

A 5E ADVENTURE

TO KILL A SHADOW

THE MOUNTAIN HOLDS ITS BREATH...
ONLY VENGEANCE, SILENCE, OR RUIN WILL DESCEND...

KELFECIL'S
TALES

TO KILL A SHADOW

BY



WRITING & DESIGN:
CONSTANTINE "KELFECIL" CHRISTAKIS

MAP ARTWORK:
HEROIC MAPS



TOKEN ARTWORK:
PAPER MAGE



ITEM ARTWORK:
ARIPOCKILY



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THE DRAGON'S SHADOW

The mist has not lifted. Though the cursed observatory lies silent and the stars above burn undisturbed, the presence of Ansarion still lingers in the breath of the wind and the tremble of the land. His influence is no longer distant. It is crawling toward the heart of Latakar.

The party's path leads south through veiled forests and shattered villages, ever closer to the source of the Shadow Curse. The world grows darker with every step, not just in the sky, but in the hearts of those who pass through the cursed lands. Friends turn cold, beasts turn twisted, and even memory becomes unreliable.

It is said Ansarion once flew with rage across the skies as an ancient black dragon. But now, cursed by shadows and stripped of mortality, he has become something worse, a creature of hunger and silence, one who sees through stone and soul alike. Slaying him may be the only hope left.

But reaching him means walking through ruin.



TABLE OF CONTENTS

| | |
|---------------------------------|----|
| THE DRAGON'S SHADOW | 3 |
| INTRODUCTION | 4 |
| ADVENTURE SUMMARY | 4 |
| QUICK ADVENTURE INFO | 4 |
| BACKGROUND..... | 5 |
| RUNNING THE ADVENTURE | 5 |
| NPC BACKSTORIES..... | 6 |
| ANSARION | 6 |
| PROLOGUE..... | 7 |
| ACT 1: SILENT CLIFFS | 8 |
| ACT 2: FORGOTTEN TOMB..... | 9 |
| ACT 3: HEART OF THE CURSE | 12 |
| EPILOGUE | 14 |
| MAGICAL ITEMS | 15 |
| APPENDIX: STAT BLOCKS | 19 |
| MAPS USED | 25 |

INTRODUCTION

Kelfeicil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that you will find difficult to forget.

ADVENTURE SUMMARY

To *Kill a Shadow* is a dark fantasy dungeon-crawl adventure for four to five 7th-level characters. As a direct sequel to *The Gathering Shroud*, this adventure concludes the Shadow Dragon duology.

With the shadow curse spreading from the Southern Valleys into the mountain tomb of its source, the players join Voldrac Ghexurn, a driven dragonborn warrior, in a final effort to destroy the heart of the corruption: Ansarion.

The adventure is divided into three acts:

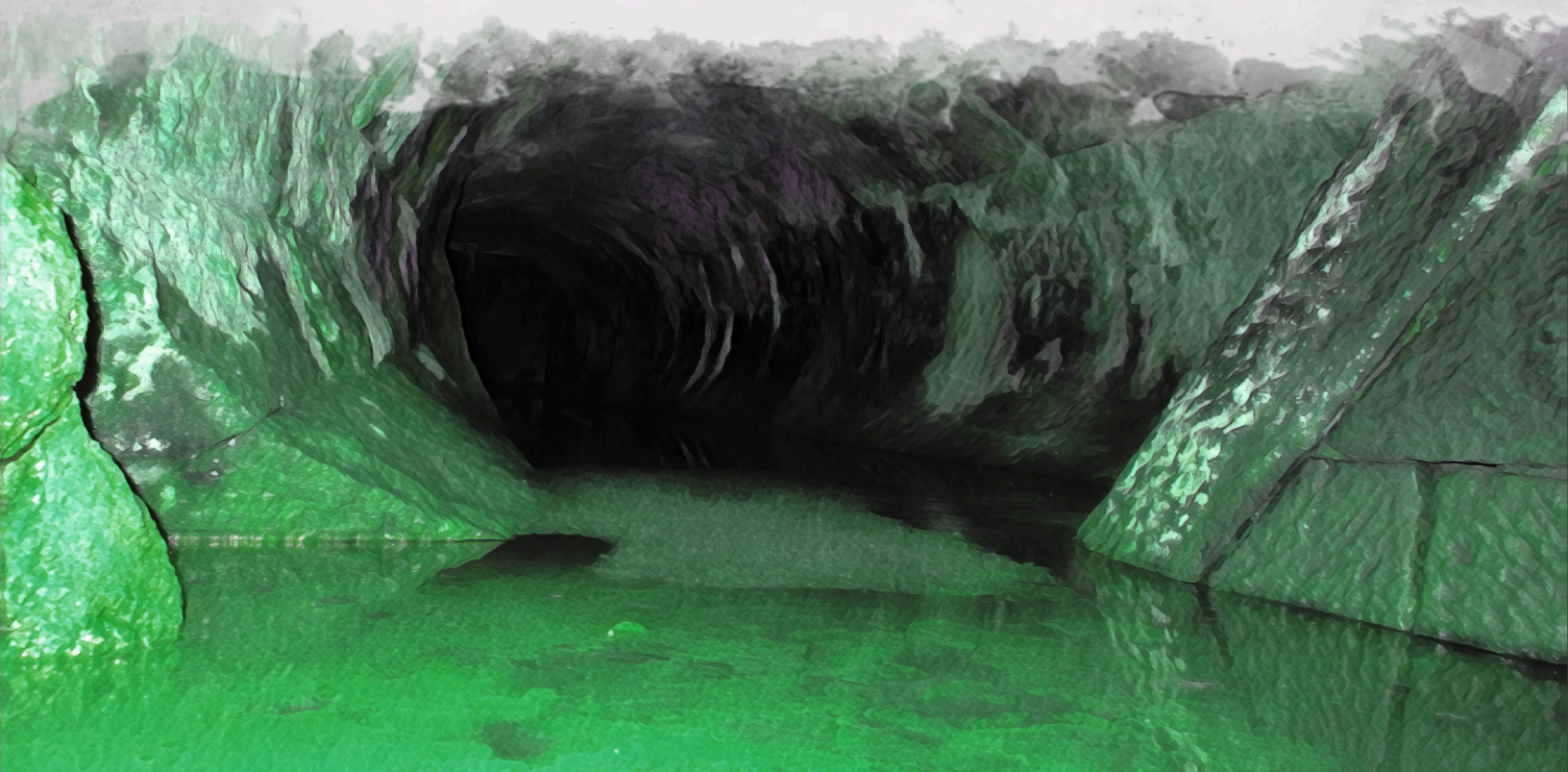
- Act 1 sends the party up a treacherous mountain pass, where empowered shadow creatures ambush them from the cliffs. Along the way, they uncover the body of a fallen paladin and signs of past resistance.
- Act 2 leads the party into Ansarion's tomb, a sprawling, acid-scoured dungeon filled with desecrated warrior graves, lurking shadow creatures, and deadly traps. The party uncovers forgotten history and cursed magical relics as they delve deeper.
- Act 3 culminates in a multi-phase boss battle in Ansarion's throne chamber, where the Shadow Dragon uses both humanoid and draconic forms to test the party's resolve.

