** 4 foot soldiers, 1 shadow knight
- **Round 7 and each round thereafter:** 3 foot soldiers, 3 heavy infantry



Shadows of Mirahan

Area A-3 Hall of Lions

Read or paraphrase the following:

The short hall terminates before a pair of enormous, iron-bound doors. Weakened and rotted with age, the portal has clearly suffered at the hands of time. The once-strong iron bands are now eaten through with rust, and the wooden beams are warped and splintered.

Three stone lions loom above the portal, their heads frozen in a silent roar.

A close inspection of the lion-heads reveals that each is stained with oily grime. The lion-heads are part of trap that can be activated from hiding in area A-4, driving flaming oil through the maws. When the trap is triggered, the flaming oil attacks: +8 vs. Reflex; 1d8 +3 fire damage, and ongoing 5 fire damage (save ends). The trap targets the four squares directly in front of the doors.

The portal itself is unbarred, and can be pulled open with a DC 20 Strength check. The portal can be locked with a DC 20 Thievery check. Once locked, the door must be broken down (25 HP; AC 10; Fort 15; Break DC 20).

Secret doors are hidden in the walls of the hall. The secret doors can be found with a DC 20 Perception check. They cannot be bolted and are easily broken down (HP 10, AC 10, Fort 10, Break DC 10).

The Horde assaults the hall 1 round after area A-2 falls:

- **Round 1:** 3 foot soldiers, 2 archers, 1 shadow knight
- **Round 2:** 3 heavy infantry
- **Round 5:** 5 foot soldiers, 1 shadow knight
- **Round 7 and each round thereafter:** 3 heavy infantry

Area A-4 Trap Chamber

Read or paraphrase the following:

The small, gloomy chamber is thick with dust and shadow. Rubble, crusted with ice and snow, lines the floor and walls and crackles underfoot with every step. The air smells faintly of oil and soot.

The rubble conceals a trio of small ceramic jugs. Stopped with beeswax, each jug contains several quarts of oil.

A close search of the chamber (Perception, DC 20) uncovers a narrow peephole set in the secret door the east wall, permitting characters to spy on area A-3.

A quick inspection of the northeast corner of the room reveals a pair of bellows, set into the east wall. The bellow is capped with a funnel and a small, bronze cup. The funnel is designed to be filled with oil, and an ember placed in the cup. Pumping the bellows ignites the oil, forcing the oil through the wall and out the maws of the stone lions in area A-3.

A pair of secret doors (on the south and east walls, respectively) are not concealed from the inside. Each is secured with a simple latch. The secret door set in the south wall can be secured with an iron bolt; the bolt to the secret door set in the east wall rusted open decades ago and cannot be closed.

The Shadow Horde is slow to discover area A-4, only making it to the hidden chamber once area B-8 is overrun. Characters retreating (unseen) into the secret chamber are safe for the time being.



Shadows of Mirahan

Area B-1 The Old Drawbridge

Read or paraphrase the following:

The snowy path wends its way up the side of the ruined keep, ending at a precipitous cliff. A trio of worn wooden planks bridges the gap between the path and the gatehouse. A chill wind buffets you with stinging ice and snow, threatening to drive you over the precipice.

There is a 15-foot gap between the path and the gatehouse. Any creature struck in combat while passing over the planks must succeed on a DC 15 Acrobatics (or Dexterity) check, or plummet 50 feet into the rocky crevice below. The planks are easily kicked or knocked down; if a creature is on the planks, knocking the planks down requires a DC 17 Athletics (or Strength) check.

A mere ten minutes after the characters enter the keep, the zombies swarm the gatehouse, attacking in waves until it falls to the Shadow Horde. If the PCs kick away the planks, the Horde is forced to cross via grappling hooks and rope. Throwing a hook requires a zombie's standard action and has a 50% chance of hooking the gatehouse. Once hooked, it takes the zombie 1 round to scramble up the rope (granting combat advantage the entire round and round following).

Severing a rope is a simple matter (HP 5, AC 10, Fort 5, Break DC 20). Any zombie falling is assumed to die on the rocks far below. The entire time the infantry and foot soldiers struggle to take the gatehouse, the archers pelt the house with arrows.

- **Round 1:** 3 foot soldiers, 2 archers, 1 heavy infantry
- **Round 3:** 3 archers, 2 heavy infantry
- **Round 5 and each round thereafter:** 3 foot soldiers, 1 archer, 1 heavy infantry

Area B-2 Portcullis

Read or paraphrase the following:

A short, narrow corridor crosses from the tower to the citadel. Thin arrow slits permit a view of the icy gorge below. A cold wind whistles through the arrow slits, driving shards of stinging snow.

When the keep was still occupied, this hall was the defenders' second line of defense. Outside the west end of the hall is a large windlass that winds a heavy iron chain. The chain runs to the ceiling, where it raises and lowers a pair of heavy portcullises. Lowered, the portcullises cut off the hall.

The windlass used to hoist the portcullis is located along the east wall of area B-3. Alternately, the portcullises can be hoisted by hand with a DC 25 Strength check, bent open with a DC 27 Strength check, or battered down by inflicting 120 HP (AC 10, Fort 10). It takes two zombies 3 rounds to hoist the portcullises high enough for their allies to pass.

The Shadow Horde makes it to area B-2 one round after they take the gatehouse.

- **Round 1:** 4 heavy infantry, 3 archers
- **Round 2:** 5 foot soldiers
- **Round 5:** 5 foot soldiers, 3 heavy infantry
- **Round 7 and each round thereafter:** 3 foot soldiers, 1 archer, 3 heavy infantry



Shadows of Mirahan



Area B-3 Hall of Fallen Heroes

Read or paraphrase the following:

The roof to this chamber fell away ages past, covering the floor in rubble. A light coating of snow covers the floor and has drifted into the corners of the chamber, where long icicles hang from exposed rafters. The stone floor has given way in places, revealing a deep, jagged pit that bisects the north wall.

Several niches are carved into the stone of the western wall. Each holds a small statue depicting a warrior. Set into the east wall is a large iron windlass, frozen with rust, and attached to a thick chain that runs up through the north wall.

The niches in the west wall celebrate noted heroes that once defended the border keep. Now their names are lost to the ravages of time. Each of the statues depicts a specific warrior; however, the northernmost niche holds a curious statue of a lion-headed warrior. This niche conceals a secret door that can be found by a DC 20 Perception check. The secret door cannot be barred, but if the heroes find a creative way to lock the secret door (using stakes, or piles of rubble) the door must be broken down (25 HP; AC 10; Fort 15; Break DC 20).

The keep's old cistern sits almost directly below this chamber, and the stone floor has begun to give way, revealing a pit down into absolute darkness. The pit is 45 feet deep.

As the PCs might suspect, the windlass in the east wall is frozen with rust. Freeing the mechanism requires a DC 15 Thievery check or a DC 20 Strength check. Alternately, the windlass' chain can be severed by causing 25 HP damage (AC 5, Fort 10); the links can even be bent open, by sufficiently strong characters (Strength, DC 25). Breaking the chain drops the portcullis, sealing off the hall to the east.

The Shadow Horde swarms area B-3 one round after they pass the portcullis in area B-2. The zombies are slow to find the secret door, and if the PCs retreat unseen through the secret door, they win a few rounds of respite (until the zombies come through area B-6).

- **Round 1:** 5 foot soldiers, 3 archers, 1 shadow knight
- **Round 2:** 3 foot soldiers, 2 heavy infantry
- **Round 5:** 5 foot soldiers, 2 heavy infantry
- **Round 7 and each round thereafter:** 3 foot soldiers, 1 archer, 3 heavy infantry

Shadows of Mirahan

Area B-4 Fletcher's Tower

The doors to this chamber are stuck with age, and must be torn open (Strength, DC 15) or broken in (15 HP; AC 10; Fort 10; Break DC 20). If the doors are broken in, they cannot be used to seal the chamber.

Once the heroes gain entry, read or paraphrase the following:

The exterior walls of this chamber are punctuated with arrow slits, permitting a protected view of the ledge below. A trio of barrels stands in one corner, while ancient bows hang from the walls, waiting for a battle that will never come.

The barrels hold 75 arrows total. Ruined with age, the arrows no longer have fletching, and most are warped and splintered. The 10 bows are similarly ruined: any attempt to fire one of the bows in battle causes the weapon to break in two, inflicting 1d8 damage to the wielder.

Unless the heroes bar the doors, the Shadow Horde reaches area B-4 one round after they pass the portcullis in area B-2.

- **Round 1:** 5 foot soldiers, 3 heavy infantry archers, 1 shadow knight
- **Round 2:** 3 foot soldiers, 1 shadow titan
- **Round 7 and each round thereafter:** 3 foot soldiers, 1 archer, 3 heavy infantry

Area B-5 The Captain's Passage

Read or paraphrase the following:

The narrow, rubble-strewn corridor, with its high, crumbling walls, lends a sense of claustrophobia to the palpable gloom. The hall snakes its way through the hollow walls of the citadel, a secret rat's nest forgotten in the passage of time.

Once, ages past, this hall was used to great efficacy by the citadel's defenders, allowing men-at-arms to pass quickly through the citadel and launch surprise attacks at the invaders' flanks. Now the halls have fallen into ruin like the rest of the citadel.

The south, west, and east entrances to this hall are sealed by secret doors. While concealed from the *outside* of the hall, the stone panels are readily recognized from inside the corridor. The doors once sported bolts that could be used to lock the panels closed, but the pins and latches are pitted and rusted — worthless when it comes to securing the secret doors.

Treasure: A pair of ancient iron coffers sits against the east wall of the main passage. All are rusted with age and locked. Opening the coffers requires a DC 23 Thievery check, followed with a DC 20 Strength check to crack the rusted seals. (Creative would-be thieves can also pry open the lids with the tip of a narrow blade with a DC 10 Strength check; a natural 1 on this check results in the weapon snapping.)

The coffers hold the personal weapons of the captain-at-arms:

- **Coffer A:** This coffer holds 2 worn leather quivers wrapped in oilskin. Each quiver contains 20 black-fletched war arrows. The arrows are unusually large and heavy, and useless when fired from regular short or longbows.
- **Coffer B:** This cover holds a single, enormous recurve bow. A composite of rare woods, bone, and sinew, the bow can only be strung or drawn by a character with an 18 Strength or greater. The singular Black Bow inflicts 1d12 damage when used in conjunction with the arrows from coffer A. A trio of thick, braided bowstrings is tied to the bow.



Shadows of Mirahan

The passage is relatively safe from the Shadow Horde. So long as the heroes don't reveal themselves, the zombies only discover the secret passageway after taking area B-7. See area B-7 for more details.

Once the zombies discover the secret passage, they press into the corridor with a fury. However, if the PCs use the tight confines to their advantage, they can winnow down the opposing force, one zombie at a time.

- **Round 1:** 5 foot soldiers, 3 shadow hounds, 1 shadow knight
- **Round 2:** 3 foot soldiers, 1 shadow titan
- **Round 7 and each round thereafter:** 3 foot soldiers, 1 archer, 3 heavy infantry

Area B-6 Great Hall

Read or paraphrase the following:

This short corridor is perhaps 9 paces in length, with a pair of ancient doors at one end, and a simple arch at the other.

The southeast doors are stuck and must be torn open (Strength, DC 15) or broken in (15 HP; AC 10; Fort 10; Break DC 20). If the doors are broken in, they cannot be used to seal the chamber.

A secret door is hidden in the north wall of the chamber (Perception, DC 20). The secret door is wedged closed with age and must be torn open (Strength, DC 15) or broken in (15 HP; AC 10; Fort 10; Break DC 20).

Unfortunately for the heroes, B-6 falls directly between the two paths used by the invading forces, so that even if the heroes manage to hold off the zombies from A-3, they are still flanked by the zombies swarming from B-4. The encounter can very quickly go from simple to deadly, but the heroes receive plenty of warning: the howls of the zombies as they throng the outlying halls, the stench of undeath, and

the unmistakable crash and drone of armored troops in full harness.

The zombies enter from the west two rounds after A-3 falls, and from the east one round after the doors to B-4 are battered open.

- **West, Round 1:** 5 foot soldiers, 1 heavy infantry
- **West, Round 2:** 3 foot soldiers, 1 shadow titan
- **West, Round 7 and each round thereafter:** 3 foot soldiers, 1 archer, 3 heavy infantry



- **East, Round 1:** 5 foot soldiers, 1 heavy infantry
- **East, Round 2:** 3 foot soldiers, 1 shadow knight
- **East, Round 3:** 3 foot soldiers, 1 shadow titan
- **East, Round 7 and each round thereafter:** 3 foot soldiers, 3 heavy infantry

Area B-7 Slaughter Cells

This chamber has two levels: a deceptively simple "hall" and the trap chambers underneath. Read or paraphrase the following if the PCs enter the upper level:

A short, narrow hall runs between a pair of imposing double doors. Large stone lion heads stand watch over each portal, their jaws thrown open wide, as if to ward off those foolish enough to assault the citadel.

Both ends of the hall conceal pit traps (Perception, DC 20). The traps trigger when loaded with more than 50 pounds, dropping anyone on the trapped squares into the caged cells below. The mechanical trap doors immediately return to their original positions, but quick and agile heroes have a chance of escaping the trap. A DC 23 Acrobatics or Athletics check allows the



Shadows of Mirahan

hero to spring back onto the trap door, riding it back up. When the trap resets, it requires another 50 pounds or more to trigger the trap again (thus, a PC riding the trap door back up doesn't immediately trigger the trap again).

The pit traps empty into a barred cell below. The cell's gate is locked from the outside and frozen with rust; a DC 20 Thievery check or a DC 15 Strength check is sufficient to open the gate. Alternately, the cell's bars, pitted with rust, can be bent aside or torn from their anchors (Strength, DC 23), or hammered down (AC 10, HP 20, Fort 20).

Read or paraphrase the following if the PCs enter the lower level:

The stairs descend into a gloomy dungeon below. Peering through the darkness you make out a wall of iron bars, bisecting the chamber in two. The cage has a single simple door, secured with a rusty lock. Grim implements of torture, laden with dust and snow, hang from the walls, alongside manacles, shackles, and chains.

The chamber is key to the keep's defenses, allowing defenders to easily dispatch invaders dropped by the pit traps above. The west half of the chamber forms a large cage to hold invaders, while the east side allowed defenders to attack captive at their leisure and doubled as a torture chamber.

An ancient iron grate is set in the floor on the west half of the chamber. Designed to permit the defenders to flush the gore and entrails from the chamber, time has weakened the grate considerably. A DC 20 Strength check is sufficient to tear the grate from its moorings, allowing characters to move in the narrow drain tunnel that runs west beneath the keep. See **Fleeing the Shadow Horde** at the end of this chapter for additional details on escaping through the drain tunnel.

The Shadow Horde attempts to cross the pit traps in B-7 three rounds after they take area A-3. The horde presses into the chamber in a series of quick waves, dozens of foot soldiers plunging into the pit traps. After 4 rounds, the Shadow Horde discovers the secret door to area B-5, and redirects their assault. Two rounds later, the zombies burst from area B-5, charging down the steps into B-7.

- **Round 1:** 12 foot soldiers, 1 shadow wolf, 1 shadow knight
- **Round 2:** 13 foot soldiers, 2 archers
- **Round 3:** 1 archer, 1 shadow wolf, 1 heavy infantry
- **Round 5 and every 2 rounds thereafter:** 3 foot soldiers, 1 heavy infantry

Area B-8 Barracks

Read or paraphrase the following:

A large, ruined chamber stands before you. The roof collapsed decades ago, leaving a floor of broken tiles, rotting beams, and rubble. The snow is thick here, covering nearly the entire floor, and thick icicles hang on the walls and broken rafters.

A ruined staircase stands on the west wall, rising to a second floor that no longer exists. On the north side of the chamber, you can spy a small sub-chamber with a winch and chain windlass.

A chill wind blows through the open chamber. Dark clouds gather overhead, blotting out the sun and lacing the wind with stinging snow.

This chamber once housed the men-at-arms that watched over Cascada Pass. Now those dedicated soldiers are long since dead, with little to mark the seasons passed high atop the Cascada Mountains.







Shadows of Mirahan

At first glance, there is little here to merit the heroes' attention. Any of the soldiers' belongings have long since fallen to rust and ruin, and there is nothing worth looting. The sub-chamber on the north wall houses the large windlass that raises and lowers the drawbridge in area B-11. Raising the drawbridge and breaking the mechanism is a sure way to delay the Shadow Horde, allowing the refugees ample time to flee to safety, but traps the heroes within the keep. Unless the heroes have worked out an escape plan, their doom is assured.

Astute PCs will note that while the upper floors of the chamber are missing, the steps still rise to the lip of the crumbling wall. While the bulk of the Shadow Horde assaults the two main entrances to the keep, a squad of archers and foot soldiers led by a shadow knight surges over the wall, intent on flanking any defenders.

Five foot soldiers, 3 archers and a single shadow knight come over the wall 15 rounds into the siege. Meanwhile, the bulk of the force fights their way through the heart of the keep, arriving 1 round after the zombies take area B-7.

- **Round 1:** 2 foot soldiers, 1 shadow wolf, 1 shadow knight
- **Round 2:** 5 foot soldiers
- **Round 3:** 2 archers, 1 heavy infantry
- **Round 5 and every 2 rounds thereafter:** 3 foot soldiers, 1 heavy infantry

Area B-9 Well House

Read or paraphrase the following:

This small chamber is dominated by a large pit set against the far wall. The skeleton of an old wooden windlass sits against the east wall, arching out over the pit. A frayed rope and splintered beams are all that remain of the old winch-system. A pair of wooden buckets sits atop a large cask against the south wall, all worn and ruined with age.

The well in this chamber once provided water for the defenders. The well is 45 feet deep, and the waterline is 30 feet below the lip of the well. A layer of ice covers the water.

The winch is dangerous, instantly breaking if weighted with 30 pounds or more. However, if the PCs make an effort to explore the well, they find a simple tunnel dug 20 feet down, running west beneath the keep. The tunnel runs for 130 feet before opening out onto a cliff wall, offering heroes a possible escape from the citadel. See **Fleeing the Shadow Horde** below for more details on the heroes' flight from the keep.

An iron ladder is anchored against the west wall. The ladder rises to a narrow ledge ending at simple secret door opening to area B-10. The secret door is obvious from the east, and can be bolted closed (HP 10, AC 10, Fort 15, Break DC 17). While the ladder is sturdy enough to support climbers, it is easily broken from its anchors (HP 10, AC 10, Fort 10, Break DC 15), pitching any climbers into the cistern.

Unless the heroes are spotted fleeing into area B-9, the well house is a (relatively) safe haven from the Shadow Horde. Instead of exploring the side chamber, the shadow knights direct their forces up the great stairs in pursuit of the fleeing refugees. If the heroes keep their heads down and don't draw attention to themselves, they are safe from discovery for a short while.

Once area B-11 has been ceded to the Shadow Horde, begin to track time. Ten minutes later, a pair of shadow wolves led by 5 foot soldiers catches the heroes' scent. The unit investigates the well house in search of the heroes.

If the PCs manage to conceal themselves from the foot soldiers' sight (likely hiding both in the well and atop the nook above the iron ladder), the foot soldiers elect to ignore the mad howling of the shadow wolves, dragging them back to area B-11.



Shadows of Mirahan

However, if the PCs show themselves, are caught by the foot soldiers' Perception checks, or lose their nerve and attack, they have 3 rounds to defeat the 2 shadow wolves and 5 foot soldiers. If any of the zombies survive to the 4th round, the cry goes up, drawing the attention of the other Shadow Horde outriders, who arrive in waves.

