

## PLAYER'S HANDOUT 1: CLOSING THE SHADOW RIFT

*After a quick study of the area, you realize there is a rift to the Shadowfell just above the sewer pool. The otyugh seems to draw energy from the rift, making it even more dangerous. Various torches around the room are magical, oddly enough not touched by the darkness of the rift. Something tells you that if you place them at the right nodes in the room, it will close the rift...*

There are 8 magically lit torches situated around the room. To banish the shadows and close the rift, you must place the torches in the squares indicated on the map. It requires a minor action to recognize the spots. Once enough of the shadows have been banished by light (4 torches for 4 PCs, 6 torches for 5 PCs, 8 torches for 6 PCs), a PC must make a final Arcana, Nature or Religion check to close the rift.

A PC adjacent to a torch on a wall can retrieve it with a minor action. A PC can carry as many torches as they wish, and can pass or take one from an adjacent ally as a minor action.

Properly placing a torch in an indicated square requires Athletics (to wedge it in), Arcana (to make the magic light brighter) or Dungeoneering (to optimize placement). This DCs for this check are Easy (standard action), Moderate (move action), or Hard (minor action).

Until the rift is closed, the following effects are active:

- The room is dimly illuminated. PCs with normal vision treat all creatures as having concealment.
- As an at-will minor action, the otyugh can remove one effect from itself.
- The otyugh is insubstantial.
- When the otyugh uses *maw of decay*, targets hit must make a saving throw. On a failure, they immediately gain Stage 1 of the disease. If they already have the disease or the filth fever from Encounter 2 or 4, it increases to the next stage.

When you have placed half of the torches, the room is considered brightly illuminated and the otyugh can no longer remove effects from itself as a minor action.

When all of the torches have been placed, it takes one final action to close the rift. A PC adjacent to the rift makes an Arcana, Nature, or Religion (Easy/standard action; Moderate/move action; Hard/minor action) check to seal the rift. When this happens, the otyugh loses the insubstantial trait and can no longer use *improved maw of decay*. A surge of energy comes from the torches and each PC can spend a healing surge and make one saving throw against an effect that a save can end.

# EVENT SUMMARY

The results of this adventure has an impact on the future development of the *Desolation* story series!

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/SPEC0405LFR>

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

If played at a convention, what slot:

Table Number:

DM's Name:

**1. Did Lady Iona survive the adventure?**

- a. yes
- b. no

**2. Did the *Trident* sink?**

- a. yes
- b. no
- c. no, but it did crash at the docks

**3. Did the PCs go out of their way to help the people of Urmlaspyr?**

- a. yes
- b. no

**4. Did the PCs close the shadow portal in the sewers?**

- a. yes
- b. no

**5. Did the PCs retrieve the corpse of the shadar-kai in the otyugh's lair?**

- a. yes
- b. no

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

5   4   3   2   1

**7. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

5   4   3   2   1