The ending depends on the outcome of the final confrontation. Will the players bring peace to the region, or will the curse endure?

QUICK ADVENTURE INFO

Some quick information about the adventure:

- **Recommended Average Party Level (APL):** 8
- **Themes:** Investigation, Shadow, Curse, Dragon, Legacy
- **Setting:** Any, Starlight Chronicles (Central Latakara)
- **Time - Sessions to Finish:** 2-3 sessions (6-10 hours total)





BACKGROUND

Ansarion was once an ancient black dragon, a feared terror who brought ruin to the western lowlands of Latakar during the Astral Conflict. But his power waned, and for decades, the world believed him gone. Unbeknownst to most, he survived and wandered deep into the mist-choked valleys of the central regions. There, a hidden force took hold of him, a seed of the Shadow Curse, ancient and sentient. Rather than destroy him, it consumed and reshaped him, stripping away his mortal draconic form and transforming him into a being of pure shadow and malice. Ansarion now exists as a vessel of despair, spreading the curse like a plague and watching through the very mist he commands.

The Shadow Curse grows stronger through perception, fear, and loss. Wherever it spreads, it twists living creatures into reflections of their worst fears, turning them into shadows or worse. The curse has been bleeding out from the mountains for months, infecting nearby settlements and dissolving entire communities. The Church of Stars has attempted to contain it, but their agents have largely gone silent. Now, Ansarion's gaze turns south, threatening the entire valley.

Voldrac Ghexurn, a red dragonborn whose clan was ruined by black dragons in the war, believes that Ansarion is the last true remnant of that legacy. In the previous adventure, he joined forces with the party to uncover the nature of the curse. Now, driven by purpose and tempered by what he has seen, he leads the players into the heart of darkness, toward the lair of the dragon himself.

The party must travel through cursed lands, confront creatures formed of pure shadow, and face the psychological toll of exposure to the Shadow Curse. The further they go, the more they risk losing themselves. The only hope lies in defeating Ansarion and ending the source of the affliction before it spreads beyond control.

RUNNING THE ADVENTURE

This adventure is designed to reward careful exploration, tactical combat, and emotional investment. GMs should emphasize the atmosphere of dread and mystery while gradually escalating the threat of Ansarion's presence.

- **Tone and Pacing.** Lean into slow-building tension and the eerie tone of desecrated grandeur. The lair of Ansarion is both a tomb and a weapon, corrupted by time, acid, and shadow. Let moments of silence speak as loudly as combat.
- **Player Guidance.** Let the players lead in how they interact with Voldrac. His growth arc is a mirror to theirs. Voldrac is both an ally and a measure of how the party handles vengeance and moral compromise.
- **Encounters.** Combat encounters escalate in difficulty and complexity. Start with shadow ambushes in the pass, introduce acid hazards and layered threats in the tomb, and finish with a demanding boss fight that rewards smart positioning and spell usage.
- **Boss Mechanics.** Ansarion's fight is multi-phase. In humanoid form, he casts spells and summons Shadow Hounds while keeping his distance. Once the hounds fall, he shifts into his true dragon form. GMs should read both stat blocks in full before running the fight and use the environment to emphasize the scale and danger of the final chamber.
- **Cursed Magic.** The party will find several powerful but cursed items throughout the dungeon. These should be used to deepen the roleplay and raise moral questions. Let players decide what to do with these dangerous tools.
- **Outcomes.** Be sure to deliver one of the three tailored epilogues based on the final result. Whether the players succeed or fail, the story has weight and the world should change because of their choices.

NPC BACKSTORIES

VOLDRAC GHEXURN

Voldrac is a red dragonborn warrior born into a proud lineage decimated by black dragon raids during the Astral Conflict. His ancestors were poisoned, their lands ruined, and their legacy shattered. He was raised in the ashes of that loss. Where others sought peace, Voldrac embraced revenge. For years, he hunted whispers of surviving black dragons, and now he believes he has found one. Voldrac is driven, hardened, and initially dismissive of local suffering. But after fighting alongside the party and witnessing the curse firsthand, he has changed. No longer motivated purely by vengeance, Voldrac now sees the need to protect what remains of Latakar. His resolve is stronger, his goals more focused.

- **Unique Phrase:** *"My ancestors bled for silence. I will roar until the skies remember."*
- **Desire:** To slay Ansarion and restore his clan's honor.
- **Fear:** That his vengeance will blind him to the suffering of others.
- **Misbelief:** That destroying the dragon is all that matters.
- **Current Development:** Voldrac now tempers rage with strategy. He acts as both vanguard and leader, rallying others against the darkness while quietly wrestling with the burden of his past.

