



INTERLUDE: SHADOWLASH

BY RICH LESCOUFLAIR

Shadowlash is a bonus scenario that can be added to the Demonbane Saga. It is optimized for a group of four to five player characters at 3rd to 4th level. The events in this adventure take place directly after the events in “The Mysterious Maiden”. In order to properly play this adventure, please play through [Curse of the Demon Stone](#), available in print or on the RPGNow website.

ADVENTURE BACKGROUND

After the players escape from Talomere, they head toward the port city of Karsis, a major center of trade amongst merchants of the Twilight Sea region. Captain Jadd and his crew make regular stops here. He has contacts in the city that can help the party hide from Kanter Morningmist as they make their way north toward Laskira.

The Blacksteel Guild operates out of one of the eight merchant houses that control Karsis. Unfortunately, Jadd’s contacts from the Blacksteel have run into recent troubles. The leader of this guild branch, Marisha Taran, has made side deals with the Crimson Order, an organization of zealots bent on imposing martial law in the name of a self-proclaimed deity. The party must deal with Marisha and the Crimson Order if they are ever to make it out of Karsis safely.

An early autumn breeze greets you as the Luna’s Shard reaches the port city of Karsis. The city landscape still bears the signs of late summer, the leaves just beginning to turn colors to mark the season. After the last few days traveling through the stormy currents of the Twilight Sea, you are excited to begin a much earned respite.

The Shard pulls into the dock, Marynne bellowing out orders to the crew to secure the ship and prepare for the disembark. The city docks are almost like a living thing, a patterned wave of people hustling and bustling between ships, merchant stands, and storage buildings. Captain Jadd walks over to the bow and begins waving toward a small group of people approaching the ship.

Jadd will explain the people approaching the ship are merchants that are part of the Blacksteel Guild, one of the city’s controlling houses. He also explains that the guild itself is also secretly a thieves’ guild, one of which he was a member when he was younger.

He will need their help in order to get both Ariel and the party north out of the city while avoiding Kanter and his Eclipse soldiers. Jadd asks the party to stay close to the area while he deals with his contact.

THE KARSIS DOCKS

The docks are filled with travelers and merchants of all sorts. The players will be able to purchase any goods or services normally available at a standard rate. The constant competition between the merchant houses in the city keeps most merchants from hiking up prices, but they will make every attempt to upsell their wares.

In addition, various rumors can be gained by talking to the people in the area and making a successful DC 13 Charisma (Persuasion) roll.

With each success, roll a d10 and consult the following table for available rumors:

d10	RUMOR
1-2	The merchant houses in Karsis each have their own sub-organization of soldiers and spies to protect the prosperity of the house.
3-4	Many orcs from the Jurom Kor have been amassing in areas between Elan and the Twilight Region.
5-6	Small bands of an army called the Soldiers of the Eclipse have recently made their way into Karsis. They are looking for a fugitive priestess named Morningmist.
7-8	The four council lords of Laskira may have a traitor in their ranks. Staged conflicts have been on the rise within the city borders.
9-10	The Blacksteel guild have had recent troubles after their leader reportedly went mad and killed her most trusted advisors.

When the players are finishing up at the docks, Jadd will find them and ask that they meet in the meeting room aboard the ship..

KARSIS LOCKDOWN

When the players arrive at the meeting chamber, they are also greeted by a dusky skinned dwarf in travel garb and a fine cloak. Jadd introduces the dwarf as Jergo Battenbrew, a former guildmate.

You've grown accustomed to a few of the captain's expressions over the past couple of days. But this one, a mix of both annoyance and concern, is one that usually does not bode well.

"Well, guys," he begins with a half sigh, it looks like we ran into a bit of a snag. Kanter's been flaunting his nobility and, more importantly, his money around and has spies from every house on the lookout for you and Ariel. Passing through here is a death sentence for sure. This normally wouldn't be a problem since Jergo and his people have secret ways out of the city. But first, it looks like we have to help out an old friend."

Jergo clears his throat. He seems somewhat shaken but tries his best to speak clearly. "Greetings, friends. I serve the local merchant house of the Blacksteel. Due to hard times within the city, our leader, Marisha Taran, recently decided to associate our guild with members of the Crimson Order, zealots who bring nothing but war and misery to the populace. This was supposed to be a temporary measure, but it appears the order has taken over our base of operations, and corrupted Marisha into something... twisted. I've made an agreement with your captain to help you if you can help us. Please..."