- **Round 6:** 4 foot soldiers
- **Round 7:** 2 archers, 1 shadow wolf, 1 shadow knight
- **Round 9 and ever 2 rounds thereafter:** 3 heavy infantry

Area B-10 Grand Stair

Read or paraphrase the following:

An exposed arch connects the gatehouse to a large staircase that winds its way down three flights to the keep's floor 20 feet below. The stair offers a commanding view of the chambers below, though a single misstep on the snow-laden, icy steps would quickly send you to your death.

Halfway down the stair is a secret door, hidden in the east wall. The door can be found with a DC 20 Perception check and can be bolted from the west (HP 10, AC 10, Fort 15, Break DC 17).

Opening the secret panel reveals a narrow perch and an iron ladder descending to area B-9 below.

Area B-10 falls to the Shadow Horde 2 rounds after B-8. The surviving outriders charge up the stairs, slaughtering any that stand in their way.

- **Round 3:** 4 foot soldiers
- **Round 5:** 2 foot soldiers, 2 archers, 2 heavy infantry
- **Round 7:** 2 shadow titans
- **Round 9 and every round thereafter:** 3 foot soldiers, 1 heavy infantry

Area B-11 Gatehouse

Read or paraphrase the following:

A simple gatehouse watches over the saddle of the mountain pass. Deep drifts of snow stand within the open portal, and ice hangs from the ancient, weathered drawbridge. The tower is open to the darkening sky. A rusted pan, suspended by iron chains, hangs above.

The pan is for lighting signal fires; in case of invasion, the fire is lit to alert the settlements in the valley below. A stack of wood still sits in the fire pan, and can be lit with generous amounts of oil.

The wall anchors suspending the pan have weakened with age. The pan is held aloft by a total of 5 anchors. If two or more of those anchors are torn free (Strength, DC 23) or their chains are cut (HP 10, AC 10, Fort 15), the pan comes crashing down, inflicting 2d8 damage on anyone in the chamber.

The drawbridge, though encrusted with ice, is easily raised by operating the windlass in area B-8. Raising the drawbridge effectively seals the Shadow Horde into the keep until they can lower the drawbridge.

The Shadow Horde swarms the gatehouse 1 round after B-10 falls. Once the horde's outriders have captured the gatehouse and lowered the drawbridge, the Shadow Horde pours out onto the snowy mountainside. If the PCs have succeeded in delaying the swarm of demonic zombies, they have saved many of the lives of many refugees, earning 500 XP per character in addition to the experience earned defeating zombies.

- **Round 1:** 4 foot soldiers, 2 archers
- **Round 3:** 2 foot soldiers, 2 archers, 2 heavy infantry
- **Round 7:** 4 foot soldiers, 3 shadow wolves, 1 shadow knight
- **Round 9 and every round thereafter:** 3 foot soldiers, 1 heavy infantry







Shadows of Mirahan

Interlude: Fleeing the Shadow Horde

Giving the overwhelming numbers of demonic zombies, it is impossible for the heroes to defeat the Shadow Horde, and even escape is far from a sure thing. The obvious means of escape is out through the gatehouse in area B-11, but this leaves the drawbridge down, doing little to stymie the advance of the army.

Raising the drawbridge and disabling the mechanism in B-8 effectively traps the army for the short term, but leaves the heroes similarly trapped. The Shadow Horde controls the two principle entrances (area A-1 and B-1), forcing the heroes to discover alternate means of escape: Down the sewer grate in B-7, or through the cistern-tunnel in area B-9.

Both tunnels take the heroes west in a gentle incline, exiting onto a sheer cliff. Scaling the cliff is simple, though perilous, requiring a DC 15 Athletics check unless the hero is roped in and guided from above, reducing the DC to 10.



Shadows of Mirahan

Once the heroes reach safety, read or paraphrase the following:

By some miracle, you and your comrades have escaped the horde of slaving zombies. Looking down from high atop the ridge, you can spy the keep, and on the Edani side of the pass, the army filling the valley floor like a tide of fetid ichor.

The same tide funnels into the keep and out onto the plateau before rolling down the slope towards Oro. Your thoughts go to friends and family in the settlements below: without a warning, they will be slaughtered before the impending tide of death. Oro's only hope rests on your shoulders: You must reach Sacramont and warn King Strom.

A somber, grim gaze passes between you and your companions. The quickest way to Sacramont is through the Eternal Forest, haven to beasts and the ancient home of the woodland mystics known as Druids.

With the army occupying the pass below, the heroes best plan of action is to remain hidden atop the ridge and wait until nightfall before slipping down into the woods below. This is an opportunity for the heroes to take an extended rest, bind their wounds, regain healing surges and powers, and take stock of the challenges ahead. The Eternal Forest plays in their favor: a small group traveling through the dense woods moves much swifter than an army.

If the heroes elect to move down into the woods with cover of darkness, they escape the notice of the Shadow Horde (see chapter 2). However, if the heroes attempt to sneak across the ridge and into the woods during daylight, they enter a skill challenge:

Flight to the Woods (EL 7)

The zombie horde fills the pass below, outriders fanning out to scout the woods, while dark, demonic forms take the skies above. The rocky ridge offers some cover, coming to an end a mere 50 yards before the edge of the woods. From your hidden perch at the top of the ridge, you can spy the troop movements, as the army begins to advance into the darksome woods.

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Athletics, Nature, Perception, Stealth,

Athletics (DC 20): Failing all else, the heroes break from cover and sprint down the slope for the woods.

Nature (DC 15): This skill can only be used to gain one success, although a failure does not count against the PCs. The PCs camouflage themselves with mud and lichen and wrap their metal gear in dark cloth, making it easier to sneak among the rocks.

Perception (DC 15): The heroes watch the troop movements and anticipate their patterns, moving only when the Shadow Horde's attention is focused elsewhere.

Stealth (DC 19): The heroes use the ridge for cover as they slip down towards the forest.

Success: The heroes reach the forest edge without being spotted by the Shadow Horde.

Failure: The heroes are spotted by the outriders. A cry goes up from the Shadow Horde and war horns are sounded. A pair of dragas swoops down from the skies above, while a troop of 3 archers and 2 shadow wolves scramble up the slope towards the heroes.



Shadows of Mirahan

The archers and shadow wolves begin the encounter 160 feet from the heroes, but it takes the dragas a mere 2 rounds to reach the heroes. The remaining horde, assuming that the heroes are refugees (and easy pickings for the dragas), turn their focus to the valley below. If the heroes succeed in defeating their foes, they easily slip into the woods.

Dragas Level 8 Skirmisher

Large immortal beast (undead) XP 350

Initiative +9 **Senses** Perception +12; darkvision

HP 92; **Bloodied** 46

Regeneration 5 (if the dragas takes radiant damage, regeneration does not function until the end of its next turn)

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
+14 vs.AC; 2d6 + 5 damage.

↓ **Flyby Attack** (standard; recharges 5,6)
The dragas flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is pushed 1 square and knocked prone.

↓ **Slashing Pin** (standard; encounter)
+14 vs.AC; 3d6+5 plus damage and the target is grabbed (until escape). The target takes 10 damage each time the dragas sustains the grab.

Alignment Evil **Languages** —

Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 20 (+9) **Int** 5 (+1) **Cha** 17 (+7)

Horde Archer (3) Level 4 Artillery

Medium natural animate (undead) XP 175

Initiative +5 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.

HP 42; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

⊕ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

⊕ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common

Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 3 (-2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Shadow Wolf (2) Level 3 Skirmisher

Medium natural beast (undead) XP 150

Initiative +5 **Senses** Perception +8; darkvision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 7

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

⊕ **Bite** (standard; at-will)
+8 vs.AC; 1d10 + 4 damage

↓ **Pounce** (standard; at-will)
The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)



Shadows of Mirahan

Chapter 2: Into the Eternal Forest

The second chapter takes place in the dense, lightless woods of the Eternal Forest, with the heroes struggling to outrun and outfox the Shadow Horde and warn Sacramont of the impending invasion.

Whereas the first chapter focused largely on combat and a battle of attrition, the second chapter rewards stealth and cunning use of skills. The first part of the chapter is a running skill challenge as the heroes attempt to negotiate the Eternal Forest without drawing the attention of the Shadow Horde. In the second half of the chapter, the heroes attempt to elude a Shadow Horde blockade only to discover an ancient druidic secret that offers the glimmer of hope for the people of Ipsaria.

Path Finding in the Eternal Forest (EL 9)

Run this skill challenge as the heroes make their way through silent glades and lost paths of the Eternal Forest. This challenge should be run at least once, but can be repeated as long as it continues to be entertaining to the players.

You and your companions crouch low against the forest floor, the smell of rotting leaves thick in the air. In the distance, you can hear war drums keeping time with the tread of the endless horde, the pained whinny of undead mounts, and the unholy screech of the flying demons.

Slowly, you inch your way forward through the woods, knowing that a single misstep could lead to your deaths — or worse — the fall of Oro.

Complexity: 4 (requires 10 successes before 5 failures)

Primary Skills: Athletics, Nature, Perception, Stealth,

Athletics (DC 20): Failing all else, the heroes can attempt to outrun the Shadow Horde, testing their speed against that of the undead. This check can only result in one success — the zombies never tire, and while they can be outrun for a short while, they ultimately catch their fleeing prey.

Nature (DC 15): The zombies of the Shadow Horde are an affront against all living things, and strike fear in the natural beasts of the Eternal Forest. Alert woodsmen and foresters can note changes in birdcalls, the sounds of crickets, and the croak of frogs, and easily avoid the approach of the Shadow Horde.

Perception (DC 15): Astute heroes can hear the Shadow Horde coming from a mile away. As long as the heroes stay alert they can anticipate the approach of horde troops, seeking cover or slipping away.

Stealth (DC 19): The heroes conceal themselves among the thick trees and narrow ravines, successfully avoiding drawing the notice of the Shadow Horde.

Success: The heroes succeed in eluding the Shadow Horde scouts stalking the Eternal Forest. See **Ruins of the Old Ones**, below.

Failure: The heroes stumble across the Shadow Horde outriders. If the heroes have garnered at least 7 successes, they manage to spot the outriders an instant before the outriders notice them (giving the heroes surprise in the first round). If the heroes have fewer than 3 successes, they are surprised by the outriders. For 4 to 6 successes, roll for initiative normally.







Shadows of Mirahan

The troop of outriders is composed of a shadow knight, a shadow titan, 3 archers, 2 shadow wolves, and 4 foot soldiers. The foot soldiers close alongside the titan, bringing the battle to the heroes, while the shadow wolves skirmish with the PCs. The shadow knight and archers work to flank the party.

Rise Again (the first time the titan drops to 0 hit points)
Make a new initiative check for the shadow titan. On its next turn, the shadow titan rises (as a move action) with 44 hit points.

Alignment Evil **Languages** —
Str 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)
Con 18 (+8) **Int** 3 (–1) **Cha** 3 (+0)
Equipment chainmail, maul

Shadow Knight of Mirahan Level 6 Soldier

Medium natural animate (undead) XP 250

Initiative +7 **Senses** Perception +4; darkvision

Aura of Chilling Terror (Cold, Fear) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage.

HP 71; **Bloodied** 35; see also *death throes*

AC 22; **Fortitude** 20, **Reflex** 16, **Will** 15

Immune disease, poison; **Resist** 10 cold, 10 necrotic;
Vulnerable 5 fire, 5 radiant

Speed 7

⊕ **Battleaxe** (standard; at-will) ♦ **Cold, Weapon**
+13 vs.AC; 1d10 + 5 damage plus 5 cold damage, and the target is immobilized until the end of the shadow knight's next turn.

↓ **Death Throes** (when reduced to 0 hit points)
♦ **Cold, Weapon**

The zombie makes a furious attack at all in reach. Close burst 1; +13 vs.AC; 1d10 + 5 damage plus 5 cold damage.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 8 (+2) **Cha** 6 (+1)

Equipment leather armor, battleaxe

Horde Archer (3) Level 4 Artillery

Medium natural animate (undead) XP 175

Initiative +5 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.

HP 42; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

⊕ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

⤵ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common

Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 3 (–2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Shadow Titan Level 8 Brute

Large natural animate (undead) XP 350

Initiative +2 **Senses** Perception +3; darkvision

HP 108; **Bloodied** 54; see also *rise again*

AC 20; **Fortitude** 22, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

Speed 5

⊕ **Maul** (standard; at-will) ♦ **Weapon**
Reach 2; +11 vs.AC; 2d8 + 5 damage.

↓ **Brutal Smash** (standard; recharge 5,6) ♦ **Weapon**
Reach 2; requires maul; +11 vs.AC; 4d8 + 5 damage, and a Medium or smaller target is knocked prone.

Shadow Wolf (2) Level 3 Skirmisher

Medium natural beast (undead) XP 150

Initiative +5 **Senses** Perception +8; darkvision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 7

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

⊕ **Bite** (standard; at-will)
+8 vs.AC; 1d10 + 4 damage

↓ **Pounce** (standard; at-will)
The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (–1) **Cha** 6 (–1)



Shadows of Mirahan

Horde Foot Soldier (4) Level 3 Minion

Medium natural animate (undead) XP 38

Initiative –1 **Senses** Perception +0; darkvision

HP 1; a missed attack never damages a minion.

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison

Speed 5

Ⓢ **Spear** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 5 damage.

Alignment Evil **Languages** —

Str 14 (+3) **Dex** 6 (–1) **Wis** 8 (+0)

Con 10 (+1) **Int** 3 (–3) **Cha** 3 (–3)

Equipment leather armor, spear

Ruins of the Old Ones

The Eternal Forest is dotted with ruined druidic temples, the sole reminders of the esoteric order that once thrived amid the quiet glades and peaceful downs. Centuries past, agents of Mirahan slaughtered the order, and today only a few, disparate elders remain to pass along the ancient wisdom of the land.

Run this area after the heroes succeed on the previous skill challenge, or manage to defeat the outriders.

Read or paraphrase the following:

Gesturing from behind a fallen tree, your companions motion you through the web of vines. You creep forward, carefully placing each step and not making a sound. Sinking down behind the fallen tree, you peer over the rotting stump into a small hollow.

It takes all your will not to gasp in terror. Below, the Eternal Forest opens into a wide glade, defiled by a Shadow Horde encampment. Thousands of the rotting, dripping zombies are at work, cutting down the ancient trees and clearing the glade to make siege engines. The unholy shrieks of the zombies fill the air with the tortured crash of each falling trees. A dozen siege towers

are being raised, while fierce metal horns are hammered onto battering rams. Further down the vale, you can see titans hauling the first catapults, ballistae, and trebuchets down a cleared road, even as catapult shot is gathered onto enormous wagons and wicked, serrated heads fitted onto ballista bolts.

The encampment stretches as far as you can see in either direction, filling your heart with anguish. If you backtrack and go around the encampment it will cost you days, even if you aren't caught by the scouts and outriders. By that time, the horde and its engines of destruction will have swept into the Oro. Your quest to save the kingdom has failed.

A glimmer of hope sparks in your eyes. A narrow ravine cuts through the heart of the encampment. Whether due the horde's overconfidence or oversight, the rift stands unguarded.

The odds aren't in your favor. A small group, moving swiftly and silently, could pass through the rift to the far side of the camp. But one misstep will surely mean your doom. The choice is yours: Save Oro or save yourselves!

Despite the presence of several thousand zombies, it is a relatively simple task for the heroes to make their way from the edge of the forest to the mouth of the ravine (area R–1). The Shadow Horde is occupied downing mighty trees to transform them into engines of destruction. The actions of the PCs attract no notice.

Unbeknownst to the heroes, they have allies in the Eternal Forest. This particular grove was sacred to the ancient druids, and their magic still lives on. For a brief moment — little more than a blink of the eye — the blessing of the druids obscures the movement of the PCs, allowing the heroes to slip into the ravine unnoticed. See area R–1 below for details on the Maw.



Shadows of Mirahan

Area R-1 The Maw

Read or paraphrase the following:

A narrow cleft in the edge of vale, the rift is both deep and narrow, as if a jagged knife were drawn across the entire clearing. Strangely, the ravine is left unguarded, but there is little that could threaten the army of thousands.

Heroes pass unnoticed across the dozen or so yards between the forest's edge and the Maw. It is an 8-foot drop to the rocky base of the Maw. The floor and walls of the ravine are composed of slick black rock laced with silvery veins. The floor of the ravine runs at a steep angle, until the narrow cleft, a mere 10 feet in width, is over 40 feet in depth.

Area R-2 Mark of the Ancients

Read or paraphrase the following:

The rough, black stone that makes up the floor of the rift gives way to worked stone steps. Equally unnerving is the carved stone arch carved from the walls of the rift. Even from a safe distance, you can make out the intertwined snakes carved into the face of the arch, each devouring the other in turn. The air seems thin here, stinging your lungs with every breath.

This rift was once the home of the Oracle of Kallista, a druidic order of seers. A DC 15 Dungeoneering check or a DC 21 Perception check correctly identifies the "thin" air as gasses seeping from the broken ground, the source of the seers' visions.



Ruins

one square = 5 feet



D

R-6

M

R-4

R-3

R-2

R-1

Player Start

R-5



Shadows of Mirahan

What Heroes are Made of

The heroes aren't obligated to try to sneak through the camp. The cowardly or cautious in the party can make a good case for backtracking and going around. After all, the heroes certainly can't help defend Oro if they are dead.

However, one glaring fact remains: By taking the time to work their way around the encampment, the heroes delay their arrival in Sacramont by a day or more. This brief span of time is all that the Shadow Horde needs to raze Oro to ashes. Through their inaction, the heroes insure the deaths of thousands of innocents, including — in all likelihood — their own families and friends.

Still, as a DM, it is not your job to badger the PCs into the "right" course of action. Rather it is your role to adjudicate the results of their actions. If the PCs permit thousands to fall before the onslaught of the Shadow Horde, then the blood is on their hands.

Still, all is not lost. Though the PCs might lose any chance to save Oro, they still have a chance of defeating Mirahan. See **Through the Back Door** at the end of this chapter for an explanation of what befalls the heroes as they attempt to work their way around the Shadow Horde encampment.

If the heroes take the time to inspect the arch, a DC 15 History check correctly identifies the carvings on the arch as druidic in origins; a DC 23 check correctly identifies the carvings on the arch depicting offerings made atop an altar to appease the goddess Kallista.

Area R-3

Altar of Kallista

Read or paraphrase the following:

The base of the ravine widens here, transforming the walls into arched overhangs. The floor of the chamber is obscured in thick mists that rise to your waists. The center of the chamber is dominated by a large sacrificial altar, an island in the mists.

Your lungs burn with every breath and the shortness of breath leaves your ears ringing.

In ages past, this chamber was used to make sacrifices in honor of the druidic swamp goddess Kallista. Unaligned, the goddess thrived on sacrifices of blood and flesh.

The key features of this chamber are hidden by the mists obscuring the floor. The back half of the room is a steep slope, with only a narrow set of stairs to permit safe egress. Heroes stepping off the platform on either side of the room crash to the slope (1d10 falling damage) then tumble head over heels into the chamber below (area R-4). The edge of the lip can be detected by a DC 25 Perception check. Alternately, any PC actively feeling for the edge of the floor automatically discovers the edge of the floor.

At the base of the platform, the mists hide four enormous holes set into the flagstones making up the floor. The holes serve as lairs for four giant snakes known as the Get of Kallista.