ANSARION

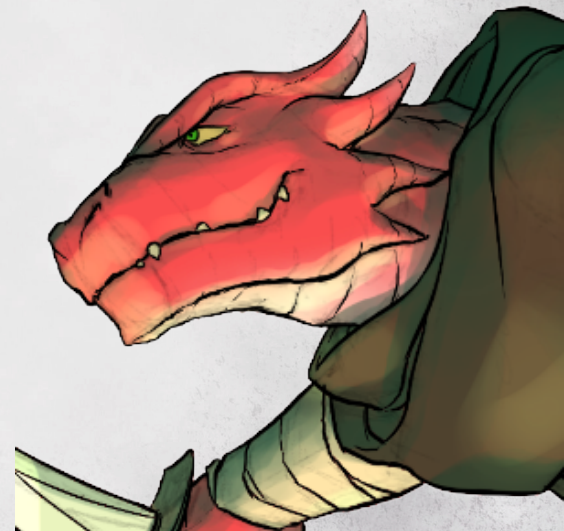
Ansarion was once an ancient black dragon who feared fading into irrelevance. When the Shadow Curse reached him, he embraced it willingly, allowing it to reshape him into a vessel of endless dread. Now more shadow than scale, he commands the mist and sees through the veil that clouds Latakar. He has abandoned his draconic pride in favor of something darker, a purpose that feeds on fear and silence. Ansarion sees the world as a canvas for despair and is determined to reduce it to empty echoes.

- **Unique Phrase:** *"There is no need for light when memory is already gone."*
- **Desire:** To dissolve all hope, one haunted soul at a time.
- **Fear:** That remnants of who he was might still linger.
- **Misbelief:** That the absence of light is the same as peace.
- **Current Development:** Ansarion's presence haunts the party as they move closer to his domain. He watches through the mist, toys with their minds, and prepares for the moment he can pull them fully into shadow.

ADVENTURE HOOKS

These are a few ways to get the players involved in the adventure.

- **A Promise Fulfilled.** Voldrac Ghexurn is no longer the uncertain war-leader he once was. After the events at the observatory and the party's brush with Ansarion's far-reaching influence, he is convinced that Latakar cannot recover until the shadow dragon is destroyed. Gathering the party, he shares visions from his meditations, visions of a blackened mountain, a dragon's gaze, and a growing silence across the land. He offers steel, fire, and faith in return for their blades.
- **The Last Light.** A radiant priestess of the Church of Stars arrives bearing a glimmerstone charged with holy light. She pleads with the party to deliver it to a distant sanctum where others may still be saved. However, the route winds through shadow-cursed lands thick with mist and dread. As the players travel, they begin to suspect that the artifact's energy may not just protect them, it may also draw the attention of Ansarion and his brood.
- **Bounty of the Void.** In the port-city of Olbia, the party is approached by a masked representative of a mysterious order. They offer a staggering bounty for the head of the shadow dragon Ansarion, and they speak as though they know exactly where he is. The mission promises gold, favor, and freedom, but there is more to their interest than mere coin. Strange symbols on their scrolls and whispered prayers hint that their knowledge of the Shadow Curse may come from dangerous sources.
- **Whispers in Dreams.** One or more characters begin to suffer strange dreams, visions of a black tower rising through mist, of a dragon's wings blotting out the moon, and of people they love becoming shadows of themselves. In each dream, a voice calls out to them. It is calm, gentle, and impossible to ignore. The voice promises safety and power, or perhaps simply an end to pain. The dreams grow stronger the closer they travel to the mountains where Ansarion hides.



PROLOGUE

A NARROW TRAIL WINDS THROUGH THE HIGH RIDGES OF THE SOUTHERN LATAKARI MOUNTAINS, CUTTING ALONG THE MIST-SHROUDED CLIFFS WHERE EVEN THE WIND DARES NOT HOWL. BLACKENED TREES JUT FROM ROCKY OUTCROPS LIKE CHARRED RIBS, AND THE AIR GROWS COLD AND HEAVY AS THE SUN FADES BEHIND LOOMING CLOUDS. THE WORLD FEELS DIMMER HERE, AS IF THE LIGHT ITSELF IS BEING BLED DRY.

As the players begin their final journey, Voldrac walks at the front, pausing often to scan the ridgelines. His voice is low and grim.

"THE LAIR LIES AHEAD, HIDDEN BENEATH THE CLIFFS WHERE THE OLD WORLD BURNED. THERE IS NO TURNING BACK NOW. EVERY STEP WE TAKE WILL BRING US CLOSER TO HIS GAZE."

He explains the plan: navigate the mist-wrapped ascent, locate the hidden passage, and strike before Ansarion can vanish again. The path winds up through broken terrain. A series of ledges and narrow trails worn down by centuries of wind and rot. Voldrac urges caution, knowing that the shadow curse grows stronger the closer they come to its source.

AS YOUR PARTY ASCENDS, THE MOUNTAIN MISTS GROW THICK, CURLING AROUND YOUR FEET LIKE SEARCHING FINGERS. EVERY BREATH FEELS COLDER, EVERY STEP HEAVIER. FAR BELOW, THE VALLEY DISAPPEARS INTO A BLANKET OF FOG. ABOVE, THE STONE CLIFFS RISE, SILENT AND WATCHFUL.

● **Climbing Resolve. Athletics or Survival (DC 13).** Scaling the upper ledges and navigating unstable ground requires care. Those who fail the check must take time assisting others or risk minor injuries, slowing the group. Characters who succeed recognize safer paths and gain advantage on the next environmental check.

● **Veil of Stillness. Perception (DC 14).** A successful check allows a character to notice something unnatural in the fog: it moves as though responding to thought, clinging closer to the hesitant. A sense of being watched creeps into the players' awareness, increasing tension and urgency.

● **Words Left Behind. Investigation or Religion (DC 15).** Scratched faintly into the stone near a collapsed rest site are fragments of prayers and warnings left by those who came before. Characters who succeed on the check recognize them as messages from a scouting party sent by the Church of Stars, now long lost to the curse.

AT THE FINAL BEND IN THE PATH, A JAGGED OVERHANG REVEALS THE NARROW PATH HIDDEN BEHIND THICK CURTAINS OF MOSS AND STONE. COLD WIND EXHALES FROM WITHIN, LACED WITH THE SCENT OF DECAY AND SHADOW. THIS IS THE THRESHOLD. THE DESCENT BEGINS NOW.

With their resolve tested and the cursed mist growing stronger, the party stands at the entrance of Ansarion's domain. Proceed to **Act 1**.



