

EVENT SUMMARY: SPEC4~6 RAGING SHADOWS

The results of this adventure will have an impact on the future development of the campaign!

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

<https://www.surveymonkey.com/s/SPEC0406LFR>

The survey period closes on **01 November 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

Question 1: How many villagers were rescued in Encounter 1?

Question 2: Did the party obtain at least an average of 2 successes per PC (total 8/10/12) in the skill challenge in Encounter 5?

Question 3: How many successes (total) did the party obtain in the skill challenge in Encounter 5?

Question 4: How many successes at each skill did the PCs obtain in the skill challenge in Encounter 5?

- a. Arcana
- b. Bluff
- c. Nature
- d. Religion

Question 5: How many PCs died during the adventure?

Question 6: Did the PCs tell the Aspect that the Netherese were responsible for the attack on Highmoon?

Question 7: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

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

Question 8: How do you, the DM, rate this adventure, using the same 5-point scale?

PLAYER'S HANDOUT 1: THE ASPECT'S RITUAL

The ritual to protect this area from the Maelstrom is a small-scale solution to a large-scale problem. If it serves effective in protecting the Dalelands, the same basic principles could be used by more powerful beings to stop the Maelstrom in its entirety.

The ritual uses a combination of arcane, divine, and primal power to create a powerful effect, centered on a sacred location, to call shadow energy to the location, trap it, and in time destroy it. Each power source is used for a different effect, and those attuned to that power source have an easier time manipulating the energy.

Channeling the arcane energy of the ritual strengthens the wards guarding the ritual and makes it more difficult for powerful shadow creatures to escape the warded area.

Channeling the divine energy of the ritual abjures nearby shadow energy, calling shadow creatures into the warded area.

Channeling the primal energy of the ritual intensifies the ritual's energy, harming those within the area associated with the Maelstrom's energy.

Because the ritual has already begun, neither training in ritual casting nor training in the requisite skill is required to manipulate the ritual's energy. In fact, it may be possible to manipulate the energy merely by "going through the motions" of speaking the ritual's words.

In all cases, the ritual becomes more difficult to perform as it progresses. The safest strategy is to perform the ritual to the greatest extent possible, then evacuate the area and let the ritual do its work. Being pursued is not a concern if the ritual is strong enough; the wards will prevent shadow creatures from leaving the area.