Jadd nods. "Don't worry, Jergo. I've seen these guys in action." He then turns to your group. "I can't believe Marisha got herself into this mess. The only thing more foolish than joining the order is believing you can ever leave it. But we're stuck here unless we can help them out. What do you guys say?"

Quest: Reclaim the Tower - The Blacksteel are divided on how to deal with their commander's decisions, but Jergo knows something must be done soon for the house to continue to thrive within the city. He needs the players to infiltrate the Blacksteel's tower and eliminate the influence of the Crimson Order. If the players accept to help Jergo, the Blacksteel will smuggle the party out of Karsis free of charge after they complete the quest. They are also welcome to whatever treasures the order has stashed within.

If the players refuse, they will not only garner bad relations with Jadd, but will also have to pay 200 gp to the Blacksteel to leave the city after Jadd smooths out the situation between you and the Blacksteel.

Jergo has a secret way into the tower via the sewers beneath the city. He explains that once they make it outside, they should be past the wall guarding the tower's entrance. The players are on their own for this one, as Rianna will be handling issues within the city and there is too much risk in putting Ariel in the sights of the Crimson Order.

BLACKSTEEL TOWER

The sewer path is well guarded by members of the Blacksteel guild, but the patrols thin out as the party reaches the exit path leading up into the rear of the Emerald District. The main keep is primarily for the merchant house while the tower is where Marisha trains her elite spies and guildmembers. Refer to the map locations once the party arrives.

Rewards and Treasure: The guards carry a total of 38 gp, 52 ep, and 55 sp.

2. MEETING HALL

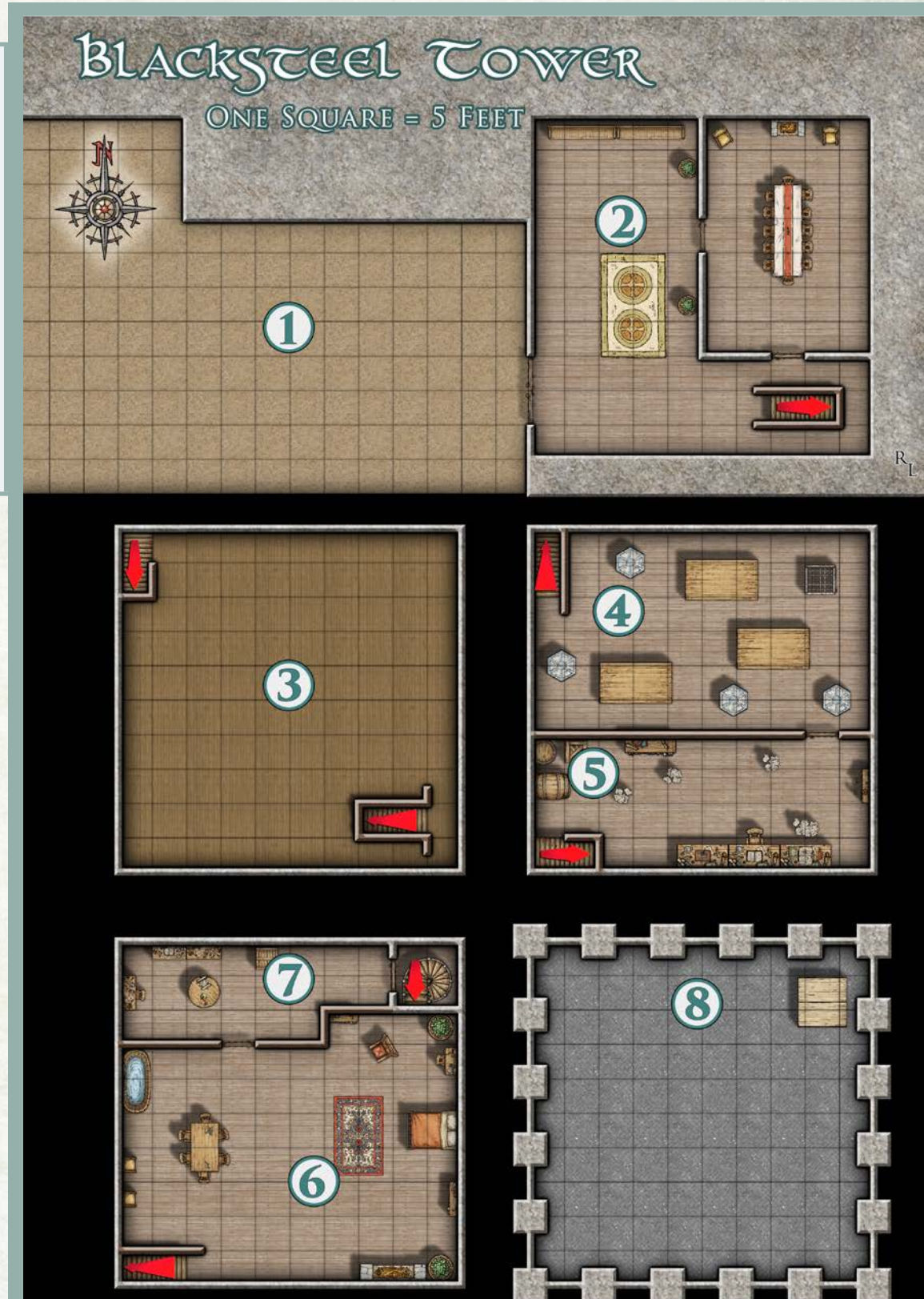
The bottom level area is mostly empty. The side room is a meeting chamber where a number of documents and maps are scattered along the table. A successful DC 13 Intelligence (Investigation) check will reveal the