ANSARION'S HUMAN FORM

ACT I: SILENT CLIFFS

THE MOUNTAIN WINDS FALL SILENT AS YOUR PARTY STEPS ONTO THE NARROW STONE TRAIL CARVED THROUGH THE CLIFFS. JAGGED WALLS RISE ON BOTH SIDES, STEEP AND WORN, THEIR HEIGHTS LOST IN MIST. EACH FOOTSTEP ECHOES FAINTLY ALONG THE PATH, AS IF THE MOUNTAIN ITSELF LISTENS.

Voldrac tightens his grip on his weapons and mutters under his breath.

"He's close. I can feel it."

The players move from east to west through the pass, approaching Ansarion's lair. Though the path seems still, danger lies above.

● **Shifting Mist Above. Perception (DC 14).** Characters who succeed notice dislodged pebbles and slight movement atop the cliffs above the trail, giving them a moment to prepare before the ambush. Those who fail are surprised as the shadows fall.

➤ **Ambush! At 1. on the map, x3 Empowered Shadows and x2 Shadow Hounds** leap down from the cliffs above, attacking with eerie coordination. The Empowered Shadows strike to overwhelm and isolate, while the Shadow Hounds rush forward in bounding lunges, aiming to knock prey prone and drag them into the mist.

WITH A FLURRY OF MOTION AND A BURST OF CHILL AIR, THE SHADOWS FALL FROM ABOVE, LANDING AMONG YOU WITH HOLLOW SNARLS AND THE SOUND OF CRACKING STONE. MIST CHURNS VIOLENTLY AS THE AMBUSH IS UNLEASHED. THE TIGHT ROCK CORRIDOR BECOMES A BATTLEFIELD, THE DARK CLIFFS ABOVE ECHOING WITH THE SNARLS OF CURSED BEASTS AND THE CLASH OF STEEL.

GM Note: This encounter is meant to be intense and fast-paced. The tight path prevents wide movement, forcing the party to deal with the threat in close quarters. The pounce feature of the Shadow Hounds should add pressure, especially against unsteady or surprised party members.

● **Tracking the Fallen. Survival (DC 13).** In the aftermath, characters can examine broken rocks and faint trails of ichor leading from the cliffs above. Success confirms that more shadowspawn passed through recently, reinforcing that the cave ahead is no coincidence.

AS THE PATH CONTINUES, THE MIST THICKENS AGAIN. JUST AROUND A BEND, SOMETHING GLINTS FAINTLY IN THE SHADOWS. THE STENCH OF SCORCHED METAL AND ASH LINGERS IN THE STILL AIR.

At 2. on the map, the party makes a grim discovery.

THE BATTERED BODY OF A PALADIN LIES SLUMPED BESIDE THE TRAIL, ARMOR BLACKENED AND DENTED. HIS HAND CLUTCHES A CRACKED SYMBOL OF THE CHURCH OF STARS, NOW DIM AND COLD. AROUND HIM, THE GROUND IS SCORCHED AND TORN, AS THOUGH A VIOLENT FORCE EXPLODED OUTWARD. HIS FINAL STAND HAPPENED HERE, ALONE. THE SILENCE AROUND HIM IS PROFOUND, AS IF THE MOUNTAIN MOURNS HIS PASSING.

● **Echoes of Devotion. Religion or Medicine (DC 15).** Characters can determine that the paladin died resisting the curse's advance, channeling all he had into a desperate defense. Those who succeed recognize him as a member of the same order that once wielded the Glimmerstone, sacrificed in vain to keep the shadows from reaching the lair.

Voldrac kneels beside the fallen warrior.

"HE MADE IT FARTHER THAN MOST... AND STILL IT WASN'T ENOUGH. WE MUST BE."

The path leads westward to a cavernous opening veiled in mist and cold air.

AT THE FAR EDGE OF THE TRAIL, A LOOMING STONE ARCH CROWNS THE ENTRANCE TO A YAWNING CAVERN. ABOVE IT, SCORCHED INTO THE ROCK, IS A MARK LIKE A DRAGON'S EYE, BURNED BLACK AND WATCHING. THE AIR POURING FROM THE CAVE IS HEAVY WITH DESPAIR. A LOW, ALMOST IMPERCEPTIBLE VIBRATION PULSES FROM THE DARKNESS BEYOND, LIKE THE HEARTBEAT OF SOMETHING WAITING.

This is the entrance to Ansarion's lair. Proceed to **Act 2**.



ACT 2: FORGOTTEN TOMB

THE ENTRANCE GIVES WAY TO SILENCE SO COMPLETE IT SWALLOWS YOUR BREATH. CRUMBLING STONE COLUMNS LINE A LONG HALL CHOKED WITH DUST AND DEBRIS. THE AIR CARRIES A FAINT ACIDIC TANG, BURNING FAINTLY IN THE NOSE. WHATEVER THIS PLACE ONCE WAS, IT IS NOW SCARRED BY TIME AND SHADOW. THIS TOMB ONCE HONORED BRAVE WARRIORS WHO FELL RESISTING A DARKNESS THEY COULD NOT COMPREHEND. NOW IT HAS BECOME THE DRAGON'S DOMAIN, SOAKED IN SHADOW AND SLOWLY DISSOLVING INTO ACIDIC RUIN.

ACID HAZARD

There is acid on the floor in various parts of this dungeon. Any creature that starts its turn standing in or moves more than 10 feet through the acid must succeed on a **DC 13 Constitution saving throw** or take **2d6 acid damage**. If a creature ends its turn in the acid, the damage increases to 4d6. Non-magical footwear or exposed items may degrade or dissolve at the DM's discretion after prolonged exposure.

1. THE DEFILED HALL

THE CHAMBER STRETCHES BEFORE YOU IN BROKEN GRANDEUR. TWELVE ONCE-PROUD COLUMNS RISE FROM FRACTURED STONE, THEIR CARVINGS WORN SMOOTH BY TIME AND CORRUPTED WINDS. THE SHATTERED REMAINS OF A STATUE LOOM AT THE FAR END, ITS FORM UNRECOGNIZABLE BUT UNMISTAKABLY DRAGONIC. THE ROOM CARRIES A STILLNESS THAT FEELS FORCED, AS IF IT MOURNS THE DESECRATION DONE TO IT.