Ages past, the snakes' ancestors were docile, feeding off of the offerings left by the priests, but druids haven't visited the chapel in a very long time. The snakes attack the heroes as they explore the room, attempting to drag the heroes down into their holes, where the snakes consume the prey at their leisure.



Shadows of Mirahan

The Altar: Heroes investigating the altar discover that it is a fairly simple affair: a stone block, carved from the same stones that make up the floor and walls of the rift. Brazen heroes leaving an offering on the altar (worth 10 gp or more) are rewarded for their foolhardy courage, when they are ignored by the serpent of Kallista (see area R-4).

Get of Kallista (4)

Medium natural beast (reptile)

Level 9 Lurker

XP 400

Initiative +13 **Senses** Perception +12; low-light vision

HP 74; **Bloodied** 37

AC 23; **Fortitude** 19, **Reflex** 22, **Will** 20

Speed 6

⊕ **Bite** (standard; at-will)

+13 vs.AC; 1d10 + 4 damage, and the target is grabbed (until escape). The get of Kallista cannot make bite attacks while grabbing a creature, but it can use *crushing fangs*.

↓ **Crushing Fangs** (standard; at-will)

If a get of Kallista begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +13 vs. Ref; 2d10 + 4 damage. *Miss:* Half damage.

↓ **Withdraw** (standard; encounter)

The get attempts to withdraw into its lair, dragging a Medium or smaller creature it is grabbing; +11 vs. Fortitude; on a hit, the target is restrained (no save) and takes 10 damage each round the get of Kallista sustains the grab. The trapped creature can make melee basic attacks only, and only with one-handed or natural weapons.

Alignment Unaligned **Languages** —

Str 18 (+8) **Dex** 20 (+9) **Wis** 16 (+7)

Con 14 (+6) **Int** 2 (+0) **Cha** 10 (+4)

snake-mother of the Get of Kallista, suffers none of the associated penalties. She is curled against the walls of the chamber (marked M on the map), her tongue testing the air, seeking the life-giving blood and flesh promised to her by Kallista.

If particular PCs left an offering on Kallista's altar above, the serpent ignores those heroes. While seemingly a boon, this could also be a curse, especially if the serpent focuses all its attentions on weaker members of the party. This blessing, bestowed by Kallista herself, is lifted the instant a blessed PC attacks her serpent. However, if all the heroes left offerings upon the altar, they can pass through the ravine without fear of reprisal.

Treasure: Once the mother-snake is slain, the corpse dissolves into scales and mist, leaving the body of a young woman in its wake, covered in a simple cloak of shimmering scales. The cloak of Kallista is a level 12 *cloak of resistance* with the following daily power (minor action): resist 10 to all damage until the start of the character's next turn.

Mother Snake

Huge immortal beast (reptile)

Level 10 Elite Soldier

XP 1,000

Initiative +9 **Senses** Perception +13; low-light vision

HP 216; **Bloodied** 108

Regeneration 5 (if the mother serpent takes cold damage, its regeneration doesn't function on its next turn)

AC 28; **Fortitude** 27, **Reflex** 21, **Will** 24

Saving Throws +2

Speed 6

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 2; +17 vs.AC; 2d8 + 6 damage, and the target is grabbed (until escape). The serpent cannot make bite attacks while grabbing a creature, but it can use *crushing fangs* or *swallow*.

↓ **Crushing Fangs** (standard; at-will)

If the other serpent begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +17 vs.AC; 3d8 + 6 damage. *Miss:* Half damage.

↓ **Swallow** (standard; at-will)

The mother serpent attempts to swallow a bloodied Medium or smaller creature it is grabbing; +15 vs.

Area R-4

The God in the Cave

Read or paraphrase the following:

Thick, swirling mists obscure all sight beyond a few short feet. The hot air is thick with moisture, making your head spin as you try to find your bearings. A rhythmic hissing drowns out the ringing in your ears, sounding like nothing so much as the breath of hundred reptiles.

The mists in this chamber grant total concealment. Kallista's serpent, the enormous



Shadows of Mirahan

Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the serpent's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the mother serpent dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the mother serpent.

Alignment Unaligned **Languages** —

Skills Stealth +12

Str 22 (+11) **Dex** 15 (+7) **Wis** 17 (+8)

Con 20 (+10) **Int** 5 (+2) **Cha** 8 (+4)

Area R-5

Chamber of the Seers

Read or paraphrase the following:

You fumble through the dense mists, feeling your way into the small cave. The stone is rough and unworked here, and slick with the condensation from the choking gasses. Struggling to breath, starbursts fill your vision and the mists swirl to take bizarre forms and shapes ...

This small chamber is where some druids would retire to seek prophetic visions. The gasses issuing from the rocks are poisonous, but also carry a fragment of the goddess' wisdom. Characters managing to withstand the lethal mists receive the goddess' blessing.

Track time spent in the chamber as if it were combat. A character must weather 3 rounds to receive an authentic vision, taking 5 poison

damage (no resistance) each round. Characters that remain 3 rounds or longer make a Religion check as they exit the chamber. Characters can elect to stay as long as they wish, and each round after the third grants the PC a cumulative +2 bonus to their Religion checks.

Religion Check Vision/Blessing 18 or less

The character sees a vision of an ancient druid, with a large raven perched on his shoulder. The druid reaches out to the PC and places his leathery hand to the PC's forehead. The PC receives +2 bonus to all defenses when facing Dazaka.

19-21

The character sees a vision of himself standing at the base of a withered tree, and then stepping through a watery portal at the base of the tree, emerging in a haunted, fetid swamp. The PC is bolstered by an extra 2 healing surges when facing Dazaka.

22-25

The character sees a vision of himself facing down a towering 3-headed demon. Though pressed in battle, the character strikes a fatal blow even as he is struck down by the demon. No longer afraid of his own death, the PC receives combat advantage at all times when facing Dazaka.

26+

The character sees a vision of himself standing atop the corpse of an enormous three-headed demon. An ancient evil is lifted, and all Iparisia's living beings join their voices in celebration. The PC knows that Dazaka must die. This absolute certainty grants the hero an additional action point when facing Dazaka. See **Appendix II** for optional rules for spending multiple Action Points in a single encounter.



Shadows of Mirahan



Treasure: This chamber contains ancient offerings left by petitioners. Though all centuries old, the chamber's mists have preserved the treasures against the ravages of time. Heroes taking the time to search the chamber (1 to 3 rounds per search; Perception, DC 19) discover one of the following items with each successful search: a legendary falchion forged by a bladesmith of ancient Edani that functions as a +2 *falchion of terror*; a +3 *symbol of life* etched with the rune of Kallista; and a suit of chainmail forged in distant Icevald that serves as +2 *chainmail*.

Area R-6

The Tree of Skulls

Read or paraphrase the following:

The floor of the rift begins to climb upward, reaching back towards the surface world. Ahead, atop a small ledge, stands an ancient tree, withered from lack of sunlight and the noxious mists that inhabit the rift. Skulls hang from the barren branches, blackened from years of exposure to this foul place.

Seated before the tree is a motionless form garbed in a dark, hooded robe, a dusty staff placed across its lap. A large, motley raven alights atop the tree's highest branch, cawing at your approach.

Shadows of Mirahan

The motionless form is Dreovid, one of the few survivors of the ancient order of the druids. He has been waiting for the heroes, perhaps since time immemorial. The old blind man was granted the gift of prophecy by Kallista herself, and knows that the heroes will play a crucial role in saving Ipsaria from the wrath of Mirahan. A closer inspection of the tree shows that all the skulls bear horns; the skulls belong to demons, slain by druidic champions over the centuries.

When the PCs close within 15 feet, read or paraphrase the following:

The form stirs, as if waking from a trance. Leaning heavily on his staff, he stands, and draws back his hood, revealing a weathered, sun-browned face. In the place of his eyes, though, are discolored, fleshy scars.

“Your coming was foretold,” he says, his voice soft with age. “It is too late to save Edani, but there is still a chance for the lands of Ipsaria, but you must go now.”

If the heroes protest, Dreovid uses his staff to stir a pool of noxious water at his feet. In moments the fetid pool is transformed into a vision of Sacramont aflame. Fires rage along the battlements of the once-great citadel, while the innumerable forces of Mirahan slaughter her defenders with abandon.

“There is little time for debate,” the blind man says, his voice growing insistent. “In ages past, my people fought war by bringing about an embodiment of death, a creature known as the Dark Rider. As all things must rise, fall, and rise again, so was the Death Dealer an integral part of life’s story.

“But the evil besetting Ipsaria has no place in this tale. It seeks not death, but the destruction of all, an end to the cycle, oblivion.

“The Death Dealer must rise again, and you must be the ones to set it free.”

With this, Dreovid taps his staff against the trunk of the withered tree. The barks melts away to reveal a shimmering black void: a portal known as a twilight place. The heroes are free to ask any questions they like, or even refuse to enter the portal, but Dreovid is clear that this is the one chance — perhaps the only chance — to save Ipsaria from the depredations of Mirahan.

If the PCs refuse to enter the portal: Dreovid grows increasingly impatient, finally demanding to know what they do love and care for. Regardless of the heroes’ response, it is already too late. The portal closes, Dreovid’s magic spent and the last hope for Ipsaria lost.

If the PCs step through the portal: The heroes vanish from sight. The raven flies after them, reappearing deep within the Angra Swamp. See **Chapter 3: Rise of the Death Dealer** for the conclusion of the adventure.

Dreovid, Elder Druid **Level 8 Controller**
Medium natural humanoid (blind) XP 350

Initiative +7 **Senses** Perception +9; blindsight 10

HP 82; **Bloodied** 41

AC 22; **Fortitude** 19, **Reflex** 21, **Will** 21

Immune disease, gaze, poison

Speed 6

⊕ **Staff** (standard; at-will) ♦ **Weapon**
+10 vs.AC; 1d8 + 1 damage, and the target is slowed until the end of Dreovid’s next turn.

➤ **Druid’s Curse** (standard; at-will)
Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized by grasping roots and grasses until the end of the druid’s next turn.

➤ **Directing Bolt** (standard; at-will) ♦ **Teleportation**
Ranged 10; +12 vs. Reflex; 1d8 + 2 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.

⚡ **Blinding Blast** (standard; recharge 5, 6) ♦ **Radiant**
Close blast 3; +9 vs. Will; 2d6 + 3 radiant damage, and the target is blinded until the end of Dreovid’s next turn.

Woodland Step (move; encounter) ♦ **Teleportation**
If within 5 feet of a tree, the druid shifts to the tree, then teleports 5 squares.

Alignment Good **Languages** Common

Skills Arcana +14, History +14, Nature +10



Shadows of Mirahan

Str 12 (+5) **Dex** 16 (+7) **Wis** 12 (+5)
Con 10 (+4) **Int** 20 (+9) **Cha** 16 (+7)
Equipment robes, staff

Elder Raven **Level 3 Lurker**
Small natural beast XP 150

Initiative +9 **Senses** Perception +8

HP 40; **Bloodied** 20

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 14

Speed 4, fly 8 (hover); see also *flyby attack*

⊕ **Bite** (standard; at-will)

+8 vs. AC; 1d8 + 4 damage.

‡ **Infected Talon** (standard; recharge 4, 5, 6) ◆ **Poison**

+8 vs. AC; 1d8 + 4 damage, and ongoing 5 poison damage (save ends).

‡ **Flyby Attack** (standard; at-will)

The raven flies up to 8 squares and makes a melee basic attack at any point during that movement. The raven doesn't provoke opportunity attacks when moving away from the target of the attack.

Unnoticed (standard; recharges when the raven is wounded) ◆ **Illusion**

As long as the raven doesn't move, it is ignored and functionally invisible until the end of its next turn.

Alignment Good **Languages** —

Skills Insight +8, Stealth +10

Str 13 (+2) **Dex** 18 (+5) **Wis** 15 (+3)

Con 16 (+4) **Int** 6 (–1) **Cha** 17 (+4)

Through the Back Door

For those heroes that elected to not try to make their way through the ravine, and instead backtrack in an attempt to circle around the encampment, there is a grim future in store. The delay allows the Shadow Horde to reach the settlements of Oro before the kingdom is able to mount a defense. Consequently, as the heroes work their way along the ridge behind the encampment, read or paraphrase the following:

It is slow going, retreating back the way you came and working your way around the back of the horde's encampment. Even the forest seems to work to impede you, roots and branches clawing at your every step, so when you finally spot a clearing, it is a welcome respite.

You freeze, realizing that the clearing is not entirely unoccupied. In the center of the glade is an ancient tree, withered and gnarled with age. Skulls hang from the barren branches, bleached chalky white.

Seated before the tree is a motionless form garbed in a dark hooded robe, a dusty staff placed across its lap. A large, motley raven alights atop the tree's highest branch, cawing at your approach.

From this point, run the encounter as R–6 above.



Shadows of Mirahan

Chapter 3: Rise of the Death Dealer

The third chapter of the adventure brings the adventure full circle: The heroes battle the dread demon Dazaka, releasing the Death Dealer into the world to fight back the shadows of Mirahan. No longer are the heroes pawns in the battle between good and evil, but champions of their cause. At every turn, the heroes can give up the battle — their courage and convictions alone must sustain them if they are to triumph against the architect of the Shadow Horde invasion.

The moment the heroes step through the portal, they become a threat to Mirahan. So long as

they remain within the Angra Swamp, Dazaka and his minions work tirelessly to destroy the heroes. The challenge before the heroes is to evade the demons sent to kill them long enough to find and destroy Dazaka.

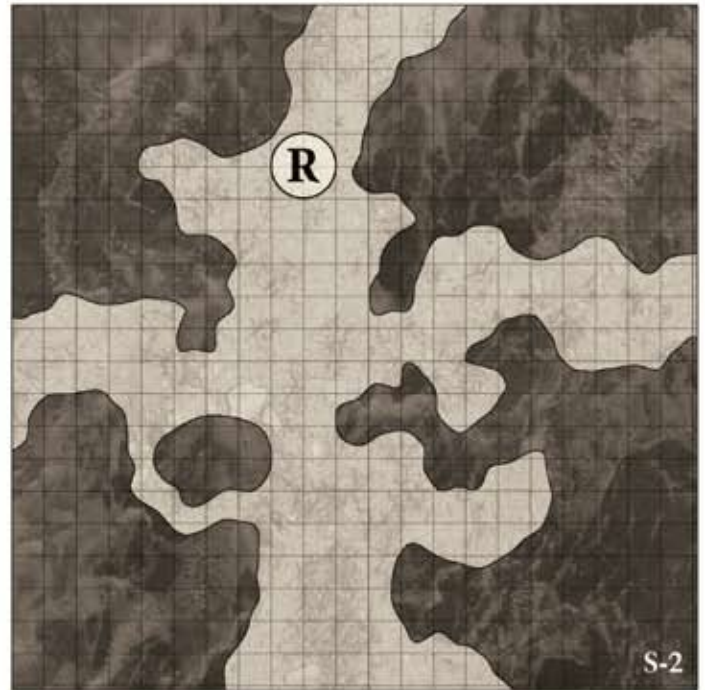
The Angra Swamp is composed of ancient, dying trees and fetid, murky bogs. The trees are gnarled and malformed, their bark peeling off in black scales. A foul sheen of oil floats atop the brackish swamp waters, staining anything it touches. The air is thick with the buzz of foul insects, punctuated by the occasional screech of dying animals.

Thick mists hang over the swamp, obscuring sight day and night. Objects more than 25 feet away receive the benefit of concealment, and objects further than 40 feet away receive total concealment. The bogs are roughly uniform (1d8+2 feet in depth). For the purposes of this chapter, there are no random encounters in the Angra Swamp.



Angra Swamp

one square = 10 feet



Shadows of Mirahan

Player Beginning

After the heroes pass through the portal in area R-6, read or paraphrase the following:

The sickening sensation of the eldritch portal is quickly replaced by the overwhelming reek of rotting flesh and the high-pitched whine of buzzing insects. In an instant, the eager gnats are on you, burrowing beneath armor and robes, covering your skin with tiny welts. Even the very swamp seems eager to devour you, sucking at your boots with every step.

The thick mists make it impossible to see further than a few dozen paces, forcing your companions to take quick stock of each other. A single misstep will send you spilling into the oily bogs, and there is little knowing what horrors lurk in the black, brackish waters.

An enormous raven alights on a barren tree limb, cawing at you twice, before winging deeper into the swamp.

Following the raven leads the heroes to Dazaka. However, the demon lord is instantly aware of the heroes' offensive presence and commands his minions to comb the swamp in search of the PCs. Thus, navigating the swamp is easy enough (if the heroes follow the raven) but the heroes can easily exhaust themselves on the demon's allies, leaving themselves too weak to defeat Dazaka.

If the heroes aim to meet the demon lord with their full might, they will have to choose their battles carefully (perhaps even retreating if the price of victory is too high). Eluding Dazaka's demons is an ongoing skill challenge; with each failed check, the heroes risk an encounter and their chances of discovering Dazaka's lair grows smaller.

The heroes reach Dazaka's lair once they make 6 successes (see encounter S-5).

Eluding the Shadow Horde (EL 10)

The raven calls to you from deep within the swamp, drawing you close to your goal. All around you the fetid mists swirl and coil like a serpent, while the surrounding bogs bubble and boil with noxious gases. Mustering all your skills and caution, you begin to pick your way through the dread swamp.

Complexity: 3 (requires 8 successes before 4 failures; Special: a single skill cannot account for more than 4 successes)

Primary Skills: Nature, Perception, Stealth.

Nature (DC 20): Paying keen attention to their surroundings, the heroes are able to anticipate the approach of Dazaka's minions.

Perception (DC 20): Using their senses, the cautious heroes catch sight of the demons before being spotted.

Stealth (DC 20): The heroes hide themselves from Dazaka's demons amid the rotting detritus.

Success: The heroes reach Dazaka's lair (area S-5).

Failure: The heroes risk an encounter with the agents of Dazaka. The specifics of each encounter are detailed below.

1 Failure: The heroes hear a soft chanting from deep in the woods. See encounter S-1.

2 Failures: The fearsome demon Rakta succeeds in discovering the heroes. See encounter S-2.

3 Failures: Demons cloud the skies, combing the forest in search of the heroes. See encounter S-3.

4 Failures: Dazaka and his minions have succeeded in pinpointing the heroes' location and launch an all out assault. See encounter S-4.



Shadows of Mirahan

Area S-1 The False Chanter

Read or paraphrase the following:

Your ears prick to the sound of a soft, desperate chanting from somewhere nearby. The lilting but feverish mantras repeat over and over.

The lilting chanting is a demoness attempting to lure the heroes into an ambush. A DC 15 Religion check correctly identifies the prayers as druidic in origin. However, a more informed listener (Religion, DC 23) notes that each mantra is *slightly* and intentionally wrong, preventing the petitioner from invoking any of the powers she so ardently beseeches.

If the heroes ignore the chanting in favor of following the guide raven, they succeed in avoiding the ambush. If the heroes investigate the chanting, read or paraphrase the following:

Peering through the thick mists you discover the marshy ground begins to climb towards a low ridge, leaving the fetid swamp behind. Ahead, obscured by thick trees and clinging vines you can make out the faint flickers of a dozen candles set in a wide circle before a cleft in the cliff wall.

As the heroes approach the ridge, they spot a young woman illuminated in the flickering candlelight, seemingly lost in prayer. She is



Shadows of Mirahan

arrayed in the robes of a druidess, with a simple sickle at her side. Before her is a small brazier, laden with incense, laid over the embers.