1. COURTYARD

A small stone keep is set here against the district wall, flanked by a stout, fortified stone tower at its corner, your place of destination. The walls of the keep appear to have been scorched and marred, while the tower stands unblemished! Two armored figures in red and gold cloaks stand to either side of the tower's entrance, while a far more burly creature wanders back and forth between them.

The tower's entrance is guarded by two **crimson guards** and a **half-ogre**. If conflict erupts between the party and the gate guard, the half-ogre's pet **dire wolf** will join the fight at the beginning of the second combat round.

Identifying the garb of the Crimson Order requires a DC 13 Intelligence (Arcana) check. A party member may easily approach from the side by making a DC 11 Dexterity (Stealth) roll. The party may also attempt to talk their way in by trying to convince the guards that they are members of Marisha's group. Use your judgement for good roleplay and have the players make a DC 15 Charisma (Persuasion) roll. The guards will immediately attack if the roll is failed.



documents and maps to be strike points within the different districts in Karsis accessible from the sewers.

If any players have a passive Perception of 12 or higher, they will notice a piece of worn parchment in between the scattered papers. The parchment has a number of strange symbols and markings scrawled onto it in no particular pattern. A successful DC 12 Intelligence (Arcana) check will recall the markings to be the same ones that were on many of the walls and floors of Nystilus' sanctum on Talomere Island. There is nothing else of value in this room.

3. TRAINING HALL

The floor of this area is made of reinforced oak. The rafters hang low with different lengths of rope hanging in various locations.. The walls bear signs of damage from weapons of all different types.

Four **crimson assassins** are hiding in the shadows above the rafters. Unless actively searching the rafters specifically, a DC 14 passive Perception will be required to notice them. Two will leap down in an attempt to surprise attack while the other two will remain in the rafters firing ranged attacks. Climbing one of the ropes to the rafters will require a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) skill check.

Rewards and Treasure: The assassins carry a total of 41 gp and 122 sp. They also carry bags of gems worth 108 gp in total. One of the assassins also carries a *dagger of long shadow*.

4. RESEARCH AREA

A spike trap is located not far beyond the base of the steps in this area. A successful DC 14 Wisdom (Perception) roll to detect the pressure plate. If the trap is triggered, all players within the trap's area must make a DC 15 Dexterity saving throw or be hit by one of the large metal spikes that shoot up from the floor, taking 7 (2d6) points of piercing damage.

Tables, pedestals, and hooks are placed along the edges of this room, many of them holding different makes of clothing and uniform, glass jars filled with bones and skulls of various humanoid creatures, and seemingly worthless trinkets with markings that hail from various nations within Sereth..