➤ **Encounter!** At **1. on the map**, x3 **Empowered Shadows** and x3 **Shadow Hounds** lurk behind the ruined columns. As the party crosses the midpoint of the chamber, they surge forward in coordinated silence. These creatures are drawn here by the residual pain echoing through the fallen statue. Their presence serves as a warning that Ansarion's domain is not just guarded, it is haunted.

GM Notes: This first combat encounter is meant to challenge the party's footing and cohesion. The columns offer partial cover, but also obscure vision, giving the shadow creatures an advantage. Use the Shadow Hound's pounce to push the party into early disruption.

2. THE ACID-WORN WATCHROOM

DARK GREEN STAINS STRETCH ACROSS THE STONE FLOOR IN THIN, MALEVOLENT RIVULETS. THE ACID HERE IS OLDER, LESS ACTIVE, BUT ITS BITE LINGERS. ON THE WESTERN WALL, A STATUE OF A KNEELING WARRIOR RESTS, ITS SWORD BROKEN ACROSS ITS LAP. PATCHES OF CORROSION HAVE MELTED THROUGH ITS BASE, BUT THE EXPRESSION CARVED INTO THE FIGURE'S FACE REMAINS. IT IS CALM, DEFIANT, UNYIELDING...

☉ **Scorched Legacy. Arcana or Investigation (DC 14).** The acid patterns and lingering magical residue identify this as the mark of a black dragon's breath, ancient, but still active in places.

The base reads: "Let those who stood unbroken watch the darkness fall."

3. THE BURIAL OF RESISTANCE

TWO BROAD SARCOPHAGI LIE UNDISTURBED IN THE CENTER OF THIS CHAMBER, THEIR STONE LIDS MARKED WITH DRAGONIC CLAWS AND ACID SCORING. A SIDE ROOM TO THE NORTH REVEALS ANOTHER STATUE AND A THIRD SARCOPHAGUS HALF-BURIED IN SHADOWS. THE AIR IS COLD HERE, UNNATURALLY SO. EVERY FOOTSTEP FEELS LIKE IT PRESSES AGAINST THE WEIGHT OF FORGOTTEN SOULS.

☉ **Guardians of Old. Religion or History (DC 15).** These are resting places of warriors who died fighting Ansarion during the early rise of the Shadow Curse. Their ceremonial garb and engravings hint at a long-lost order.

➤ **Encounter!** At **3. on the map**, x2 **Empowered Shadows** and x2 **Shadow Hounds** appear as the players examine the hidden sarcophagus. These cursed spirits strike out of instinct, compelled by lingering duty and corrupted memory. Their emergence is sudden, shadows melting from the floor in anguished howls.

4. THE TWIN CELLS

TWO SMALL STONE ROOMS FLANK THE CORRIDOR LIKE FORGOTTEN ALCOVES. THE AIR IS STAGNANT. IN THE LEFT CELL, A SARCOPHAGUS STANDS UNDISTURBED... TOO STILL. A FAINT SHIMMER MARKS THE OUTLINE OF GLYPHWORK AROUND THE LID. DUST HANGS THICK IN THE AIR, BUT THE SILENCE CARRIES TENSION, AS IF THE ROOM IS WATCHING.

☉ **Lingering Trap. Perception or Arcana (DC 14).** Characters who spot the trap can avoid triggering it. If missed, the glyph releases a burst of shadowy force. **DC 14 Dexterity save** or take **3d6 necrotic damage** and be blinded until the end of the next turn.

5. THE SEALED DOOR

HERE, TWO ADJOINING ROOMS FACE ONE ANOTHER ACROSS A MASSIVE STONE THRESHOLD ETCHED WITH FADED RUNES. THIS DOOR WAS NOT MEANT TO KEEP PEOPLE OUT. IT WAS MEANT TO KEEP SOMETHING IN. THE CARVINGS GLOW FAINTLY WHEN APPROACHED, AND COLD AIR SEEPS THROUGH THE GAPS BETWEEN STONE BLOCKS.

☉ **Runes of Binding. Arcana or Insight (DC 15).** Solving the puzzle aligns the runes to open the passage. Failing the check results in an illusion, shadowy hands reaching out to clutch at the players, causing disorientation.

Feel free to introduce some kind of puzzle of your own making here in case you would like to test the players in a different manner.

Beyond, the acid staining ceases, but the atmosphere becomes heavier, almost expectant.

6. WHISPERED VAULTS

THIS SMALL CHAMBER FEELS TOO QUIET. THE WALLS PRESS CLOSE, LINED WITH OLD BRICKS ETCHED BY CLAWMARKS. TWO SARCOPHAGI LIE SIDE BY SIDE, THEIR LIDS UNTOUCHED. DESPITE THE TOMB'S CORRUPTION, THIS ROOM SMELLS ONLY FAINTLY OF DUST, LIKE AN UNNATURAL STILLNESS THAT COATS EVERY SURFACE.

➤ **Encounter!** At 6. on the map, x2 **Empowered Shadows** emerge from the sarcophagi in a sudden ambush. These cursed remnants of fallen warriors react to the intrusion like trained sentries, their consciousness fragmented but their duty unforbidden. As they strike, they whisper in half-formed phrases, warning the players to "turn back before the dragon awakens."

7. THE FLOODED SHRINE

GREEN-TINGED ACID POOLS ACROSS THE FLOOR OF THIS SHRINE-LIKE CHAMBER. A STATUE STANDS DEFIANT, ARMS RAISED AND SHIELD SHATTERED, MID-GESTURE AS IF DEFENDING THE ROOM EVEN NOW. THE WALLS BEAR RUNES, LONG CORRODED BY THE ACID, YET STILL PULSING FAINTLY WITH RESIDUAL PROTECTION MAGIC.

⦿ **Silent Guardian. Religion or Arcana (DC 14).** The statue's inscriptions suggest it belonged to a warrior known for warding others from magical effects.

➤ **Encounter!** At 7. on the map, x2 **Empowered Shadows** and x1 **Shadow Ooze** rise from the acid and attack as the players approach the statue or sarcophagus. The ooze pulses with residual venom, slithering into form and flinging acidic slop as it launches itself from the bubbling pool.