The druidess is actually a demoness in the guise of a human. She maintains the disguise to the very end, attempting to lure the heroes as close as possible before springing the ambush.

The Ambush: As the heroes come within the clearing, Shanti raises the dagger and plunges it down into the incense. A brilliant flash fills the swamp air, targeting all PCs within the range of a burst 5: +14 vs. Reflex; target is blinded (save ends).

The next round Dezoko, a towering ogre-demon, emerges from the cleft in the ridge to defend Shanti, while the dread croc and 6 skeletal minions emerge from the swamp, cutting off any chance of retreat.

Shanti uses her *beguile* power on the most threatening PC, using the dominated PC to defend her as Dezoko works down the slope, catching the heroes between the croc and skeletal warriors. Once she has managed to *beguile* a hero, she resorts to *dominate*, turning the PCs against one another.

Once the heroes manage to overcome Dezoko and the croc, Shanti sheds her guise and takes flight. If she manages to escape, she alerts Dazaka to the heroes' location, and the DC for eluding the Shadow Horde is increased by +2.

Shanti

Level 9 Controller

Medium immortal humanoid (demon, shapechanger) XP 400

Initiative +8 **Senses** Perception +8; darkvision

HP 90; **Bloodied** 45

AC 23; **Fortitude** 17, **Reflex** 21, **Will** 23

Resist 20 fire

Speed 6, fly 8

⊕ **Sickle** (standard; at-will) ♦ **Weapon**
+14 vs.AC; 1d6 + 4 damage.

‡ **Beguile** (standard; at-will) ♦ **Charm**
+14 vs.AC; on a hit, Shanti makes a secondary attack against the same target. *Secondary Attack*: +12 vs.Will; the target cannot attack Shanti, and if the target is adjacent to Shanti when the demoness is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until Shanti or one of her allies attacks the target or until the demoness dies.

If the target is still under the effect of this power at the end of the encounter, Shanti can sustain the effect indefinitely by touching the target once per day. Shanti can affect only one target at a time with *beguile*.

⤵ **Dominate** (standard; at-will) ♦ **Charm**
Ranged 5; +12 vs.Will; the target is dominated until the end of Shanti's next turn.

Change Shape (minor; at-will) ♦ **Polymorph**
Shanti can alter her physical form to take on the appearance of any Medium humanoid, including a unique individual.

Alignment Evil **Languages** Common

Skills Bluff +15, Diplomacy +15, Insight +13

Str 11 (+4) **Dex** 18 (+8) **Wis** 19 (+8)

Con 10 (+4) **Int** 15 (+6) **Cha** 22 (+10)



Shadows of Mirahan

Dezoko

Level 8 Brute

Large elemental beast (demon)

XP 350

Initiative +7 **Senses** Perception +12; darkvision

HP 108; **Bloodied** 54; see also *savage howl*

AC 19; **Fortitude** 20, **Reflex** 17, **Will** 17

Resist 10 fire

Speed 8, climb 8

⊕ **Slam** (standard; at-will)

Reach 2, +10 vs.AC; 1d8 + 6 damage, or 2d8 + 6 damage if the demon is bloodied.

‡ **Double Attack** (standard; at-will)

The demon makes two slam attacks.

Savage Howl (free, when first bloodied; encounter)

The demon and all allies within 5 squares gain a +2 bonus to attack rolls until the end of the demon's next turn.

Alignment Evil **Languages** Common

Skills Athletics +15

Str 22 (+10) **Dex** 16 (+7) **Wis** 16 (+7)

Con 18 (+8) **Int** 6 (+2) **Cha** 12 (+5)

Horde Warrior (6)

Level 8 Minion

Medium natural animate (undead)

XP 88

Initiative +5 **Senses** Perception +3; darkvision

HP 1: a missed attack never damages a minion.

AC 20 (22 with *horde tactics*); **Fortitude** 20, **Reflex** 18, **Will** 18

Immune disease, poison; **Resist** 10 cold, 10 necrotic;

Vulnerable 5 fire, 5 radiant

Speed 7

⊕ **Longsword** (standard; at-will) ♦ **Weapon**

+10 vs.AC; 6 damage.

Horde Resilience (immediate reaction, when the horde warrior suffers an effect that a save can end; encounter)

The horde warrior makes a saving throw against the triggering effect.

Horde Tactics

The horde warrior gains a +2 bonus to AC while at least one ally is adjacent to it.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)

Con 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)

Equipment scale armor, light shield, longsword

Shadow Croc

Level 10 Elite Soldier

Huge elemental magical beast (demon, reptile) XP 1,000

Initiative +9 **Senses** Perception +8; dark vision

HP 216; **Bloodied** 108

Resist 20 fire

AC 28; **Fortitude** 29, **Reflex** 21, **Will** 24

Saving Throws +2

Speed 6, swim 8

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 2; +17 vs.AC; 2d8 + 6 damage, and the target is grabbed (until escape). The shadow crocodile cannot make bite attacks while grabbing a creature, but it can use *clamping jaws*.

‡ **Clamping Jaws** (standard; at-will)

If a shadow crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +17 vs.AC; 3d8 + 6 damage. *Miss*: Half damage.

‡ **Swallow** (standard; at-will)

The shadow crocodile attempts to swallow a bloodied Medium or smaller creature it is grabbing; +15 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the crocodile's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the shadow crocodile dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the crocodile.

‡ **Tail Lash** (minor 1/round; at-will)

Reach 2; +17 vs.AC; 1d8+4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Skills Stealth +12

Str 22 (+11) **Dex** 15 (+7) **Wis** 17 (+8)

Con 20 (+10) **Int** 5 (+2) **Cha** 8 (+4)

Map Key

S: Shanti

D: Dezoko

C: Shadow croc

H: Horde warrior



Shadows of Mirahan

Area S-2 Rakta's Revenge

When the heroes encounter Rakta, read or paraphrase the following:

A terrible form emerges from the mists: a towering, black-skinned ogre, its hair pulled back into a topknot, and its face drawn into a cruel smile. "Rakta sees you. Mirahan sees you. Your doom is at hand!" Roaring with triumph, the demon charges.

An ancient enemy of the druids, Rakta lives only to serve the will of dreadful Mirahan. Standing over 15 feet in height, Rakta delights in the feel of bones snapping within its dreadful grip and the helpless cries of the dying.

Rakta's greatest power is the ability to cause duplicates to spring forth from his spilt blood. Where Rakta's blood falls, a duplicate crawls out of the muck and mire, fully formed, and as deadly as its master. Rakta is accustomed to fighting alongside himself, using his duplicates to flank his foes, and then destroying the duplicates in explosions of gore and bones when they are in danger of succumbing to their wounds.

The demon realizes the battle is lost when it falls beneath 150 hit points. Rakta sacrifices any surviving duplicates (if it can survive the 25 hit point cost) and flees into the swamp. If Rakta manages to escape, he alerts Dazaka to the heroes' location, and the heroes' DC for eluding the Shadow Horde is increased by +2 (cumulative with the penalty from S-1).

Rakta Level 10 Solo Skirmisher

Large immortal humanoid (demon) XP 2,500

Initiative +10 **Senses** Perception +6; darkvision

AC 25; **Fortitude** 25, **Reflex** 22, **Will** 21

Resist fire 20

HP 416; **Bloodied** 208

Saving Throws +5

Speed 8

Action Points 2

⊕ **Claw** (standard; at-will)

Reach 2; +15 vs.AC; 2d8 + 6 damage and the target is grabbed (until escape). Rakta cannot make claw attacks while grabbing a creature, but it can use *crushing grip*.

⊕ **Crushing Grip** (standard; at-will)

If Rakta begins its turn with a target grabbed in its fists, it makes an attack against the grabbed creature: +17 vs.AC; 3d8 + 6 damage. *Miss*: Half damage.

Summon Duplicate (immediate interrupt, when wounded; at-will) ♦ **Conjuration**

When wounded, drops of Rakta's blood manifest as an exact duplicate of itself in an unoccupied adjacent square. It can have no more than four duplicates at once, and duplicates cannot summon other duplicates. When a duplicate appears, it makes an initiative check and joins the battle on that initiative count. A duplicate has the same statistics as Rakta except for its hit points. When Rakta manifests a duplicate, the original loses one-quarter of its current hit points and the duplicate appears with that quantity of hit points. Rakta's maximum number of hit points remains the same. Duplicates last until Rakta reaches 0 hit points, or uses *call the children home*.

Sneak Attack

If Rakta or a duplicate flanks an enemy with another, the duplicate deals an extra 1d8 damage on melee attacks against that enemy.

✱ **Call the Children Home** (standard; at-will)

Area burst 1 centered on a duplicate; Rakta can cause one of its duplicates to explode in a burst of gore; +11 vs. Fortitude; 2d8 + 6 damage, and the target is dazed (save ends). *Miss*: No damage, but the target is dazed (save ends). *Hit or Miss*: Rakta takes 25 damage.

Alignment Evil **Languages** Common

Str 22 (+11) **Dex** 16 (+8) **Wis** 13 (+6)

Con 16 (+7) **Int** 14 (+7) **Cha** 15 (+7)



Shadows of Mirahan

Area S-3 Flight of the Dragas

Read or paraphrase the following:

The fetid swamp gives way here to a simple clearing. Thankful for the excuse not to fight on the marshy soil, you are halfway across the small clearing when a terrible keening fills the skies. There is the sound of wings shrieking through the treetops and then the demons are upon you!

Since the heroes' arrival, flights of dragas have darkened the sky above the Angra Swamp. If the heroes fail 3 skill checks, a flight of five dragas sights them, and dives to the attack. The dragas attack while the heroes are in the open, using their flyby attacks to great advantage. If the heroes make it back to the cover of the swamp, the dragas are forced to land and continue the battle afoot.

The dragas fight until only one remains standing. The sole survivor withdraws back to the clearing, where it attempt to take to the air. If the last dragas escapes, it alerts Dazaka to the heroes' location, and the DC for eluding the Shadow Horde is increased by +2 (cumulative with the previous penalties in encounter S-1 and S-2)

Dragas (5)

Large immortal beast (undead)

Level 8 Skirmisher

XP 350

Initiative +9 **Senses** Perception +12; darkvision

HP 92; **Bloodied** 46

Regeneration 5 (if the dragas takes radiant damage, regeneration does not function until the end of its next turn)

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune disease, poison; **Resist** 10 necrotic
Vulnerable 5 radiant

Speed 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)
+14 vs.AC; 2d6 + 5 damage.

‡ **Flyby Attack** (standard; recharges 5,6)
The dragas flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is pushed 1 square and knocked prone.

‡ **Slashing Pin** (standard; encounter)
+14 vs.AC; 3d6+5 plus damage and the target is grabbed (until escape). The target takes 10 damage each time the dragas sustains the grab.

Alignment Evil **Languages** —

Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 20 (+9) **Int** 5 (+1) **Cha** 17 (+7)



Shadows of Mirahan

Area S-4

Dazaka's Endgame

If the heroes have failed 4 skill checks and suffered through the preceding 3 encounters, their odds of survival have dwindled to nearly nothing. Scenting their impending doom, the demon lord presses the assault, leading a troop of his demonic, undead servants against the heroes.

Read or paraphrase the following:

Worn out, wounded and spent, you and your companions are nearly at the end. Even hope is exhausted. All that sustains you is the knowledge that you are all that stands between Mirahan and the utter destruction of Iparsia.

Your companions come to a halt. The swamp has grown eerily silent. Even the buzzing insects are gone, leaving only the occasional burble and groan from the fetid bogs. You can feel eyes upon you in the darkness and cannot help but wonder if the end is near.

The heroes have 5 rounds to pick their battlefield. On the 6th round, Dazaka and his minions enter from the positions indicated on the map. Dazaka's forces consist of no less than 5 horde warriors, 3 heavy infantry, 6 archers, and the demon lord himself. The archers hang back to pepper the heroes with arrows, while the foot soldiers, heavy infantry and Dazaka, use their overwhelming numbers to break the heroes' ranks and flank.

Fight or Flight: If heroes elect to flee, the demons give chase, though Dazaka ensures that his minions never get so far ahead of the rest of the body as to allow the PCs to pick them off one by one. Rather, realizing that he might lose his prey, Dazaka calls in even more reinforcements: a flight of 6 dragas that watch the party from above, alerting their master to the heroes' location.



Shadows of Mirahan

If, by some miracle, the heroes succeed in defeating Dazaka, go to **Rise of the Death Dealer**, found at the end of this chapter.

Dazaka

For the demon's stats, see area S-5e, below.

Horde Warrior (5) Level 8 Minion

Medium natural animate (undead) XP 88

Initiative +5 **Senses** Perception +3; darkvision

HP 1: a missed attack never damages a minion.

AC 20 (22 with *horde tactics*); **Fortitude** 20, **Reflex** 18, **Will** 18

Immune disease, poison; **Resist** 10 cold, 10 necrotic; **Vulnerable** 5 fire, 5 radiant

Speed 7

⊕ **Longsword** (standard; at-will) ♦ **Weapon**
+10 vs.AC; 6 damage.

Horde Resilience (immediate reaction, when the horde warrior suffers an effect that a save can end; encounter)
The horde warrior makes a saving throw against the triggering effect.

Horde Tactics

The horde warrior gains a +2 bonus to AC while at least one ally is adjacent to it.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)

Con 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)

Equipment scale armor, light shield, longsword

Horde Heavy Infantry (3) Level 2 Brute

Medium natural animate (undead) XP 125

Initiative +0 **Senses** Perception +1; darkvision

HP 43; **Bloodied** 21

AC 14; **Fortitude** 15, **Reflex** 12, **Will** 13

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 4

⊕ **Longsword** (standard; at-will) ♦ **Weapon**
+5 vs.AC; 1d8 + 4 damage.

‡ **Fearsome Blow** (standard; at-will)
+3 vs. Reflex; the target is knocked prone and grabbed (until escape), pinned to the ground beneath the zombie's shield. Checks made to escape the zombie take a -5 penalty.

Alignment Evil **Languages** Common

Str 17 (+4) **Dex** 8 (+0) **Wis** 10 (+1)

Con 13 (+2) **Int** 6 (-1) **Cha** 6 (-1)

Equipment scale armor, longsword

Horde Archer (6) Level 4 Artillery

Medium natural animate (undead) XP 175

Initiative +5 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.

HP 42; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

⊗ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

⤵ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common

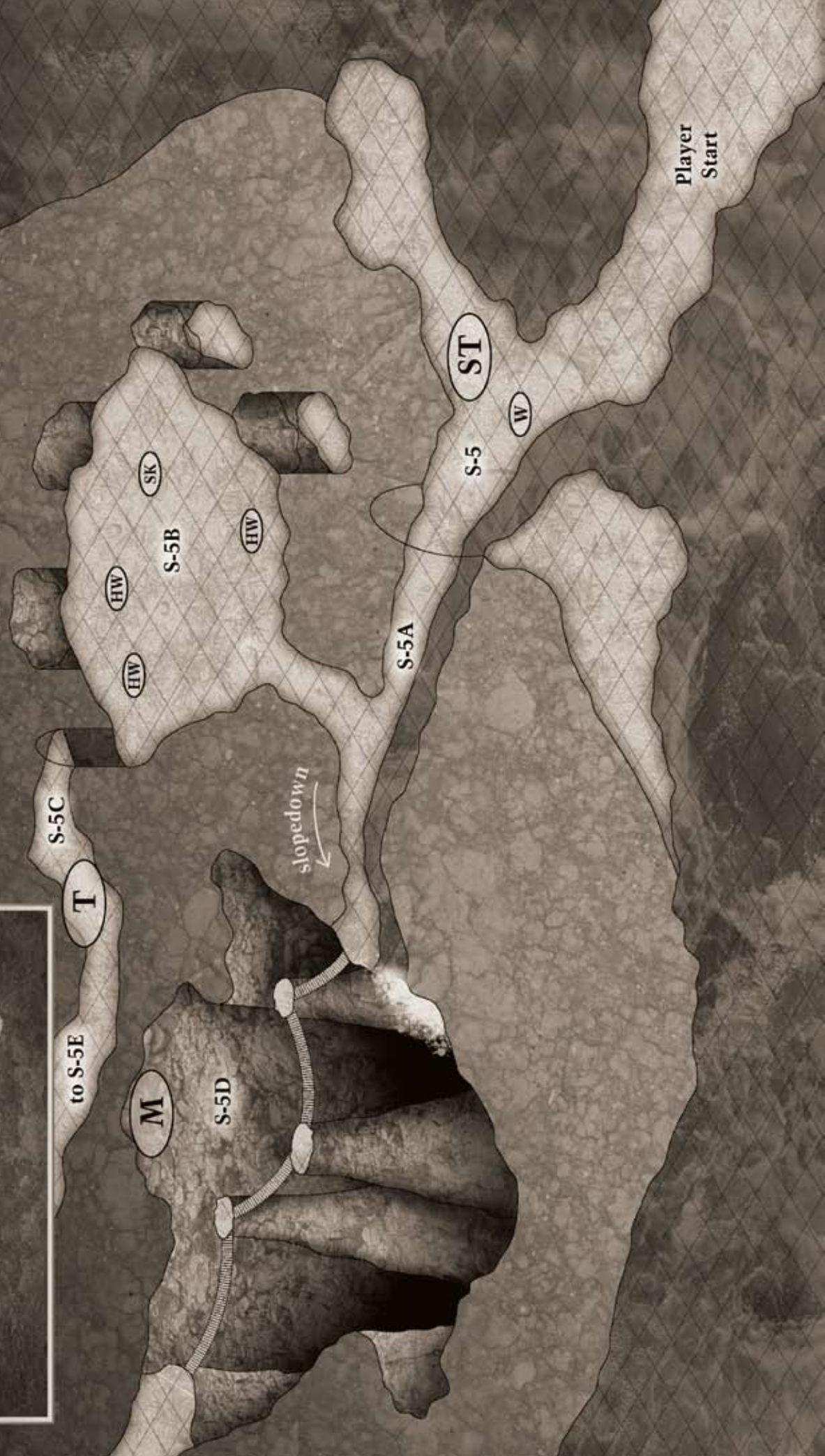
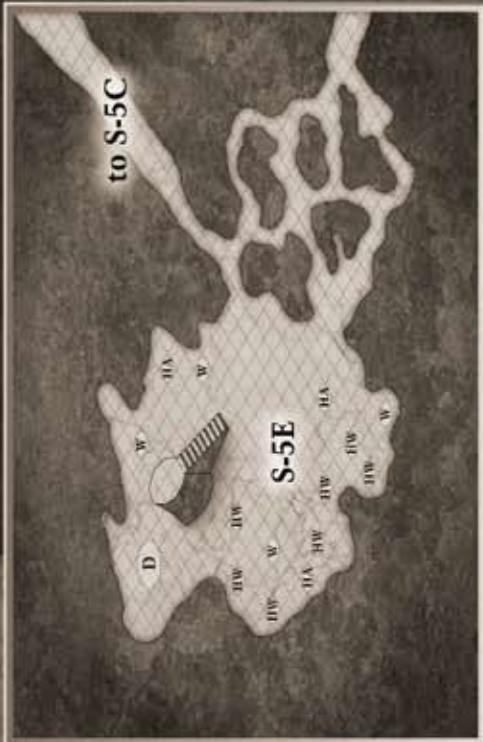
Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 3 (-2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Lair of Dazaka

one square = 5 feet





Shadows of Mirahan

Area S-5 Lair of the Demon Lord

If the heroes succeed in reaching Dazaka's lair, they are at a substantial advantage. The heroes have surprise on their side, allowing them to dictate the terms of the battle.