The Crimson Order collects and studies all of its enemies in an attempt to not only understand their

weaknesses, but find different ways to manipulate, debilitate, or magically corrupt their enemies. A successful DC 15 Intelligence (Arcana) check will reveal the trophies and trinkets in this room being specifically for that purpose, and that Marisha must have adopted a practice similar to the Order.

5. LABORATORY

This area is filled with bottles, books, and equipment for alchemical and magical study. The cabinet in the room is locked and trapped with a poison needle requiring a successful DC 13 Dexterity check with thieves' tools to open. Failure triggers the trap which 7 (2d6) poison damage is considered poisoned for the next hour. Inside the cabinet, they can find a newly bound blank spellbook, two *potions of healing*, and scrolls of *invisibility* and *suggestion*.

6. MARISHA'S CHAMBERS

Sweet whispers of death and eternal oblivion fill your thoughts as you step into this chamber. This large room was once one of opulence, demonstrating the owner's flair for the finer things. Now, everything in this area seems slightly off, twisted in appearance somehow. In the center of the room, a column of twisted, inky black shadow rises out from the floor extending up through the ceiling. It's glistening surface shifts and moves in an almost hypnotic pattern.

The **Corruption Level in this area is 4**. (refer to the **Sanity Rules** on pg. 11 of the *Curse of the Demon Stone* adventure. The creature in this room is a void weaver. It cannot be damaged from within this room. Each round spent within 10 feet of it invokes a DC 14 Sanity check. Touching or interacting with it using melee weapons or items will also invoke a Sanity check. The corruption rating applies throughout this entire floor of the tower as well as the roof above.

7. OFFICE

An elf named Enik is found in this office, his hands tied and laying upon the floor amongst the scattered lists, schedules, and guard rotations. He is extremely malnourished and exhausted. Any amount of food or water will bring him to his senses. A successful DC 12 Intelligence (Medicine) check will do the same.

Enik will explain that he is the last living survivor of Marisha's six personal guards. Marisha has been sacrificing them one by one to the thing in the bedroom next door. After forcing the Blacksteel into an alliance

with the Crimson Order, they had all soon discovered that the Order was now in league with demonkind, the likes of which haven't been seen in Sereth for generations. Marisha was slowly manipulated and corrupted by one of their sinister agents. Now, she is a twisted harbinger of madness who calls herself "Shadowlash". The creature has been using the Blacksteel as a tool to establish a powerful foothold in Karsis, slowly corrupting the other houses from within.