8. THE HIDDEN VAULT

A SARCOPHAGUS RESTS IN THE MIDDLE OF THIS SMALL ROOM, ALONE AND UNTOUCHED. THE SILENCE IS MORE COMPLETE HERE THAN ANYWHERE ELSE IN THE TOMB. BEHIND IT, A HIDDEN PANEL CAN BE DISCOVERED, LEADING TO A CRAMPED, AIRLESS CHAMBER THAT HOLDS ONE OF THE TOMB'S LONG-LOST SECRETS.

⦿ **Hidden Legacy. Investigation (DC 16).** Discovering the passage leads the party to a cache containing the *Duskweaver's Talons*.

9. THE HALL OF EXPECTATION

THIS REVERSE-L SHAPED HALL IS THE HEART OF THE TOMB. PILLARS FLANK THE PERIMETER, CRACKED AND TWISTED. THREE SARCOPHAGI SIT EMBEDDED IN THE STONE FLOOR, ONE IN EACH END AND ONE NEAR THE BEND. THE ROOM SEEMS RECENTLY DISTURBED, AS THOUGH SOMETHING STIRS REGULARLY HERE. THE AIR HANGS THICK WITH DREAD.

➤ **Climactic Encounter!** At 9. on the map, x6 **Empowered Shadows**, and x1 **Shadow Ooze** defend the final chamber. These guardians are tethered to the sarcophagi and rise as intruders approach, their howls echoing through the chamber. The ooze slithers up from a cracked section in the floor, splashing acidic sludge and slowly roiling as it joins the fray.

THE SHADOWS COIL AND WHISPER. FROM BETWEEN STATUES AND THE BASE OF COLUMNS, THEY EMERGE SILENTLY. THEIR HOWLS ECHO THROUGH THE CHAMBER, DEAFENING AND FRIGHTENING AT THE SAME TIME.

When the battle ends, a hidden stone passage grinds open behind the central statue. A narrow stairwell leads deeper into the mountain.

⦿ **Shroud of the Mist. Investigation (DC 15).** Behind the statue is *Umbrashroud*, a dark purple cloak with a smoke-like trail.

Proceed to **Act 3**.



ANSARION'S LAIR (ACT 2)



ACT 3: HEART OF THE CURSE

THE FINAL STRETCH BEGINS IN SILENCE. THE TOMB'S DESCENT OPENS INTO A MASSIVE HALL LITTERED WITH HALF-MELTED BODIES AND SHATTERED SYMBOLS OF FAITH. THERE IS NO MISTAKING WHAT HAPPENED HERE. THESE WARRIORS, PALADINS, AND CLERICS OF THE CHURCH OF STARS FOUGHT BRAVELY, BUT DIED SLOWLY. ACID ETCHES THEIR ARMOR AND BONES, SHADOWS CLAWING AT WHAT REMAINS OF THEIR SOULS. THE TOMB DOES NOT MOURN THEM. IT IS THEIR PRISON.

I. HALL OF MARTYRS

YOU STEP INTO A VAST CORRIDOR WHERE ROWS OF MASSIVE PILLARS REACH TOWARD THE CEILING LIKE BROKEN TEETH. THE FLOOR IS LITTERED WITH CORRODED BODIES, MELTED RELICS, AND SHATTERED SHIELDS BEARING THE SUNBURST SIGIL OF THE CHURCH OF STARS. AT THE FAR END OF THE HALL, A THICK FOG COILS AND LINGERS, SHIVERING IN THE DRAGON'S BREATH.

➤ **Encounter!** At 1. on the map, x6 **Empowered Shadows** rise from the fallen dead. They do not cry out. They do not hesitate. These are the remnants of the paladins themselves, twisted by shadow and bound to the last moment of their deaths. They strike without mercy, an overwhelming wave meant to drain the party's strength before the final confrontation.

GM Notes: These shadows strike quickly and in concert. Use flanking tactics and their speed to harry the rear of the party. Emphasize the overwhelming number and relentless pressure. If the players seem too comfortable, add a collapsing pillar hazard mid-combat.

2. SHADOWED RELIQUARY

THIS SMALL SIDE CHAMBER IS SLICK WITH POOLED ACID AND CHOKED BY UNMOVING SHADOWS. STAGNANT AIR CLINGS LIKE OIL. ON THE WALL HANGS A WARPED MURAL DEPICTING A WARRIOR FACING DOWN A GREAT WINGED BEAST WITH A BLADE OF RADIANT STARLIGHT. MOST OF THE IMAGE IS MELTED BEYOND RECOGNITION.

➤ **Encounter!** At 2. on the map, x3 **Shadow Oozes** stir from the acid as players explore the room. They slither from the walls, bubbling with corrosive intent, flinging globs of acid with each undulation. This is Ansarion's chosen feeding ground.

⦿ **Hidden Lore. Investigation (DC 15).** Behind the mural lies a hidden alcove. Inside is a crumbling scroll sealed in wax, a journal of one of the paladins, detailing how this tomb was meant to imprison Ansarion permanently. The magic failed.

⦿ **Treasure Cache. Perception (DC 14).** Hidden beneath a loose slab is a stash of items: a clutch of platinum coins, a faded holy symbol still faintly glowing with protective enchantments, and a potion of greater healing. Most notably, wrapped in silk is another *Umbrashroud*, a dark purple cloak that leaks ethereal mist and grants the wearer the ability to shift through shadows at a dangerous cost.

I. HALL OF MARTYRS

THE CORRIDOR ENDS IN AN ENORMOUS CHAMBER THAT STRETCHES WIDE AND TALL. DIM LIGHT POURS FROM A GREAT RUPTURE IN THE NORTH WALL; A GAPING WOUND IN THE STONE THAT OVERLOOKS SHEER SKY AND SWIRLING MOUNTAIN MIST. SEVEN TOWERING COLUMNS STILL STAND, WHILE ONE LIES SHATTERED. AT THE ROOM'S SOUTHERN END RESTS A STATUE OF A NOBLE WARRIOR, HALF-CONSUMED BY ACID, ITS OUTSTRETCHED HAND POINTING TOWARD THE NORTH AS IF BECKONING SALVATION. BEFORE IT SITS THE DRAGON.