Read or paraphrase the following:

The mist-bound swamp gives way before a squat, rocky hill that lurks like a giant toad in the festering heart of the Angra swamp. A cave sits just above the water level, like a half-opened maw feeding off the rotting swamp. A noxious aura seems to hang over this place, infecting all that come near.

The raven that led you here alights atop a barren tree, beckoning with its beak, but ominously silent.

The demon lord and his minions are ignorant of the PCs' presence, leaving the cave maw relatively unguarded. A lone shadow titan lurks just outside the entrance, a leashed shadow wolf at its side.

Cautious heroes are well rewarded for their forethought. Though the titan is a fearsome combatant, the shadow wolf represents a far greater threat. If the wolf isn't dispatched quickly (in 3 rounds or less) it throws back its rotting head and howls a warning to those deeper inside the cave, bringing reinforcements (5 horde warriors) in 4 rounds.

The titan is far from intelligent, making it a simple task to lure the guard and the wolf from their post. Once away the cave, the shadow wolf's howl fails to warn the rest of the lair.

Shadow Titan Level 8 Brute

Large natural animate (undead)

XP 350

Initiative +2 **Senses** Perception +3; darkvision

HP 108; **Bloodied** 54; see also *rise again*

AC 20; **Fortitude** 22, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

Speed 5

⊕ **Maul** (standard; at-will) ♦ **Weapon**

Reach 2; +11 vs.AC; 2d8 + 5 damage.

‡ **Brutal Smash** (standard; recharge 5,6) ♦ **Weapon**

Reach 2; requires maul; +11 vs.AC; 4d8 + 5 damage, and a Medium or smaller target is knocked prone.

Rise Again (the first time the titan drops to 0 hit points)

Make a new initiative check for the shadow titan. On its next turn, the shadow titan rises (as a move action) with 44 hit points.

Alignment Evil **Languages** —

Str 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)

Con 18 (+8) **Int** 3 (-1) **Cha** 3 (+0)

Equipment chainmail, maul

Shadow Wolf Level 3 Skirmisher

Medium natural beast (undead)

XP 150

Initiative +5 **Senses** Perception +8; darkvision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 7

Immune disease, poison; **Resist** 10 necrotic

Vulnerable 5 radiant

⊕ **Bite** (standard; at-will)

+8 vs.AC; 1d10 + 4 damage

‡ **Pounce** (standard; at-will)

The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)



Shadows of Mirahan

Area S-5a Fetid Channel

Read or paraphrase the following:

A slick ledge runs along side the murky channel running deeper into the cave. Mold drips from the walls and ceiling, leaving filthy black stains on anything it touches. The corridor is inky black and smells of rotting flesh. From deep within in the cave, you can hear the sound of labored breathing — as if something were dying... or being birthed.

The channel corridor is inky black, and if the heroes hope to see, they need to provide their own light source. There is little to threaten the heroes in the corridor. The channel is 10 feet deep and filled with brackish swamp water.

Area S-5b Pits of Rot and Despair

Read or paraphrase the following:

A narrow side passage deviates from the main corridor, climbing away from the foul channel. The air is thick with moisture here, and the smell of rot is nearly overpowering. After a few dozen paces, the corridor opens in a number of larger chambers alight with a sickly green glow. The pulsing glow seems to emanate from a series of pits...

These pits are where the demon lord created his first skeletal minions — the dread demon zombies that would spread their undead infection to corpses across Iparisia. The pits are filled with thousands of seething grubs atop rolling beds of bones. The worms give off a faint green luminescence, but taken together, the pulsing green light is sufficient to light the entire cavern.

So long as the heroes avoid falling into any of the pits, there is little the larva swarms can do to threaten the party. However, woe to PC that should tumble into the pits: the larva swarm up around the hero, drawing him under the tide

of devouring worms. Any creature that perishes in the pit emerges 5 rounds later, an undead, skeletal foot soldier, utterly subservient to Mirahan. Those that manage to escape the grasp of the swarm must still climb from the pit (Athletics, DC 15).

A lone shadow knight and 3 horde warriors watch over the chambers, feeding new corpses into the pits and removing the freshly wrought undead servitors. They make regular, ceaseless rounds. When the heroes enter the chambers roll 1d4; on a 1, the shadow knight and warriors are tending the chamber when the PCs enter. A roll of 2, 3, or 4 indicates how many minutes until the guardians enter the chamber.

The shadow knight is not a sophisticated commander. Its tactics consist of engaging the heroes and bull rushing them into a pit. The horde warriors support as best they can, circling around to flank the heroes to pin them between the larva pits and the attacking shadow knight.

Shadow Knight of Mirahan Level 6 Soldier

Medium natural animate (undead) XP 250

Initiative +7 **Senses** Perception +4; darkvision

Aura of Chilling Terror (Cold, Fear) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage.

HP 71; **Bloodied** 35; see also *death throes*

AC 22; **Fortitude** 20, **Reflex** 16, **Will** 15

Immune disease, poison; **Resist** 10 cold, 10 necrotic;
Vulnerable 5 fire, 5 radiant

Speed 7

⊕ **Battleaxe** (standard; at-will) ♦ **Cold, Weapon**
+13 vs.AC; 1d10 + 5 damage plus 5 cold damage, and the target is immobilized until the end of the shadow knight's next turn.

‡ **Death Throes** (when reduced to 0 hit points) ♦ **Cold, Weapon**

The zombie makes a furious attack at all in reach. Close burst 1; +13 vs.AC; 1d10 + 5 damage plus 5 cold damage.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 8 (+2) **Cha** 6 (+1)

Equipment leather armor, battleaxe



Shadows of Mirahan

Horde Warrior (3)

Level 8 Minion

Medium natural animate (undead)

XP 88

Initiative +5 **Senses** Perception +3; darkvision

HP 1: a missed attack never damages a minion.

AC 20 (22 with *horde tactics*); **Fortitude** 20, **Reflex** 18, **Will** 18

Immune disease, poison; **Resist** 10 cold, 10 necrotic; **Vulnerable** 5 fire, 5 radiant

Speed 7

⊕ **Longsword** (standard; at-will) ♦ **Weapon**
+10 vs.AC; 6 damage.

Horde Resilience (immediate reaction, when the horde warrior suffers an effect that a save can end; encounter)
The horde warrior makes a saving throw against the triggering effect.

Horde Tactics

The horde warrior gains a +2 bonus to AC while at least one ally is adjacent to it.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)

Con 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)

Equipment scale armor, light shield, longsword

Demon Larva Swarm

Level 8 Soldier

Medium immortal beast (demon)

XP 350

Initiative +9 **Senses** Perception +7; darkvision

Swarm Attack aura 1; the larva swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 88; **Bloodied** 44

AC 22; **Fortitude** 21, **Reflex** 21, **Will** 19

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Speed 8, climb 8

⊕ **Devour the Flesh** (standard; at-will) ♦ **Necrotic**
+12 vs. Reflex; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends), plus the target is grabbed (until escape).

‡ **Consume the Living** (standard; at-will) ♦ **Necrotic**
If the larva swarm begins its turn with a grabbed target, it makes an attack against the grabbed creature: +12 vs. Ref; 2d8 + 5 necrotic damage. *Miss*: Half damage. If a natural humanoid is slain by this attack it rises as a horde warrior at the beginning of the larva swarm's next turn.

Alignment Unaligned **Languages** —

Str 20 (+9) **Dex** 16 (+7) **Wis** 16 (+7)

Con 16 (+7) **Int** 1 (-1) **Cha** 11 (+4)

Area S-5c

The High Ledge

This narrow ledge is easily lost in the gloom of the darksome caves. A DC 20 Perception check is necessary to discover the catwalk. The stone is slick with black mold and slime, making climbing difficult (DC 20 Athletics check to reach the ledge). It is 30 feet from the floor of the cave to the ledge.

A giant cave toad lurks out of sight atop the ledge. It waits until the first hero begins to mantle the ledge, then attacks the hero, stunning him before swallowing the target whole. Satisfied with its meal, the toad hops away, in search of a quiet cave where it can digest its prey.

The ledge wends its way through the wall, becoming a corridor that eventually leads to area S-5e.

Giant Cave Toad

Level 7 Brute

Large natural beast

XP 300

Initiative +6 **Senses** Perception +9; darkvision

HP 98; **Bloodied** 49

AC 19; **Fortitude** 20, **Reflex** 18, **Will** 15

Speed 6, swim 6; see also *leap*

⊕ **Bite** (standard; at-will)
+10 vs.AC; 2d6+5 damage, and the target is grabbed (save ends).

‡ **Swallow Whole** (standard; at will)

The cave frog attempts to swallow a stunned Medium or smaller creature it is grabbing; +8 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the giant cave toad's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the giant cave toad dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the giant cave toad. If the giant cave toad fails to swallow a target, the target is still grabbed, and the giant cave toad can attempt to swallow it on its next turn. However, if the target is no longer stunned, it cannot be swallowed, although it is still grabbed.

↔ **Stunning Croak** (standard; recharge 5, 6) ♦ **Thunder**
Close burst 3; +6 vs. Fortitude; 1d8+4 thunder damage, and the target is stunned (save ends).

Leap (move; at-will)

The giant frog shifts 6 squares.



Shadows of Mirahan

Alignment Unaligned **Languages** —

Skills Athletics +13 (+18 jumping)

Str 21 (+8) **Dex** 17 (+6) **Wis** 13 (+4)

Con 18 (+7) **Int** 2 (–1) **Cha** 8 (+2)

Area S–5d

The Battle on the Bridge

Read or paraphrase the following:

The narrow corridor descends at a steep angle before opening before an immense chasm. Foul mists rise from below, collect on the cavern's ceiling, and slowly drip down on the hanging stalactites. The cavern's floor — if there is one — is lost in the swirling mists thousands of feet below.

A flimsy rope bridge, woven from swamp vines and hung from the stalactites, crosses the chasm.

This chamber is home to a mother dragas: the fearsomely large winged demon that spawned the flights of dragas that now hunt the skies over Iparsia. The mother lurks above, clinging to a stalactite (Perception, DC 22 to notice).

The mother waits for the PCs to begin to cross the bridge, and then swoops down from above, alighting atop the bridge and slashing the support ropes, causing the first section of the bridge to fall vertical. Then the dragas takes to wing again, circling around to repeat the action, trapping the heroes on the suspension bridge.

The mother is an impulsive creature, quickly forgetting her plan once wounded. If the heroes succeed in inflicting 20 or more hit points on the dragas, she roars in agony and forgoes trapping the heroes in favor of outright attacks.

Trapped Atop the Bridge: This battle is an especially deadly one. Unless the heroes can react with quick thinking and decisive action, they quickly find themselves plunging into the abyss below.

The bridge is divided into 4 sections, each roughly 15 feet in length. If a PC is on a section when it is destroyed by the mother dragas, the hero must make an immediate DC 15 Athletics check to catch hold of the swinging bridge; if the PC fails this check, he must make an immediate saving throw or plummet into the mists below. If there are other PCs further down the bridge, they can attempt to catch their ally as he pitches past with a DC 15 Athletics check.

If the dragas succeeds in destroying both sections of the bridge, the heroes are effectively trapped at the dragas' mercy. The mother flies about the surviving sections, picking off the heroes and slashing at the supports at her leisure.

The distance from the surviving sections and the edge of the chasm is 15 feet — not an impossible leap given a running start (Athletics, DC 16), but the consequences of a failed save are disastrous. To complicate matters, the dragas swoops at anyone making the leap; on a successful attack, she snatches up the PC, rending the unfortunate soul to ribbons with her fearsome talons.

On a failed Athletics check to leap chasm, the PC misses the edge, crashing against the cave wall below for 1d10 points of damage; the hero must succeed on a DC 20 Athletics check to seize hold of the chasm wall. Failing this check, the hero must make an immediate saving throw or tumble into the mists below. Climbing the slick rock walls to the mouth of the cave requires a DC 15 Athletics check.

It is 800 feet to the rocky base of the chasm. Heroes falling into the mists perish, their bodies forever lost to Iparsia's unknown underworld.



Shadows of Mirahan

Mother Dragas Level 8 Elite Skirmisher

Large immortal beast (undead)

XP 700

Initiative +9 **Senses** Perception +12; darkvision

HP 184; **Bloodied** 92

Regeneration 5 (if the dragas takes radiant damage, regeneration does not function until the end of its next turn)

AC 24; **Fortitude** 23, **Reflex** 21, **Will** 19

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 6, fly 8; see also *flyby attack*

Action Points 1

⊕ **Claw** (standard; at-will)
+14 vs.AC; 2d6 + 5 damage.

⊕ **Tail Slap** (minor 1/round; at-will)
+14 vs.AC; 1d6 + 5 damage, and the target is knocked prone.

⊕ **Flyby Attack** (standard; recharges 5,6)
The dragas flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is pushed 1 square and knocked prone.

⊕ **Slashing Pin** (standard; encounter)
+14 vs.AC; 3d6+5 plus damage and the target is grabbed (until escape). The target takes 10 damage each time the dragas sustains the grab.

Alignment Evil **Languages** —

Str 20 (+9) **Dex** 17 (+7) **Wis** 17 (+7)

Con 20 (+9) **Int** 5 (+1) **Cha** 17 (+7)

Area S-5e

Shadows of Mirahan

Read or paraphrase the following:

The seemingly endless maze of cave passages and corridors finally gives way to a cavern of epic proportions. The cavern is dotted with hanging stalactites and stone stalagmite pillars that obscure your vision. Fetid pools of murky water litter the floor, and the pervasive black mold that haunts these caverns drips from the ceiling and oozes down the walls. The air is laden with the smell of putrid, worm-eaten flesh, without the slightest breeze to offer reprieve.

Peering through the darkness, you spy a small dais rising to a short pillar that pulses and glows like the light of a dying ember. A strange glass orb, supported by chains anchored from nearby stalactites, hangs above the pillar.

All is strangely silent, as if the cavern itself waits on its destiny. Surely this wicked place must hold the demon lord you seek.

All is still as the heroes enter the chamber. This chamber is the lair of Dazaka, the demon lord responsible for releasing Mirahan into



Shadows of Mirahan

the world. The demon lord and his allies lurk, hidden, in the far reaches of the cavern. Unless the heroes have brought superior light sources, the distance is too great to permit them to spot the villains until it is too late. Dazaka waits for the pillar to lure the heroes to the center of the cavern before launching his attack.

When the heroes come within 25 feet of the pillar, read or paraphrase the following:

As you press deeper into the darksome gloom, an overwhelming sense of wickedness washes over you. Fearful moans and soft, plaintive cries sound all around you, emanating from pits bored into the cavern floor.

Peering at the pedestal you can see that strange items are clustered around its base. Atop the pedestal is a horned helm, the source of the strange, pulsing light. Resting against the pedestal are a great axe, falcon-pommeled scimitar, and a shield, but all seem to be dissolving even as you watch, their edges reduced to squirming worms.

Above the pedestal is the large glass orb, suspended by chains and filled with blood. A simple talisman tied to a leather strip sits at the very base of the orb, so that carefully measured drips of blood crawl down the talisman, then fall from the orb splattering onto the helm, axe, sword, and shield. Striking the arms, the drops break into tiny, squirming worms that tumble from the pedestal and die.

The Pillar and the Death Dealer: Dazaka and his demonic allies set up this chamber to keep the spirit of the Death Dealer at bay. The glass funnel is regularly filled with the blood of slain prisoners, and used to carefully feed the dark rider's hunger for blood. So long as the talisman is fed with blood, the dark rider is unable to manifest, transfixed between Ipsaria and the netherworld.

The items resting on the pedestal are sustained by the stream of dripping blood. If the helm, axe, sword, or shield are removed from beneath the stream of blood, they dissolve into piles of squirming worms.

Scholarly PCs that take the time to inspect the talisman (Religion, DC 20) readily recognize it as druidic in origin. The talisman is trapped inside the orb, but destroying the glass orb is relatively easy task: AC 10; HP 10; Fort 15; Break DC 20. Once the orb is destroyed, see **Freeing the Talisman** below.

Each pit holds 8 prisoners, poor souls captured by Dazaka for use in the binding ritual. The pits are 20 feet in depth.

Dazaka's Ambush: Dazaka is trapped: he needs to wait for the heroes to enter the chamber before launching his ambush, but risks allowing the heroes to free the druidic talisman and undo the magic that sustains them. Thus, he does his best to distract the heroes with combat, denying them the chance to interfere with the binding ritual.

When the heroes reach the pillar, Dazaka gives a roar that shakes the very cavern floor and orders his minions to attack. The battle is apt to be a short and bloody one, unless the heroes have reserved their powers and are quick in the face of overwhelming odds.

The first wave consists of 4 shadow wolves and 3 horde archers. The shadow wolves charge the PCs, while the archers move to position and rain arrows down on the heroes. The second round, 7 horde warriors moving to assist the shadow wolves. Finally, on the third round, fell Dazaka joins the conflict.

The villains press the heroes from all sides, using their greater numbers to grind the PCs before them.



Shadows of Mirahan



Freeing the Talisman: If the heroes destroy the orb, read or paraphrase the following:

The glass orb fractures into a thousand shards, spilling a crimson torrent down onto the pedestal and washing out over the dais. Inhuman shrieks fill the air, and before your eyes, your skeletal foes crumble into rotting piles of blood meal, worms, and soil!

Before your eyes, the artifacts consume the torrent of blood, driven by some unholy thirst. Then, as the last drop of blood vanishes from sight, the weapons and armor disappear, collapsing into writhing piles of worms. A deep-throated, brutal laughter fills the air as Mirahan's plot is foiled and the hour of the Death Dealer draws nigh!

The demon gives a howl of fury and frustration and charges towards you!

By freeing the talisman, the heroes have permitted the Death Dealer to enter the world. With this simple task accomplished, it no longer matters if they succeed in besting Dazaka; the heroes have already turned the tide against Mirahan.

Knowing that the war is lost, Dazaka hurls himself in the battle, hoping only to destroy the heroes that have brought about so much anguish. If the heroes succeed in besting Dazaka, go to **Rise of the Death Dealer**, at the end of this chapter.

Aspect of Dazaka Level 10 Elite Soldier

Large immortal humanoid (demon) XP 1,000

Initiative +8; see also *triple actions*

Senses Perception +12; darkvision

HP 222; **Bloodied** 111

AC 28; **Fortitude** 26, **Reflex** 18, **Will** 19

Saving Throws +2

Speed 6

Action Points 1

⊕ **Thundering Strike** (standard; at-will) ♦ **Weapon**
Reach 2; +15 vs.AC; 2d6 + 8 damage, and the target is pushed 1 square.

‡ **Swat** (immediate reaction, when an enemy moves into a position that flanks the demon; at-will)
Dazaka targets one creature flanking it: +13 vs. Fortitude; the target is pushed 3 squares.

Triple Actions

Dazaka rolls initiative three times, gets three turns during a round, and has a full set of actions (standard, move, minor) on each turn. Dazaka's ability to take immediate actions refreshes on each of its turns.

Triple Brain

At the end of its turn, Dazaka automatically saves against the dazed and stunned conditions and against charm effects that a save can end.