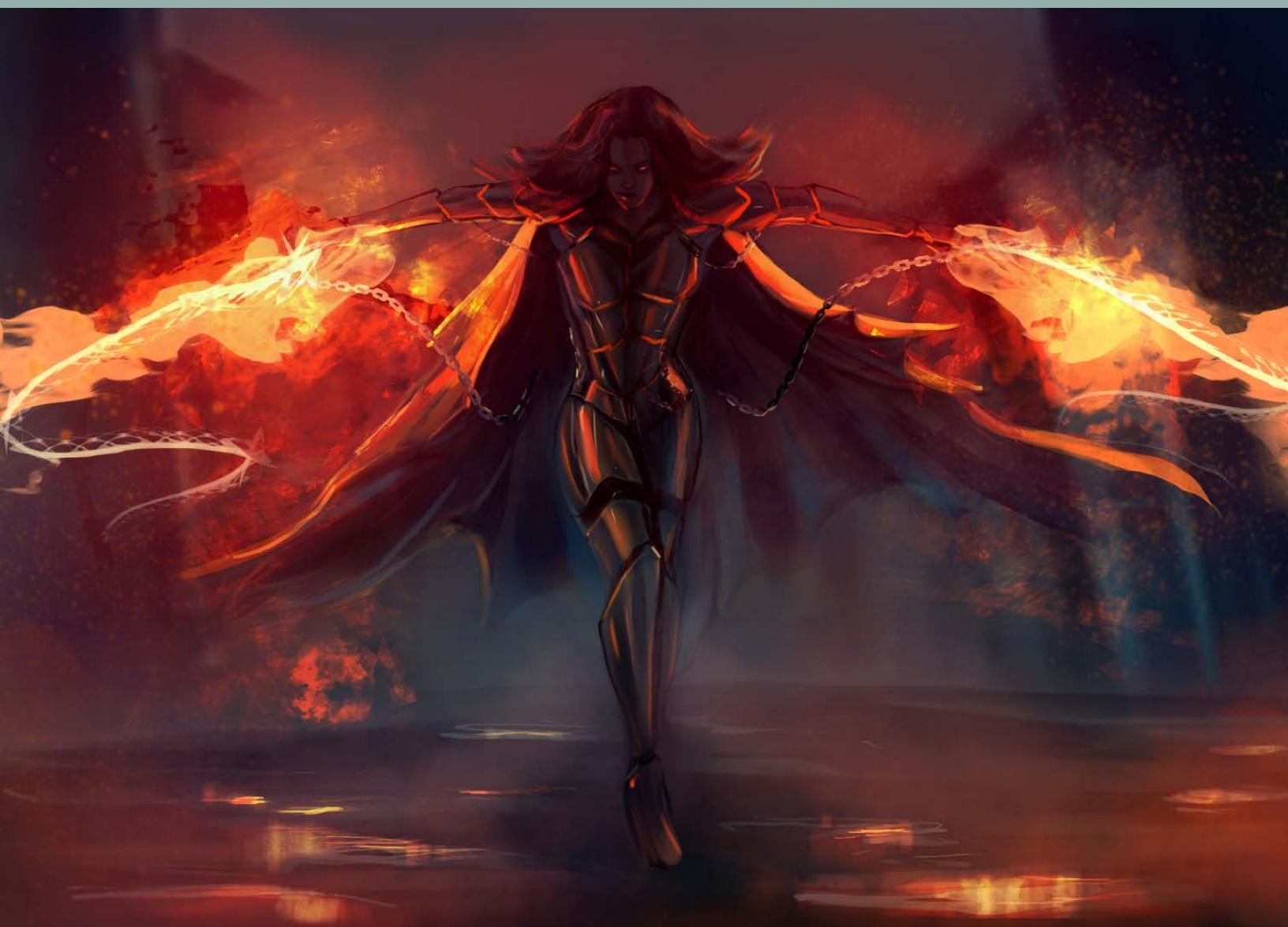
Enik thinks Marisha may be on the roof above, feeding one of his companions to the corrupted thing that feeds her power. He is unable to help, as he fears his mind would break in the presence of the creature. He does, however, give the players his bag containing gems worth 50 gp as a token of thanks for saving him.

8. TOWER ROOF

Your eyes swim, your skin crawls, and your bones shiver while the chill of an autumn breeze blows across the rooftop of the tower. The inky black mass pierces through the floor, a sinuous tendril casting a looming shadow from its core over the rest of the tower. The next instant, the slim form of a raven-haired woman in a suit of elven plate leaps from the roof of the keep, landing onto the roof of the tower. Two whips made of deep red flames trail from each of her wrists. "Interlopers!" she shouts, her eyes aglow with a fiery radiance. "You shall feel the fury of Shadowlash!"

DEVELOPMENTS

The players must face both **Marisha Taran** and the **void weaver**. The weaver can extend sinuous tentacles up to 20 feet in any direction. If the players kill the void weaver first, Marisha will lose her Entropic trait as well as the ability to use her innate spellcasting abilities.



The players may choose to kill Marisha or just knock her unconscious once she reaches zero hit points. If the void weaver is still alive, she will fight to the death. If not, she will simply collapse when defeated. The fire glow around her will vanish and she will begin to convulse and spasm. She can be easily stabilized with a DC 11 Intelligence (Medicine) skill check. If the players do so, Marisha Taran will once again be her former self, regaining her mind and soul. Other than weapons and armor which are both custom tailored specifically for her, Marisha is not carrying any treasure.

Once the encounter is finished and the void weaver is destroyed, the party may return to the docks to report to Jadd on their success. Any remaining Crimson Order members will have silently withdrawn from the area.

COMPLETING THE ADVENTURE

Once the party reaches the docks, Jergo will be waiting with Jadd and Rianna. If Marisha is with the party, Jergo will be overjoyed and will offer additional rewards from the Blacksteel coffers for saving their commander. The party can then leave the city and make their way toward Laskira, the infamous City of Intrigue.