ANSARION'S FORM IS MONSTROUS, BUT NOT FULLY DRACONIC. SHADOW CLINGS TO HIM IN TENDRILS, PULSING FROM HIS RIBCAGE AND MAW LIKE MISTY BLOOD. WHERE HIS SCALES ONCE GLEAMED BLACK, NOW THEY SHIFT IN SMOKE AND INK. HE LIFTS HIS HEAD SLOWLY, EYES FOLLOWED BY THE CURSE, AND SPEAKS WITH A VOICE THAT SEEMS TO ECHO FROM WITHIN YOUR OWN DOUBTS.

➤ **Boss Encounter!** At 3. on the map, **Ansarion** is in his **dragon form** but quickly turns to his **Humanoid Form** as he notices the party and starts talking to them. He summons x5 **Shadow Hounds** and casts long-range spells to harass the party. His goal is to wear them down before revealing his true power.

When the hounds fall, Ansarion roars and transforms into his **Shadow Dragon Form**, the chamber darkening with his breath. This is the final battle.

GM Notes:

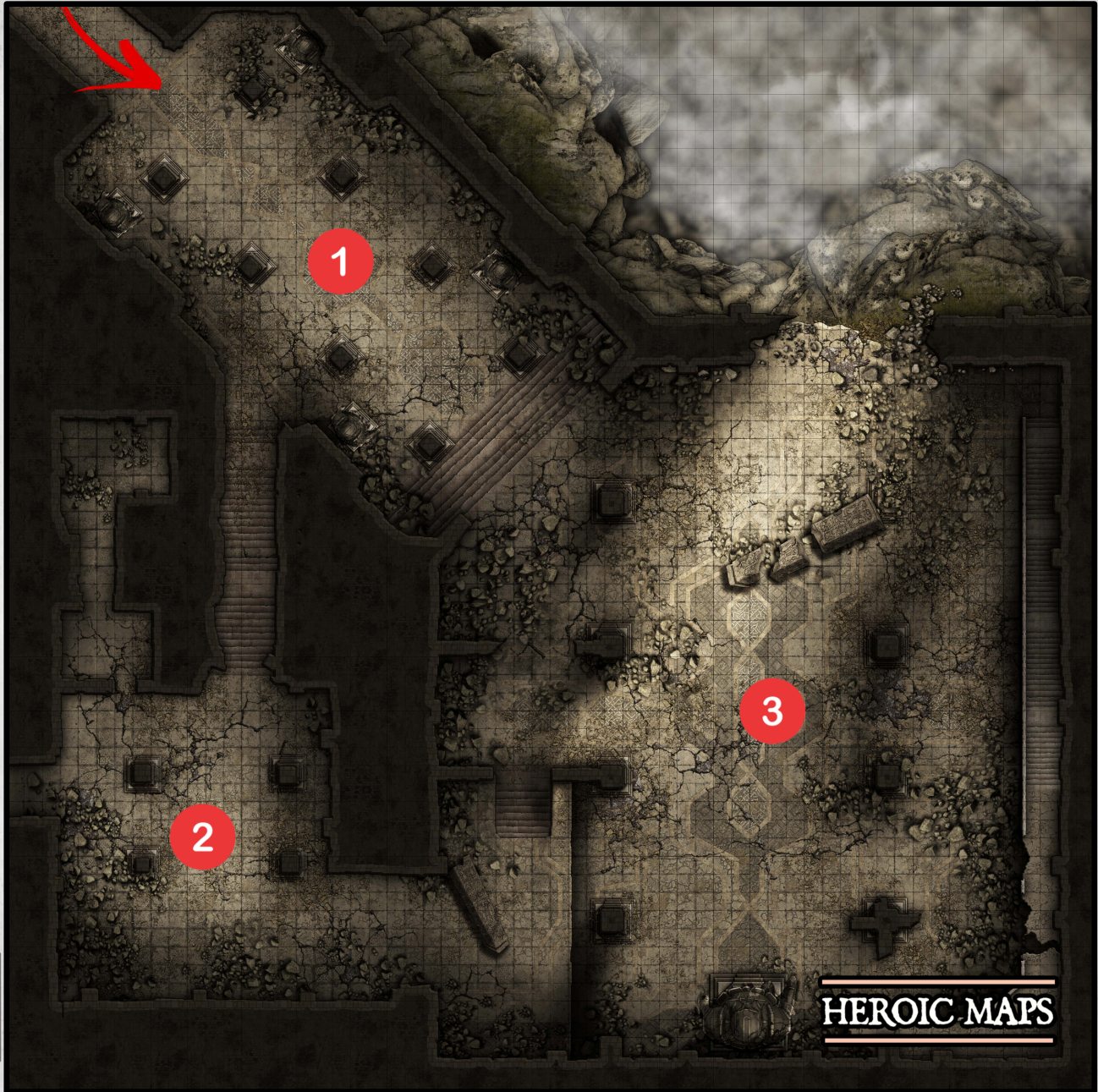
- **Phase 1: Humanoid Form.** Have Ansarion keep distance, using line-of-sight and elevation to control the flow. He should retreat behind pillars and use cover.
- **Phase 2: Shadow Dragon Form.** This phase should feel devastating. Use flight to reposition often. The open north wall allows him to escape and he will do so if the fight goes poorly for him.
- Make use of **legendary actions** to summon shadows or slam players into acidic rubble. Ansarion is a tactical and intelligent foe.

⦿ **Final Resting Place. Religion or Arcana (DC 15).** At the base of the statue lies the *Shadow Blade*, a blackened greatsword etched with veins of violet starlight. This weapon was forged by Church paladins but corrupted by the dragon's death. It grants potent necrotic damage and the ability to teleport through shadows, but burdens the bearer over time.

When Ansarion falls, a distant wind sweeps through the tomb. The shadow begins to unravel.

Proceed to the **Epilogue**.

ANSARION'S LAIR (ACT 3)



EPILOGUE

THE ECHOES OF ANSARION'S FALL RIPPLE THROUGH THE TOMB. THE UNNATURAL STILLNESS BEGINS TO FADE. WHAT WAS ONCE A PLACE OF SILENCE AND DESPAIR NOW BREATHES AGAIN. YET THE OUTCOME OF THE FINAL CONFRONTATION WILL SHAPE WHAT STORY IS TOLD IN THE YEARS TO COME.