Alignment Evil **Languages** Common

Str 26 (+13) **Dex** 12 (+6) **Wis** 15 (+7)

Con 23 (+11) **Int** 8 (+4) **Cha** 9 (+4)

Shadow Wolf (4) Level 3 Skirmisher

Medium natural beast (undead) XP 150

Initiative +5 **Senses** Perception +8; darkvision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 7

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

⊕ **Bite** (standard; at-will)
+8 vs.AC; 1d10 + 4 damage

‡ **Pounce** (standard; at-will)

The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)



Shadows of Mirahan

Horde Archer (3)

Level 4 Artillery

Medium natural animate (undead)

XP 175

Initiative +5 **Senses** Perception +3; darkvision

Grave Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.

HP 42; **Bloodied** 21

AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

Ⓢ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

Ⓢ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

↘ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common

Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 3 (-2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Horde Warrior (7)

Level 8 Minion

Medium natural animate (undead)

XP 88

Initiative +5 **Senses** Perception +3; darkvision

HP 1: a missed attack never damages a minion.

AC 20 (22 with *horde tactics*); **Fortitude** 20, **Reflex** 18, **Will** 18

Immune disease, poison; **Resist** 10 cold, 10 necrotic; **Vulnerable** 5 fire, 5 radiant

Speed 7

Ⓢ **Longsword** (standard; at-will) ♦ **Weapon**
+10 vs.AC; 6 damage.

Horde Resilience (immediate reaction, when the horde warrior suffers an effect that a save can end; encounter)
The horde warrior makes a saving throw against the triggering effect.

Horde Tactics

The horde warrior gains a +2 bonus to AC while at least one ally is adjacent to it.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 14 (+5)

Con 15 (+5) **Int** 11 (+3) **Cha** 10 (+3)

Equipment scale armor, light shield, longsword

Rise of the Death Dealer

The defeat of Dazaka is a turning point in the war against Mirahan. Though many of the Shadow Horde perished when the orb was destroyed, many more yet live, and it will take true heroes to defeat them and rebuild the kingdom.

When the heroes defeat Dazaka, read or paraphrase the following:

The corpse of Dazaka strikes the foul ground, and immediately begins to melt away. First the skin peels back to reveal muscle and bone, and then even the bone dissolves, leaving naught but a wisp of foul smoke that quickly dissipates into nothing at all.

Exhausted from the battle, you collapse against your companions. The momentary reprieve is lifted when you hear heavy footsteps behind you and the snort of some enormous animal.

As one, you and your companions turn, willing to do battle against whatever horror awaits. You see a dark rider at the head of the cave, a solemn warrior in black armor atop a fearsome stallion. The horse snorts again, stomping a single mighty hoof impatiently.

The dark rider raises its axe in salute, a brutal gesture from one warrior to another. Beneath its horned helm, the rider's eyes glow bright with fierce recognition. Deep within, you recognize this dark rider as yourselves: death made manifest.

The rider spurs its demonic mount, and as quickly as it appeared the Death Dealer is gone.

The pervasive sense of dread leaves, and is replaced by one of resolve. These unholy aberrations were an affront against both life and death. You have slain many, but many entire armies remain. You gather your companions, tend your wounds, and wipe the gore from your weapons. There is much work to be done..









The Land of
PARSIA

The
Brumal Sea

The Tropics

Sea of Witches

Icevala

PARSIA

Cascada

Forestian Springs

Mukalac

Sentinel River

Elvira Swamp

Gabrisha

Ehdani

Casa

Saltland Steppes

Gulf of Tranquility

Vinevia

The Barren Wastes

Sixile

Emerald River

Oro

Sacayacant

Tanjon Valley

Eternal Forest

Lukoni Canyon

Yezara

Treya

Isle of Red

Tenkin's Ocean



Egyptia

Shadows of Mirahan

Appendix I: Adventuring in the Lands of Iparsia

Iparsia and the surrounding lands are peopled by a wealth of cultures. There is no “common” human; rather each culture produces adventurers and explorers with their own signature strengths and weaknesses.

In general, most Iparsian heroes arise from the martial classes: fighters, rangers, rogues and warlords. While the arcane and divine classes certainly exist, they are few and far between, often hailing from distant, legendary lands or a part of Iparsia’s distant past (for example, the druids). This should not stop players from choosing these uncommon classes — as adventurers are, by definition, unusual — but nearly every social interaction involving “strangers” will be uncomfortable and strained. Matrons will usher their children behind their skirts, city guards will loosen the swords in their scabbards, and conniving rulers will attempt to turn the arrival of the exotic strangers to their advantage.

As per the *4E D&D Player’s Handbook*, each human receives a bonus at-will power from his class and a bonus feat at 1st level. Additional skills and defense bonuses, however, are determined by the hero’s homeland and culture.

Edani

The Edani are a passionate, charismatic people, quick to anger and slow to forgive. Ruling the southern seas of Iparsia, the Edani have benefited from close trade ties with the mysterious people of Egyptia; whereas most cultures

regarded the southern, equatorial kingdoms with suspicion and distrust, the people of Edani have traditionally embraced the foreign traders (though rarely their foreign ways).

This eagerness has earned Edani its reputation as the “crossroads of the Sea of Witches.”

Dusky skinned, with dark, flashing eyes, and olive hair, the Edani tend towards slender frames. The common folk favor bright dyes for their cloaks, sashes, and baldrics. Wealthy merchants and nobles enjoy wearing jewels in their embroidered robes and gowns.

Edani’s history is one of tragedy. Millennia ago, Edani warred with Oro, their neighbor to the north. The war ended when a mysterious dark rider laid waste to both sides. A peace was brokered by the esoteric order of druids. More recently, civil strife has torn the kingdom in two, setting brother against brother in a bloody civil war, leading to the rise of the Oblivion God, Mirahan.

The Edani tend toward classes with an emphasis on charisma. Archetypal adventurers are the devoted cleric, protecting paladin, inspiring warlord, and trickster rogue.

Racial Traits

Average Height: 5’7” — 6’2”

Average Weight: 125 — 200 lb.

Ability Scores: +2 to one ability score of your choice and +1 to a second ability score of your choice. However, one bonus must be applied to Charisma.

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat’s prerequisites.

Bonus Skill: You gain skill training in either Diplomacy or Bluff.

Inured to Tragedy: You gain a +1 racial bonus to your Will defense.



Shadows of Mirahan

Egyptia

A mysterious people from across the Sea of Witches, the folk of Egyptia are steeped in the arcane wisdom of the ages. They can trace their lineage back 10 thousand years; over 300 sorcerer-kings have sat atop Egyptia's jeweled throne, and prophecy has foretold that another 300 shall reign before the end of worlds.

Dark of skin, both genders typically shave their heads; many recognized masters grow a single, plaited top knot to symbolize their devotion to their chosen craft. Intricate tattoos are also common, decorating the skull, face, and upper torso with runes and eldritch formulae. Aware of the effect their disconcerting appearance can have on foreigners, Egyptia cover themselves with simple headscarves when traveling abroad.

As a people, the Egyptia place high value on intelligence and learning. The archetypal adventurer hailing from Egyptia is the deceptive warlock, scourge warlock, and control wizard.

Racial Traits

Average Height: 5'4" — 5'10"

Average Weight: 85 — 150 lb.

Ability Scores: +2 to one stat and +1 to a second stat; one bonus must be applied to Intelligence.

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain skill training in either Arcana or Religion.

Blood of the Adepts: Agile and quick, you receive +1 to your Reflex defense.

Vikavia

Far to the north of Iparsia, where Summer's End stands in the shadow of the Dragonspynes, is a land of fierce warriors and monsters of legend. Here, the proud Vikavians make their home. A grim, fatalistic people, the Vikavians are given to brooding melancholies and fearsome rages. When angered, there are few that can withstand their wrath, and the people of the Iparsia and Icevald have learned to fear the sight of the Vikavian's high-masted longboats.

The Vikavians are universally light of skin, with hair ranging from blond to red. Of the sundry races and culture, the Vikavians tend to be the largest of all humans, leading to the common superstition that the blood of giants runs in their veins. Regardless of the truth of such matters, it can be stated with absolute certainty that the nature of the Vikavians lends itself to greatness, be it the size of the warriors or the depths of their melancholies.

Vikavians delight in spending the long summer months raiding, and have been known to raid the small villages set along the coasts of northern Iparsia. The Vikavians raid for slaves, gold and grain — the staples that keep them through the long winters when the sun's golden orb seldom breaks the line of the horizon.

The Vikavians' hard way of life places a great emphasis on physical strength. The archetypal adventurers hailing from Vikavia are the battle cleric and great weapon fighter.



Shadows of Mirahan

Racial Traits

Average Height: 5'8" — 6'9"

Average Weight: 150 — 250 lb.

Ability Scores: +2 to one stat and +1 to a second stat; one bonus must be applied to Strength.

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain skill training in Endurance or Nature.

Heart of the North: Hardy and resilient, you receive +1 to your Fortitude defense.

Oro

The people of Oro are a melting pot of races and cultures, benefiting from the influx of Vikavians from the north, nomads to the east, and the Edani from the southeast. Their plural nature, and relatively stable kingdom, has granted the people of Oro the hardy strength of their northern and eastern neighbors and the sure confidence of those to the southeast.

Unique to Oro and its people is the influence of the Eternal Forest and the forest's protectors, the druids. While the influence of the mystic order has waned considerably in the last several hundred years, a deep and abiding respect for the woodlands is seated deep in the souls of Oro's people.

The people of Oro have the widest physical range of the human races. Nearly every color of skin and hair can be found in the great cities of the kingdom, ranging from slim, wiry warriors resembling the nomads to the east, to the great bear-like warriors to the north. The different cultures and races have been integrated for so long that there is little in the way of persecution or prejudice. In Oro, a man is judged by his deeds, not by the color of his skin or the history of his people.

The archetypal adventurers hailing from Oro are the guardian fighter, avenging paladin, tactical warlord, and archer ranger.

Racial Traits

Average Height: 5'6" — 6'5"

Average Weight: 100 — 225 lb.

Ability Scores: +2 to one stat and +1 to a second stat; one bonus must be applied to Strength.

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain skill training in Diplomacy or Nature.

Quicksilver Courage: Confident and determined, you receive +1 to your Will defense.

The Barren Wastes

To the east of Iparsia is wasteland of chalky deserts, withered oaks bent from the driving winds, and rocky lowlands. Many fearsome legends are attributed to the Wastes, not the least of which are the tales of ghoulish nomads that cannibalize their prey, feasting upon the souls of the fallen. While any adventurer returning from the barren east can attest that most of these tales are mere rumors and exaggerations, there is a grain of truth to the legends.

The nomads that eke out an existence in the Barren Wastes are hardly the monsters Iparsian troubadours make them out to be. Short and slender of frame, with wiry muscles, and skin burnt to a deep brown from the blazing sun, the nomads are otherwise physically no different than the folk of Iparsia. Similarly, while tales of "flesh eating nomads" have given rise to legends of a city of ghouls, it is true that the fierce nomads take bloody trophies from their foes.

On occasion, tribal outcasts and exiles find their way to the eastern borders of Oro. Surprisingly



Shadows of Mirahan

the “ghoulish nomads from the eastern wastes” readily adapt themselves to civilized life. Scholars attribute this ability to adapt to the nature of the Barren Wastes — the nomads are regularly forced to adapt to harsh environs, and so it follows that they can just as readily adapt to the relative luxury of “civilized” lands.

The archetypal adventurers hailing from the Barren Wastes are the two-bladed ranger, war wizard and brawny rogue.

Racial Traits

Average Height: 5'2" — 6'

Average Weight: 90 — 175 lb.

Ability Scores: +2 to one stat and +1 to a second stat; one bonus must be applied to Dexterity.

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain skill training in Nature or Bluff.

Desert Born: Quick on your feet, you receive +1 to your Reflex defense.

Non-Human Heroes

While legends readily tell of faeries, giants, and dragons of myth, most encounters with these folk are regarded as fables, cautionary tales where the foolish milkmaid is abducted by strange monsters late in the night. It is well known that druids are friends to the fae and fae-kin, but even a druid is an uncommon sight.

This presents a challenge to DMs in a setting where a scaled “lizard-man” warlock might easily be mistaken for a demon or devil.

If you elect to use non-human races in your game, here are two campaign suggestions:

- **Core Setting:** There is no reason that non-human races can't be introduced to the world of *Frank Frazetta's Death Dealer*. In a world where dragons, witches, and demons are a given, a scaled humanoid is not so great a stretch. Tieflings are an easy fit, given the sheer number of infernal beings, just as eladrin, elves and dwarves slide easily into the setting's mythological foundations. Iparsia can serve as the template for your own Points of Light setting — a malleable sandbox, readily shaped to your group's unique preferences.
- **Strangers in a Strange Land:** More challenging to run, but perhaps most rewarding to play, is the Iparsia where non-human races are considered frightening monsters. In this setting, the heroes have been drawn from their home world (or plane) to the foreign land of Iparsia for the sole purpose of defeating Mirahan. In addition to working against the Shadow Horde, the heroes also need to conceal themselves from the good populace, for fear of being branded witches and monsters. Defeating Dazaka could produce the necessary magics to return the heroes to their home plane, or it could simply transport the heroes to a new world, where the “eternal heroes” are faced with new challenges and threats in their pursuit of the portal home.



Shadows of Mirahan

New Feats

The lands of Ipsaria see little in the way of magic items. Those that are encountered are either legendary items from distant lands or are cursed — the work of foul sorceries. The people of Ipsaria place little stock in magic, save perhaps the exotic mystics of Egyptia. Thus, when compared to other worlds, the warriors of Ipsaria demonstrate amazing mastery of their chosen weapon and armor. Though such mastery is not unusual in Ipsaria, to foreigners their skill-at-arms seem almost superhuman.

DM Note: In a low-magic world, like the lands of Ipsaria, these feats bring heroes on par with those of other worlds. However, when combined with readily available magic items, the feats imbalance standard D&D power assumptions. Therefore, these feats should only be taken with DM approval.

Weapon Mastery

Prerequisites: Str 13, Dex 13; proficiency in your chosen weapon

Benefit: Select a single weapon type (axe, heavy blade, mace, etc.). You gain a +1 feat bonus to hit and damage rolls when using this weapon.

At 6th level, this bonus increases to +2. At 11th level, it increases to +3. At 16th level, it increases to +4. At 21st level, it increases to +5. At 26th level, it increases to +6.

Special: This feat can only be taken once.

Defense Mastery

Prerequisites: Str 13, Con 13; proficiency in your chosen armor

Benefit: Select a single armor type (leather armor, chainmail, scale armor, etc.). You gain a +1 feat bonus to AC when using this armor.

At 6th level, this bonus increases to +2. At 11th level, it increases to +3. At 16th level, it increases to +4. At 21st level, it increases to +5. At 26th level, it increases to +6.

Special: This feat can only be taken once.



Shadows of Mirahan

Appendix II: Advanced Rules

The world of the Death Dealer is harsh and unforgiving, where battle — though oft times a necessity — is never taken lightly. Combat, far from being romantic or heroic, is instead brutal and quick, where even the victor is seldom left unscarred.

Following is a collection of rules that can help bring the world of the Death Dealer into sharper focus. Experienced DMs that are comfortable with the 4E rules set are welcome to adopt as many or as few of these rules as they see fit, tailoring their game for the utmost enjoyment of their players.

Action Points

In addition to their normal uses, action points can also be spent to avoid the secondary effects of a critical hit (see below).

Suiting the violent immediacy of Iparsia, heroes can spend up to 3 action points in a single encounter. However, characters still begin with only 1 action point after an extended rest.

Critical Hits

The wages of war are paid in blood spilt on the battlefields of the world, and every city has its host of beggars crippled, blinded and struck dumb from battle. Weapons of war inflict ruinous injuries that are seldom recounted in the ballads retold at court. In the hands of a master, even the simplest weapon can become an instrument of destruction.

A critical hit occurs when two conditions are met:

- A natural 19 or greater is rolled on an attack roll, and
- The total attack roll is high enough to hit the target's defense.

Critical hits inflict maximum damage, as well as a secondary effect based upon the type of weapon or spell, with two exceptions:

- Spells that do not cause damage never inflict critical hits.
- Powers that target more than a single creature never inflict critical hits.

On a critical hit, roll 1d12 and consult the appropriate table.

The critical hit tables presume living foes. The DM should feel free to adjust the flavor of the text to suit the target.

Action Points: A character can spend an action point as an immediate interrupt to avoid the secondary effects of a critical hit. The character still takes maximum damage from the attack.

Weapon & Spell Groups: Damage is grouped according to the weapon or magical implement. When a weapon has 2 groups, the player picks which table to use prior to the roll.

Natural Weapons: Not every foe the heroes face uses weapons forged of iron and steel. Natural weapons are included in weapon groups, but DMs should use their own discretion in selecting the proper table.

Piercing: Bow, crossbow, horn, light blade, pick, spear, bite.

Crushing: Flail, hammer, mace, sling, staff.

Slashing: Axe, claw, heavy blade, polearm.

Eldritch: Holy symbol, orb, staff, wand, rod.



Shadows of Mirahan

Table I
Critical Effects — Piercing

Id12	Effect
1	You puncture your foe's cheek, spilling blood down his face and neck. The target is dazed with pain (save ends).
2	You spear your foe's thigh mid-stride, driving your weapon into his femur. Screaming in agony, he drops to the ground. The target is knocked prone.
3	You puncture your foe's skull. He drops to 0 hit points and is immediately dying, and your weapon is lodged in his skull. Tearing your blade free requires a standard action and a DC 20 Strength check.
4	Your blade pierces the target's shoulder. Wracked with pain, your foe drops his weapon. If he kneels to pick it up, he grants combat advantage to you until the start of his next turn.
5	You stab your foes' belly, causing a terrible gut wound. The target takes ongoing 5 damage (save ends).
6	Your blade neatly splits your foes' thigh. He is slowed for the remainder of the encounter.
7	Your weapon punctures your foe's eye. Screaming in agony, he is stunned with pain (save ends) and permanently blind in one eye.
8	You neatly sever your foe's spinal cord. He drops like a felled ox, immediately helpless and permanently paralyzed.
9	You deftly cut your foe's bicep in twain, wracking his sword arm with pain. He is weakened with regard to melee and ranged attacks with the weapon keyword (save ends).
10	Your blade pierces your foe's temple, reducing his frontal lobe to a bloody mass. He stumbles around blindly for 4 rounds, making a basic attack each round against the nearest creature — be it friend or foe — before collapsing, dead.
11	You spear your foe's throat, causing him to drown in his own blood. Apply drowning rules until the character is the recipient of divine healing or the use of the Heal skill (DC 23).
12	Your foe sinks to his knees in disbelief, his heart punctured. He dies instantly, his life's blood spilling out onto the battlefield. You gain 1 action point.

Table II
Critical Effects — Crushing

Id12	Effect
1	A crushing blow to the chest sends your target reeling, choking for breath. The target is dazed (save ends).
2	Your blow snaps your foe's ankle in two. The target is knocked prone and slowed for the remainder of the encounter.
3	You dent your foe's skull, spilling blood from his ears. If he is wearing a helm, he is immediately knocked unconscious for 1d4 hours (no save). If no helm, he drops to 0 hit points and is immediately dying.
4	You hammer your foe's off-hand. If he carries a shield, it is ruined. If no shield, he is dazed with pain (save ends).
5	Your blow staggers your foe, pushing him 1 square and knocking him prone.
6	You crush your target's thigh, splintering his femur. He is slowed for the remainder of the encounter.
7	Your weapon caroms off your foe's head. Wailing in agony, he drops any weapon to clutch his bleeding skull, and is blinded and deafened with pain (save ends).
8	You fracture your foe's skull. If he is wearing a helm, he drops to 0 hit points and is immediately dying. If no helm, he shivers to the ground like a rag doll, dead.
9	You crush your target's sword hand, leaving it a mangled mess of shattered bone and pulped muscle. The target suffers a -2 penalty to attack rolls until the end of the encounter.
10	You hammer your foe's chest, bursting his heart. He staggers around, gasping like a fish out of water for 3 rounds, before finally succumbing to death.
11	You crush your foes' throat, leaving him permanently unable to speak and temporarily stunned (save ends).
12	Your godly blow reduces your target's head to fragments of bone and splattered brains. Instant death, and any foe within 3 squares is stunned with awe and terror until the start of your next turn.