REWARDS

- Award 500 XP to the party for completing the adventure.
- Award an additional 250 XP if they rescued Marisha Taran was saved instead of killed. Jergo will also award the party a flawless gemstone worth 200 gp.
- Regardless of how the quest turned out, the party will receive a potion of fire breath and a shortsword +2 from the Blacksteel house.

NEW MAGIC ITEM

DAGGER OF LONG SHADOW

Weapon (dagger), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, you may activate the magical effect on this weapon, extending the range of existing shadows surrounding you. You and any creature within 5 feet of you gains a +1 to all Dexterity (Stealth) checks made in dim light or outside at night. This effect does not work in complete darkness.

APPENDIX 1: MONSTERS

CRIMSON GUARD

Medium humanoid, lawful evil

Armor Class: 14 (ring mail)

Hit Points: 15 (2d8+6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills: Intimidation +2

Senses: Passive Perception 11

Languages: Common

Challenge: 1/2 (100 XP)

ACTIONS

Glave - Melee Weapon Attack: +5 to hit, reach 10 ft., one target
Hit: 8 (1d10+3) slashing damage.

Javelin - Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target
Hit: 6 (1d6+3) piercing damage.

CRIMSON ASSASSIN

Medium humanoid, lawful evil

Armor Class: 14 (leather armor)

Hit Points: 16 (3d8+3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	10 (0)	13 (+1)	10 (0)

Skills: Acrobatics +5, Stealth +5

Senses: Passive Perception 11

Languages: Common

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack - The assassin makes two melee or two ranged attacks.

Shortbow - Ranged Weapon Attack: +5 to hit, range 80 ft/320 ft., one target
Hit: 6 (1d6 + 3) piercing damage.

Scimitar - Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

DIRE WOLF

Large beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 37 (5d10+10)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception 3, Stealth +4

Senses: Passive Perception 13

Languages: --

Challenge: 1 (200 XP)

Keen Hearing and Smell- The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics- The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite - Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HALF-OGRE

Large giant, chaotic evil

Armor Class: 12 (hide armor)

Hit Points: 30 (4d10+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses: Darkvision 60 ft., Passive Perception 9

Languages: Common, Giant

Challenge: 1 (200 XP)

ACTIONS

Battle Axe- Melee Weapon Attack: +5 to hit, reach 10 ft., one target

Hit: 12 (2d8+3) slashing damage or 14 (2d10+3) slashing damage if used with two hands.

Javelin - Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target

Hit: 10 (2d6+3) piercing damage.

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MARISHA TARAN (SHADOWLASH)

Medium humanoid (high elf), chaotic evil

Armor Class: 17 (half plate)

Hit Points: 44 (8d8+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills: Intimidation +4, Perception, +3 Stealth +4

Senses: Passive Perception 13

Languages: Common, Elvish, Abyssal

Challenge: 3 (700 XP)

Entropic - The first time a player is damaged by the Marisha's attack they must make a Sanity check versus the area's Corruption Level.

Innate Spellcasting - Marisha's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

At will: flaming whip (already cast on weapons)

2/day: jump, misty step, invisibility (self only)

ACTIONS

Multiattack - Marisha makes two melee attacks with her whips.

Throw - Once per round if she hits with a whip attack, Marisha may use her bonus action to throw an enemy requiring to make a DC 14 Dexterity saving throw. If failed, they are thrown 10 feet, taking 3 (1d6) points of bludgeoning damage and are knocked prone.

Spiked Whip (Fire)- Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) slashing damage plus 7 (2d6) fire damage.

VOID WEAVER

Large creature, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 32 (5d10+5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	11 (+0)	10 (+0)	15 (+2)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: Blindsight 60 ft., Passive Perception 10

Challenge: 1 (200 XP)

Entropic - The first time a player is damaged by the contract's axe attack, they must make a Sanity check using the area's Corruption

ACTIONS

Multiattack - The void weaver makes two melee attacks with its tentacles.

Shadow Tentacle - Melee Weapon Attack: +4 to hit, reach 20 ft., one target.

Hit: 7 (1d10+2) necrotic damage.

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