Shadows of Mirahan

Table III
Critical Effects — Slashing

Id12	Effect
1	Your blade draws a crimson line across your foe's chest. Blood spills down his chest, leaving him dazed with pain (save ends).
2	You sever your foe's Achilles tendon, tearing away his calf muscle. The target is in intense pain and slowed (save ends).
3	Your blade slices through your foe's torso, lodging in his spine. He drops to 0 hit points and is immediately dying. Freeing your weapon requires a standard action and a DC 20 Strength check.
4	You cut deep into you foe's shoulder, spilling crimson gore down his chest and stunning him with pain (save ends).
5	A vicious slash disembowels your foe, spilling entrails, blood, and bile onto the battlefield. The target takes ongoing 10 damage (save ends).
6	You slice your foe's temple, spilling blood down his face and leaving him blinded (save ends).
7	A quick hack lops off your foe's sword hand, leaving him disarmed in more ways than one. The target takes a -2 penalty to attack rolls until the end of the encounter and cannot use two-handed weapons.
8	Your blade effortlessly passes through your foe's neck, sending his head spinning to the ground. The target is instantly slain as the headless body collapses to the bloody battlefield.
9	Your flashing blade cuts off your foe's leg at the knee. He takes ongoing 10 damage (save ends) and is permanently slowed.
10	You slice off the top of your foes' skull. The target takes ongoing 10 damage (no save) until he collapses, dead. Until then, he continues to stagger about, making basic attacks with a -2 penalty to the attack roll.
11	Your blade cleaves through your foes' shoulder, lopping off his arm. Blood erupts from severed arteries, showering the battlefield. The target falls to the ground with 0 hit points and is dying.
12	Your lightning strike cleaves your foe in two. He dies instantly, spilling gore onto the battlefield. You gain 1 action point.

Table IV
Critical Effects — Eldritch

Id12	Effect
1	The eldritch might of your spell overwhelms your foe, knocking him prone.
2	For an instant, reality is torn asunder, and the momentary glimpse of the stark truths of the universe leaves your foe dazed (save ends).
3	The sheer violence of your spell flays the flesh from your target as his veins burst though his skin. Your foe drops to 0 hit points and is immediately dying.
4	A shock wave detonates over your foe, shattering his eardrums and driving blood from his ears, leaving the target deafened (save ends).
5	Your spell is accompanied with a crackling flash of eldritch magic, searing your foes' corneas. In an instant, the brilliance recede, leaving the target blinded (save ends).
6	Fear rolls over your target, filling his mind with horrific visions. Fighting through his greatest fears made manifest, the target is slowed (save ends).
7	You call down the ancient powers of the universe over your foe, sapping him of his will to live. Bereft of hope or passion, the target is weakened (save ends).
8	Icy blue flames erupt over your target, searing his flesh with eldritch flame. Wailing in agony, the target is reduced to 0 hit points and is immediately dying.
9	Crushing despair, apathy, and distress fill the target's mind. The target is weakened until the end of the encounter (no save).
10	The target is surrounded by horrific visions of terrible, invulnerable foes. He drops to the ground, cowering in fear and is helpless (save ends).
11	Overwhelmed with fear of your godly might, your foe hurls himself onto his own weapon. He is immediately reduced to 0 hit points and is dying.
12	Your foe's head erupts with the force of your spell. Shards of his skull and pink mist fill the air where his head once was. His body collapses to the ground, instantly dead. All enemies within 3 squares are stunned until the start of your next turn by your awful eldritch might.



Shadows of Mirahan

Milestones

The timeless forces that created the Death Dealer are born from the very lands of Iparasia. Though unfocused and latent, these same capacities exist within each PC. Death can only beget more slaughter, and heroes indulging in their darker sides can transform into terrible engines of destruction (though even they must pale before the singularity that is the Death Dealer).

This aspect of death manifests itself uniquely in each hero. Some are possessed of a berserker-like rage. Others become passionless killers, freed of remorse or regret. Regardless of the specific expression, the result is the same: a trail of gore and corpses, leading into the night. This mania is neither inherently good nor evil, but simply destructive. It is up to the PCs to put their terrible might to work in the cause of good.

For every milestone met through combat, the PC receives a cumulative +1 to attack and damage rolls. This bonus is lost with an extended rest.



Shadows of Mirahan

Appendix III: New Monsters

Dragas

Winged undead in the service of Mirahan, dragas serve the Shadow Horde foremost as highly mobile scouts, but are equally effective in close combat. Unlike the rest of the faceless horde, each dragas is unique, called to un-life by a demonic patron.

Dragas Lore

A character can learn the following with a successful Arcana or Religion check.

DC 15: Dragas are deadly on the wing. The best way to defeat one is to bring it to ground.

DC 20: These winged undead are fed by a direct, magical connection to the power of Mirahan that allows the them to unnaturally heal their wounds.

Dragas

Large immortal beast (undead)

Level 8 Skirmisher

XP 350

Initiative +9 **Senses** Perception +12; darkvision

HP 92; **Bloodied** 46

Regeneration 5 (if the dragas takes radiant damage, regeneration does not function until the end of its next turn)

AC 22; **Fortitude** 21, **Reflex** 19, **Will** 19

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 6, fly 8; see also *flyby attack*

⊕ **Claw** (standard; at-will)

+14 vs.AC; 2d6 + 5 damage.

⊕ **Flyby Attack** (standard; recharges 5,6)

The dragas flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is pushed 1 square and knocked prone.

⊕ **Slashing Pin** (standard; encounter)

+14 vs.AC; 3d6+5 plus damage and the target is grabbed (until escape). The target takes 10 damage each time the dragas sustains the grab.

Alignment Evil **Languages** —

Str 20 (+9)

Dex 17 (+7)

Wis 17 (+7)

Con 20 (+9)

Int 5 (+1)

Cha 17 (+7)

Description *The skies darken as a flight of hell-beasts blot out the sun. Each beast is larger than a man, with leathery bat-like wings and muscular limbs ending in gore-splattered talons. The lead demon opens its slaving maw, howling a command to the others. Your ears ring with pain as the flight circles once and then dives towards you!*

Dragas Tactics

A dragas enters combat with its *flyby attack*, scattering its foes and knocking a target prone. The winged undead follows with a *slashing pin*, maintaining the hold until other foes force it away from its victim.

Shadows of Mirahan

Horde Archer

Found in the service of scout companies, and as support from Shadow Horde infantry, horde archers add a deadly ranged aspect to Mirahan's ploddingly predictable forces.

Horde Archer Lore

A character can learn the following with a successful Religion check.

DC 15: Horde archers arms themselves with arrows tipped with bone arrowheads, and set alight with bloody rags dipped in pitch.

Horde Archer Level 4 Artillery
Medium natural animate (undead) XP 175

Initiative +5 **Senses** Perception +3; darkvision
Grave Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.
HP 42; **Bloodied** 21
AC 17; **Fortitude** 14, **Reflex** 16, **Will** 14
Immune disease, poison; **Resist** 10 necrotic;
Vulnerable 5 radiant
Speed 5

Ⓢ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6 + 1 damage.

Ⓢ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+3 damage.

⚔ **Flaming Arrow** (standard; encounter) ♦ **Fire, Weapon**
Ranged 15/30; +10 vs.AC; 2d8 + 3 fire damage, and ongoing 5 fire damage (save ends).

Alignment Evil **Languages** Common
Str 13 (+3) **Dex** 16 (+5) **Wis** 12 (+3)
Con 12 (+3) **Int** 6 (+0) **Cha** 3 (-2)

Equipment leather armor, short sword, shortbow, quiver with 20 arrows

Description *The undead archer drips maggots as it drops to a single knee, raises its bow, nocks a black-fletched arrow, and lets it fly with terrifying speed.*

Horde Archer Tactics

Anytime the Shadow Horde assaults a city of living, the attack is led by archers firing their *flaming arrows* over city walls. Similarly, in small skirmishes, the archers lead off battle with *flaming arrows*, weakening their foes. Archers attempt to avoid melee, but if forced into close combat, they discard their bows for short swords.

Horde Foot Soldier

Horde foot soldiers form the backbone of Mirahan's Shadow Horde. Exhumed from ancient battlefields and war-torn lands by foul magic, these skeletons wear rotting, makeshift armor collected from their foes and fallen comrades, and fight with crude spears. They die by the thousands, only to be animated once more and drawn back into accursed battles like moths to a bitter flame.

Horde Foot Soldier Lore

A character can learn the following with a successful Religion check.

DC 15: Horde soldiers make up the bulk of Mirahan's forces, and are vicious fighters, but die quickly if met with deadly force. The key to defeating them is to strike first, putting them down with brutal force.

Horde Foot Soldier Level 3 Minion
Medium natural animate (undead) XP 38

Initiative -1 **Senses** Perception +0; darkvision
HP 1; a missed attack never damages a minion.

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison

Speed 5

Ⓢ **Spear** (standard; at-will) ♦ **Weapon**
+6 vs.AC; 5 damage.

Last Charge

When a foot soldier charges its spear deals an extra 3 damage and pushes the target 1 square.

Alignment Evil **Languages** —

Str 14 (+3) **Dex** 6 (-1) **Wis** 8 (+0)

Con 10 (+1) **Int** 3 (-3) **Cha** 3 (-3)

Equipment leather armor, spear

Description *The stinking corpse swarms with maggots and worms beneath its rotting leather armor and dented helm. It charges towards you, howling through rotting lungs, its jagged spear raised to strike.*



Shadows of Mirahan

Horde Foot Soldier Tactics

Foot soldiers lead off battle by charging their foes in an attempt to disrupt formations. Once foot soldiers engage their foes, they utilize their superior numbers to bog down the enemy, restricting their mobility long enough for the foot soldiers and their allies to turn the fight to their advantage.

Horde Heavy Infantry

Heavy infantry form the spearhead of Shadow Horde units: brutish foes in heavy armor wielding longswords and shields to deadly advantage. In life, they were mercenary captains, knights, and valiant swordsmen. In death, they are the scourge of the world, cutting down all living creatures they encounter.

Heavy Infantry Lore

A character can learn the following with a successful Religion check.

DC 15: Shadow Horde heavy infantry are dangerous with both the blade and their mighty war-shields. These undead swordsmen delight in hammering down their foes with their shield, and then attacking prone victims with their blades.

Horde Heavy Infantry

Level 2 Brute

Medium natural animate (undead)

XP 125

Initiative +0 **Senses** Perception +1; darkvision

HP 43; **Bloodied** 21

AC 14; **Fortitude** 15, **Reflex** 12, **Will** 13

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 4

⊕ **Longsword** (standard; at-will) ♦ **Weapon**
+5 vs.AC; 1d8 + 4 damage.

‡ **Fearsome Blow** (standard; at-will)
+3 vs. Reflex; the target is knocked prone and grabbed (until escape), pinned to the ground beneath the zombie's shield. Checks made to escape the zombie take a -5 penalty.

Alignment Evil **Languages** Common

Str 17 (+4) **Dex** 8 (+0) **Wis** 10 (+1)

Con 13 (+2) **Int** 6 (-1) **Cha** 6 (-1)

Equipment scale armor, longsword, shield

Description *Armored in a rusty scale hauberk and shield, the walking corpse shrieks like a tortured soul, savagely cutting left and right with the broken sword clutched tight in its rotting fist.*

Horde Heavy Infantry Tactics

Whenever possible, heavy infantry work as a team, battering down their slower opponents with *fearsome blow*, and pinning their foes to the ground long enough for other heavy infantry to finish them off.



Shadows of Mirahan

Shadow Knight of Mirahan

Champions of Mirahan, shadow knights are skilled undead warriors that lead the shambling masses of the Shadow Horde into battle.

Shadow Knight of Mirahan Lore

A character can learn the following with a successful Religion check.

DC 15: Shadow Knights are fiends of frost and fear. Beware lest you stray too close to a shadow knight in battle, and its aura saps your strength.

DC 20: When shadow knights die, they launch into a furious final attack, lashing out at all within reach, emptying their icy hatred upon their foes.

Shadow Knight of Mirahan Level 6 Soldier

Medium natural animate (undead) XP 250

Initiative +7 **Senses** Perception +4; darkvision

Aura of Chilling Terror (Cold, Fear) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage.

HP 71; **Bloodied** 35; see also *death throes*

AC 22; **Fortitude** 20, **Reflex** 16, **Will** 15

Immune disease, poison; **Resist** 10 cold, 10 necrotic;
Vulnerable 5 fire, 5 radiant

Speed 7

⊕ **Battleaxe** (standard; at-will) ♦ **Cold, Weapon**
+13 vs.AC; 1d10 + 5 damage plus 5 cold damage, and the target is immobilized until the end of the shadow knight's next turn.

‡ **Death Throes** (when reduced to 0 hit points) ♦ **Cold, Weapon**
The zombie makes a furious attack at all in reach. Close burst 1; +13 vs.AC; 1d10 + 5 damage plus 5 cold damage.

Alignment Evil **Languages** Common

Str 19 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 8 (+2) **Cha** 6 (+1)

Equipment plate armor, battleaxe

Description *The towering undead warrior radiates death and horror. It watches you with eyes that glow like the embers of a dying fire. It raises a hooked battle axe, dripping with the gore of previous victims, and strides towards you with terrible certainty.*

Shadow Knight Tactics

Shadow knights wade into battle dealing vicious blows with their battleaxes and utilizing their *chilling terror* to the utmost. When bloodied, shadow knights redouble their efforts, fighting their way into the thick of their foes in order to inflict the greatest amount of carnage with *death throes*.

Shadow Titan

Towering giants composed of dead corpses, blood meal, and rotting gore, shadow titans are fearsome foes, laying waste to enemies with a single swing of their great mauls. Shadow titans are the brute destroyers of Mirahan's armies, slaughtering all that stand in their path.

Shadow Titan Lore

A character can learn the following with a successful Religion check.

DC 15: A single blow from a shadow titan can put down the strongest knight! Stay clear of the maul, and try to fight the titans from a distance.

DC 20: Shadow titans are hardy foes, and putting one down doesn't mean it will stay down. Keep an eye on the fallen foes, and be quick with a blade if they get up again.





Shadows of Mirahan

Shadow Titan

Level 8 Brute

Large natural animate (undead)

XP 350

Initiative +2 **Senses** Perception +3; darkvision

HP 108; **Bloodied** 54; see also *rise again*

AC 20; **Fortitude** 22, **Reflex** 16, **Will** 17

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant

Speed 5

⊕ **Maul** (standard; at-will) ♦ **Weapon**

Reach 2; +11 vs.AC; 2d8 + 5 damage.

‡ **Brutal Smash** (standard; recharge 5,6) ♦ **Weapon**

Reach 2; requires maul; +11 vs.AC; 4d8 + 5 damage, and a Medium or smaller target is knocked prone.

Rise Again (the first time the titan drops to 0 hit points)

Make a new initiative check for the shadow titan. On its next turn, the shadow titan rises (as a move action) with 44 hit points.

Alignment Evil **Languages** —

Str 21 (+9) **Dex** 6 (+2) **Wis** 8 (+3)

Con 18 (+8) **Int** 3 (-1) **Cha** 3 (+0)

Equipment chainmail, maul

Description *The armored monstrosity thunders across the battlefield, the ground shaking with each step. Roaring with unholy fury, the towering giant bears down upon you, its massive maul destroying everything in its path.*

Shadow Titan Tactics

Titans seek out the most dangerous foes at the start of combat, utilizing *brutal smash* to take out strikers. Slower than most of their opponents, titans use their greater reach to force back foes, and *rise again* to turn the tide of battle in their favor.

Shadow Wolf

Dread hounds, composed of flayed flesh, rotting muscle, and bleached bones, shadow wolves travel on the heels of the Shadow Horde, picking off weakened survivors and wretches wounded in the conflict. Driven by an insatiable appetite for blood, shadow wolves hound their prey to the ends of the earth, stopping neither for rest nor sustenance.

Shadow Wolf Lore

A character can learn the following with a successful Religion check.

DC 15: Shadow wolves are deadly trackers, easily sniffing out prey. Once they spot their foes, the wolves are relentless in the hunt.

Shadow Wolf

Level 3 Skirmisher

Medium natural beast (undead)

XP 150

Initiative +5 **Senses** Perception +8; darkvision

HP 46; **Bloodied** 23

AC 17; **Fortitude** 17, **Reflex** 14, **Will** 14

Speed 7

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

⊕ **Bite** (standard; at-will)

+8 vs.AC; 1d10 + 4 damage

‡ **Pounce** (standard; at-will)

The shadow wolf makes a charge attack: +9 vs.AC; 2d10 + 4 damage, and the target is knocked prone.

Alignment Evil **Languages** —

Str 19 (+5) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 6 (-1) **Cha** 6 (-1)

Description *The enormous wolfhound charges you, its filthy maw thrown wide to reveal black fangs and a thick tongue riddled with maggots. Its mottled fur coat is coming off in diseased patches, worms and worse crawl beneath its rotting skin, and still the hellish beast moves faster than any living wolf!*

Shadow Wolf Tactics

Shadow wolves enter combat by *pouncing* on their foes, driving them to the ground. If multiple wolves are fighting in the same battle, they focus their attacks on a single foe, driving him to the ground and rending him limb from limb.



Shadows of Mirahan

Appendix IV: Experience Tracker

Use the following boxes to track the number of foes slain, checking off one box for each kill. Multiply the total by the experience point value for each creature to determine the party's total experience earned by chapter.

Chapter 1

The Siege of Cascada Pass

Horde Foot Soldier, XP 38

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Heavy Infantry, XP 125

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Wolf, XP 150

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Archer, XP 175

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Knight of Mirahan, XP 250

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Titan, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Dragas, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Interlude

Fleeing the Shadow Horde

Dragas, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Wolf, XP 150

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Archer, XP 175

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Chapter 2

Into the Eternal Forest

Horde Foot Soldier, XP 38

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Wolf, XP 150

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Archer, XP 175

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Knight of Mirahan, XP 250

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Titan, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Get of Kallista, XP 400

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Kallista's Serpent, XP 1,000

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____



Shadows of Mirahan

Chapter 3

Rise of the Death Dealer

Shanti, XP 400

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Dezoko, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Wolf, XP 150

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Archer, XP 175

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Horde Warrior, XP 88

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Titan, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Croc, XP 1,000

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Rakta, XP 2,500

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Dragas, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadow Knight of Mirahan, XP 250

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Demon Larva Swarm, XP 350

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Giant Cave Toad, XP 300

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Mother Dragas, XP 700

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Aspect of Dazaka, XP 1,000

NUMBER SLAIN: _____
EXPERIENCE POINTS EARNED: _____

Shadows of Mirahan



Appendix V

Pre-generated Characters

The comic adventures of the Death Dealer follow a cast of heroes as they races across Iparsia in an desperate attempt to stave off the onslaught of the Oblivion God. Following are five of the principle characters from the comic, suitable for use in this adventure.

Finally, here you will also find statistics for the inimitable Death Dealer, if only to offer the heroes a standard to aspire towards and a tragic destiny to shun.

Shadows of Mirahan

Lorthos

HUMAN MALE DRUID 7

GOOD

HIT POINTS: 67

Bloodied: 33
Healing Surge: 16
Surges Per Day: 9

DEFENSES

Armor Class 16
Fortitude 16
Reflex 15
Will 20

ABILITIES

10 Strength (+3)	INITIATIVE +7
15 Constitution (+5)	ACTION POINTS: 1
11 Dexterity (+3)	SPEED 6 squares
10 Intelligence (+3)	VISION: Low-light
20 Wisdom (+8)	LANGUAGES: Common
9 Charisma (+2)	

BASIC ATTACKS

Melee basic attack: +5 (scythe)	Damage: 2d4
Ranged basic attack: +5 (sling)	Damage: 1d6

FEATS

Action Surge — +3 to attack when you spend an action point
Against All Odds — If 3+ foes adjacent to you at start of turn, you gain a +1 to attacks and damage until the end of your turn
Human Perseverance — +1 to saving throws
Improved Initiative — +4 to initiative checks
Ritual Caster — Master and perform rituals
Toughness — +5 hp per tier

CLASS FEATURES

Balance of Nature
Primal Aspect — Primal Guardian
Ritual Casting
Wild Shape

POWERS

Black Harbinger
Utility
Obscuring Mist

AT-WILL POWERS

Chill Wind
Flame Seed
Pounce
Storm Spike
Wild Shape

ENCOUNTER POWERS

Call Lightning
Frost Flash
Tremor

SKILLS

Acrobatics +2
Arcana +8
Athletics +2
Bluff +2
Diplomacy +7
Dungeoneering +8
Endurance +4
Heal +13
History +8
Insight +8
Intimidate +2
Nature +13
Perception +8
Religion +3
Stealth +2
Streetwise +2
Thievery +2

DAILY POWERS

Wall of Thorns
Wind Prison

EQUIPMENT

Scythe
Sling, 30 stones
Hide armor
Trail rations (10 days),
Waterskin (full)
Backpack, bedroll, belt pouch
50-feet of hemp rope, flint and steel,
Empty flask
5 gp



Shadows of Mirahan

Adelia

HUMAN FEMALE ROGUE 7

GOOD

HIT POINTS: 59

Bloodied: 29
Healing Surge: 14
Surges Per Day: 7

DEFENSES

Armor Class 20
Fortitude 15
Reflex 21
Will 16

ABILITIES

10 Strength (+3) INITIATIVE +8
12 Constitution (+4) ACTION POINTS: 1
20 Dexterity (+8) SPEED 6 squares
10 Intelligence (+3) LANGUAGES: Common
8 Wisdom (+2)
15 Charisma (+5)

BASIC ATTACKS

Melee basic attack: +6 (short sword) Damage: 1d6
Ranged basic attack: +10 (longbow) Damage: 1d10+5

FEATS

Action Surge — +3 to attacks when you spend an action point
Backstabber — Sneak attack dice increases to d8s
Dirty Fighting — +4 to melee damage against surprised enemies
Human Perseverance — +1 to saving throws
Weapon Proficiency (longbow)

CLASS FEATURES

Artful dodger
First Strike
Rogue Weapon Talent
Sneak Attack

POWERS

Chameleon
Tumble
Utility

AT-WILL POWERS

Piercing Strike
Riposte Strike
Sly Flourish

ENCOUNTER POWERS

Bait and Switch
From the Shadows
Positioning Strike

DAILY POWERS

Deep Cut
Handspring Assault

EQUIPMENT

Short sword
Longbow, quiver with 20 arrows
Leather armor
Trail rations (10 days),
Waterskin (full)
Backpack, bedroll, belt pouch
50-feet of hemp rope, flint and steel
139 gp

SKILLS

Acrobatics +13
Arcana +3
Athletics +8
Bluff +5
Diplomacy +5
Dungeoneering +2
Endurance +4
Heal +2
History +3
Insight +7
Intimidate +5
Nature +2
Perception +7
Religion +3
Stealth +13
Streetwise +10
Thievery +13



Shadows of Mirahan

Rian

HUMAN MALE WARLORD 7

GOOD

HIT POINTS: 59

Bloodied: 29
Healing Surge: 14
Surges Per Day: 10

DEFENSES

Armor Class 20
Fortitude 19
Reflex 16
Will 14

ABILITIES

20 Strength (+8)
12 Constitution (+4)
10 Dexterity (+3)
14 Intelligence (+5)
9 Wisdom (+2)
11 Charisma (+3)

INITIATIVE 7
ACTION POINTS: 1
SPEED 5 squares
LANGUAGES: Common

BASIC ATTACKS

Melee basic attack: +10 (Broadsword) Damage: 1d10+5
Ranged basic attack: +5 (Crossbow) Damage: 1d8

FEATS

Action Surge — +3 to attacks when you spend an action point
Durable — +2 healing surges
Improved Initiative — +4 to initiative checks
Inspired Defense — Ally gains +1 to all defenses with inspiring word
Powerful Charge — +2 damage, +2 to bull rush on a charge

CLASS FEATURES

Combat Leader
Commanding Presence
Inspiring Word

POWERS

Knight's Move
Quick Step
Utility

AT-WILL POWERS

Furious Smash
Opening Shove
Wolf Pack Tactics

ENCOUNTER POWERS

Hammer and Anvil
Inspiring War Cry
Inspiring Word
Lion's Roar

DAILY POWERS

Bastion of Defense
Stand the Fallen

EQUIPMENT

Broadsword
Crossbow, case with 20 bolts
Chainmail and light shield
Trail rations (10 days),
Waterskin (full)
Backpack, bedroll, belt pouch
50-feet of hemp rope, flint and steel,
10 torches
52 gp

SKILLS

Acrobatics +2
Arcana +5
Athletics +12
Bluff +3
Diplomacy +8
Dungeoneering +2
Endurance +8
Heal +2
History +10
Insight +2
Intimidate +8
Nature +2
Perception +2
Religion +5
Stealth +2
Streetwise +3
Thievery +2

Shadows of Mirahan

Owen

HUMAN MALE RANGER 7

GOOD

HIT POINTS: 62

Bloodied: 31
Healing Surge: 15
Surges Per Day: 6

DEFENSES

Armor Class 18
Fortitude 19
Reflex 18
Will 13

ABILITIES

20 Strength (+8)
10 Constitution (+3)
16 Dexterity (+6)
10 Intelligence (+3)
11 Wisdom (+3)
9 Charisma (+2)

INITIATIVE +10
ACTION POINTS: 1
SPEED 6 squares
LANGUAGES: Common

BASIC ATTACKS

Melee basic attack: +11 (Longsword) Damage: 1d8+5
Melee basic attack: +11 (Short sword) Damage: 1d6+5
Ranged basic attack: +8 (Longbow) Damage: 1d10+3

FEATS

Action Surge — +3 to attacks when you spend an action point
Agile Hunter — Shift as free action after scoring a critical
Improved Initiative — +4 to initiative checks
Lethal Hunter — Hunter's Quarry damage dice increase to d8s
Toughness — Gain +5 hp per tier

CLASS FEATURES

Two-Blade Fighting Style
Hunter's Quarry
Prime Shot

POWERS

Skilled Companion
Unbalancing Parry
Utility

AT-WILL POWERS

Careful Attack
Hunter's Quarry
Twin Strike

ENCOUNTER POWERS

Claws of the Griffon
Cut and Run
Evasive Strike

DAILY POWERS

Jaws of the Wolf
Two-Wolf Pounce

EQUIPMENT

Longsword
Short sword
Longbow, quiver and 20 arrows
Leather armor
Trail rations (10 days),
Waterskin (full)
Backpack, bedroll, belt pouch,
5 torches
50-feet of hemp rope, flint and steel,
Empty flask
13 gp

SKILLS

Acrobatics +6
Arcana +3
Athletics +13
Bluff +2
Diplomacy +2
Dungeoneering +8
Endurance +8
Heal +3
History +3
Insight +3
Intimidate +2
Nature +8
Perception +8
Religion +3
Stealth +11
Streetwise +2
Thievery +6



Shadows of Mirahan

Lambeau

HUMAN MALE FIGHTER 7

GOOD

HIT POINTS: 76

Bloodied: 38
Healing Surge: 19
Surges Per Day: 11

DEFENSES

Armor Class 22
Fortitude 20
Reflex 15
Will 13

ABILITIES

20 Strength (+8) INITIATIVE +3
14 Constitution (+5) ACTION POINTS: 1
10 Dexterity (+3) SPEED 5 squares
10 Intelligence (+3) LANGUAGES: Common
11 Wisdom (+3)
11 Charisma (+3)

BASIC ATTACKS

Melee basic attack: +11 (Broadsword) Damage: 1d10+5
Ranged basic attack: +5 (Longbow) Damage: 1d10

FEATS

Action Surge — +3 to attacks when you spend an action point
Defensive Mobility — +2 to AC against OA
Dirty Fighting — +4 to melee damage against surprised enemies
Power Attack — +2 damage for -2 to attack
Toughness — Gain +5 hp per tier

CLASS FEATURES

Combat Challenge
Combat Superiority
One-Handed Weapon Talent

POWERS

Pass Forward
Unbreakable
Utility

AT-WILL POWERS

Combat Challenge
Cleave
Sure Strike

ENCOUNTER POWERS

Spinning Sweep
Sweeping Blow
Sudden Surge

SKILLS

Acrobatics +1
Arcana +3
Athletics +11
Bluff +3
Diplomacy +3
Dungeoneering +3
Endurance +8
Heal +3
History +3
Insight +3
Intimidate +8
Nature +3
Perception +3
Religion +3
Stealth +1
Streetwise +8
Thievery +1

DAILY POWERS

Brute Strike
Cometfall Charge

EQUIPMENT

Broadsword
Longbow, quiver and 20 arrows
Scale Armor
Heavy Shield
Trail rations (10 days),
Waterskin (full)
Backpack, bedroll, belt pouch
50-feet of hemp rope, flint and steel
100 gp





Shadows of Mirahan

Appendix VI: The Death Dealer

Death Dealer Tactics

The Death Dealer is an engine of destruction that is nigh unstoppable by anything short of divine intervention. It wields its axe and sword with unmatched skill; even the world's mightiest warriors cannot hope to stand against it for more than a few paltry seconds. The Death Dealer begins combat with its executioner's axe, targeting the strongest opponent within reach. It uses *field of blood* if faced with multiple opponents, shifting around the battlefield in a tornado of blood and steel. If confronted with a truly worthy opponent, the Death Dealer switches to its shield and falcon sword, using *impenetrable bulwark* to rebuff attacks made against it. When bloodied, the Death Dealer enters a berserk frenzy that quickens its attacks well beyond mortal limits. When in this state, it is utterly implacable, stopping at nothing until it is the last entity standing on a blood-soaked killing field.

Death Dealer Lore

A character knows the following information with a successful Religion check.

DC 25: Legend holds that the dark rider was brought to Ipersia by the druids of old. The incarnation of death and violence, the Death Dealer is nature's uncaring cruelty, made manifest.

DC 30: This cycle, the Death Dealer has returned to Ipersia — not to bring death to men — but to battle the Oblivion God.

The Death Dealer Level 28 Solo Soldier

Medium immortal humanoid

XP 65,000

Initiative +20 **Senses** Perception +24; darkvision

Death's Helm (Fear) aura 5; enemies within the aura take a -4 penalty to attack rolls and saving throws.

HP 1,295; **Bloodied** 647; see also *scion of destruction*

Regeneration 10 (if the Death Dealer takes radiant damage, its regeneration doesn't function until the end of its next turn.)

AC 44; **Fortitude** 42, **Reflex** 39, **Will** 38

Immune disease, poison; **Resist** 20 necrotic

Saving Throws +5

Speed 7

Action Points 2

⊕ **Executioner's Axe** (standard; at-will) ♦ **Weapon**
Reach 2; +35 vs.AC; 3d6+9 damage, and ongoing 10 damage (save ends).

⊕ **Falcon Scimitar** (standard; at-will) ♦ **Weapon**
+35 vs.AC; 2d8+9 damage (crit 6d8+24)

‡ **Horned Helm** (free, when the Death Dealer hits a target with a melee basic attack; at-will) ♦ **Weapon**
+33 vs.AC; 1d8 + 9 damage, and the target is knocked prone.

‡ **Impenetrable Bulwark** (immediate interrupt, when the Death Dealer is hit with a melee attack; at-will)
Requires shield; the Death Dealer makes an attack roll against its attacker: +33 vs.AC; the death dealer takes no damage from the triggering attack, and the attacker is pushed 2 squares. *Impenetrable bulwark* cannot be used with the executioner's axe.

↔ **Field of Blood** (standard; recharge 4,5,6) ♦ **Weapon**
Requires executioner's axe; close burst 2; +33 vs.AC; 3d6+9 damage, and ongoing 10 damage (save ends). The Death Dealer then shifts up to 3 squares and makes a second burst attack; close burst 1; +33 vs.AC; 3d6+9 damage, and ongoing 10 damage (save ends).

Horned Fury (only when bloodied)

When bloodied, the Death Dealer can make two melee basic attacks as a standard action.

Scion of Destruction (the first time the Death Dealer is reduced to 0 hit points) ♦ **Healing**

The Death Dealer rises on its next turn (as a move action) with hit points equal to its bloodied value.

Alignment Unaligned

Languages Common

Skills Athletics +29, Endurance +26, Intimidate +21

Str 30 (+24) **Dex** 22 (+20) **Wis** 20 (+19)

Con 27 (+22) **Int** 14 (+16) **Cha** 14 (+16)

Equipment Executioner's axe, falcon scimitar, heavy shield, scale armor



Shadows of Mirahan

Black Charger

Level 22 Elite Brute

Large immortal magical beast (mount) XP 8,300

Initiative +15 **Senses** Perception +13; darkvision

HP 510; **Bloodied** 255; see also *death's endless ride*

Regeneration 10 (while the Death Dealer lives)

AC 36; **Fortitude** 36, **Reflex** 32, **Will** 28

Immune disease, poison; **Resist** 10 Necrotic
Vulnerable Radiant

Saving Throws +2

Speed 12

Action Points 1

④ **Hooves** (Standard; at-will)

Reach 2; +25 vs.AC; 3d6+8 damage, the target is pushed 3 squares and knocked prone.

Rule the Field (move, when mounted by the Death Dealer; at-will) ♦ **Mount**

The black charger shifts up to 6 squares. Its rider can make a basic melee attack against a target it passes adjacent to during the move as a free action.

Fearsome Charge (when mounted by the Death Dealer; at-will) ♦ **Mount**

On charge attacks, the black charger's rider deals an extra 3d6 damage, and the target is knocked prone.

Death's Endless Ride

The black charger cannot be truly slain so long as its master lives. Even if reduced to 0 hp, it rises at full hit points on the following night to serve its master once more.

Alignment Unaligned **Languages** –

Skills Endurance +23

Str 27 (+19) **Dex** 20 (+16) **Wis** 14 (+13)

Con 25 (+18) **Int** 13 (+12) **Cha** 17 (+14)

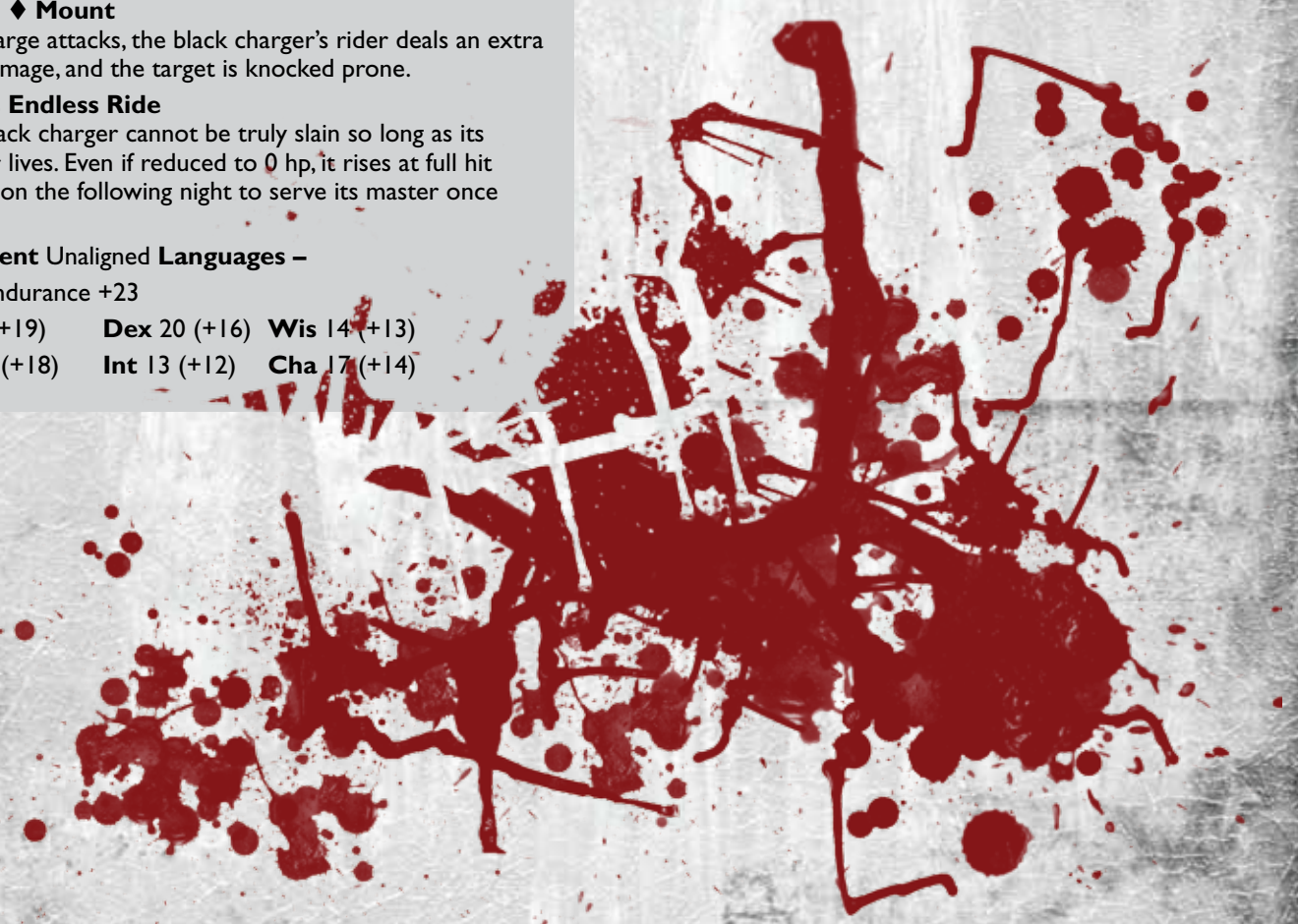
Black Charger Tactics

The black charger exists to serve the Death Dealer, and it supports its master in battle as a terrifying steed. If forced to battle foes on its own, however, the black charger is more than capable. It attacks with blows from its fearsome hooves, smashing armor, flesh, and bone with the force of a siege ram.

Black Charger Lore

A character knows the following information with a successful Religion check.

DC 25: The black charger is an extension of the Death Dealer. It is only found with the dark rider, and heralds the coming of death itself.



Shadows of Mirahan



FRANK FRAZETTA'S

DEATH DEALER



FRAZETTA COMICS 

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