IF ANSARION IS DEFEATED

LIGHT CUTS THROUGH THE DARKNESS LIKE A BLADE. THE AIR CLEARS, AND THE OPPRESSIVE WEIGHT OF THE SHADOW CURSE LIFTS. THE STATUES NO LONGER WEEP WITH ACID, AND THE RESTLESS DEAD ARE SILENT. VOLDRAC GHEXURN STANDS AMIDST THE RUIN, HIS AXES LOWERED, HIS BREATH RAGGED.

He turns to the party, eyes narrowed with the weight of what has passed. *"It's done,"* he says, but there's no triumph in his voice, only release.

With Ansarion's death, the corruption no longer spreads. The lair collapses slowly, a final death throe. The party escapes with Voldrac, carrying relics and memories, both cursed and sacred. The Shadow Blade is theirs, but it bears the weight of everything lost. Whether they destroy it, wield it, or hide it is a story for another day.

Outside the mountain, the mist thins. Light returns to the land. Survivors begin to speak of a change in the air, of dreams no longer haunted by dark wings.

IF ANSARION ESCAPES

THE TOMB GROANS. THE STATUE OF THE FALLEN WARRIOR CRACKS. ANSARION LIFTS FROM THE CHAMBER WITH A SCREAM THAT FRACTURES THE VERY STONES OF THE MOUNTAIN. SHADOW BILLOWS OUTWARD LIKE A STORM.

The party is left to gather what they can. Voldrac slams his fists into the floor, defeated but not broken. *"Next time,"* he mutters, rage simmering into grim purpose.

Though the lair is wounded, its master endures. The Shadow Blade still rests by the statue, untouched. Voldrac refuses to carry it. He has seen what obsession costs.

The world remains under threat. Villages along the mountain's base will suffer. The curse will return. But now there are those who have faced it, who understand its nature. The fight is not over, but the resistance has a name.

IF THE PARTY IS DEFEATED

THE TOMB REMAINS DARK. SHADOW DEEPENS. THE CHURCH'S LAST HOPE IS GONE, AND THE LAIR STRENGTHENS ITS GRIP ON THE MOUNTAIN. FROM TIME TO TIME, VILLAGERS HEAR A SOUND ON THE WIND... A ROAR THAT TURNS TO WHISPERS.

ANSARION LIVES. THE CURSE SPREADS. HEROES ARE NEEDED. BUT THESE WERE NOT THE ONES.



MAGICAL ITEMS

DUSKWEAVER'S TALONS

Wondrous Item, rare (requires attunement)

Once worn by a shadow-cursed assassin who served Ansarion in his humanoid form, these black metal gloves end in razored talons. The surface absorbs light, and the fingers twitch subtly when no one is watching.

While wearing the Duskweaver's Talons, you gain the following benefits:

- Your unarmed strikes deal 1d8 slashing damage, and you are considered proficient with them.
- Once per turn when you hit a creature with a melee weapon or unarmed strike, you can deal an additional 1d6 necrotic damage.
- You can use a bonus action to cast shadow blade (spell save DC 14) once per long rest.

Curse. While attuned to this item, you suffer disadvantage on Wisdom (Insight) checks. Each time you reduce a creature to 0 hit points with a melee attack, you must succeed on a **DC 12 Charisma saving throw** or gain 1 level of shadow corruption (as defined by the GM). If you ever gain 3 levels, the gloves attempt to take control of you during combat.



UMBRASHROUD

Wondrous Item, rare (requires attunement)

This cloak ripples with ghostly smoke, shedding a whisper-thin trail as you move. It once belonged to a Church of Stars agent who turned to Ansarion's side after succumbing to despair. Their name has been erased from the cloak's lining.

While wearing the Umbrashroud, you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks while in dim light or darkness.
- As a bonus action, you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. Once used, this ability cannot be used again until the start of your next turn.
- While standing still in dim light or darkness, you are considered lightly obscured.

Curse. While attuned to this item, you have disadvantage on saving throws against being frightened. In addition, when you use the teleport ability, roll a d20. On a roll of 5 or lower, you leave behind a shadow double that attacks your allies until destroyed (use stats of a Shadow with half hit points).



SHADOW BLADE

Weapon (greatsword), very rare (requires attunement)

Forged by Church paladins in the Astral Conflict, this blade was once radiant and holy. Ansarion claimed it in battle and drenched it in shadow. Now it pulses with whispers of lost knights and the dragon's final breath.

This magic greatsword grants a +1 bonus to attack and damage rolls made with it. It deals an additional 1d8 necrotic damage on a hit.

While attuned to the Shadow Blade, you can:

- As a bonus action, teleport up to 15 feet to a space you can see that is in dim light or darkness.
- Once per long rest, cast shadow of moil on yourself, no concentration required.

Curse. The Shadow Blade feeds on the soul. Each time you deal necrotic damage with the blade, you must succeed on a DC 15 Charisma saving throw or gain 1 level of shadow corruption. While attuned, your alignment slowly shifts toward neutral evil (GM's discretion). If you die while attuned to the blade, your soul is consumed unless wish or true resurrection is used.



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APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

VOLDRAC GHEXURN

Medium humanoid (dragonborn), lawful neutral

Armor Class 16 (scale mail)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 14 (+2) | 10 (+0) | 11 (+0) | 13 (+1) |

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2, Survival +2

Damage Resistances fire

Senses passive Perception 12

Languages Common, Draconic

Challenge 3 (700 XP)

Brave Resolve. Voldrac has advantage on saving throws against being frightened.

Dual Wielding. Voldrac can engage in two-weapon fighting even when the weapons aren't light.

Burning Conviction. Once per turn, when Voldrac hits a creature with a melee weapon attack, he can ignite his strike with searing flame. The target takes an additional 1d6 fire damage. If the creature is a fiend or undead, it instead takes 2d6 fire damage. This fire damage is not added to attacks made with Draconic Breath.

ACTIONS

Handaxe (x2). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage. Voldrac makes two attacks per turn.

Draconic Breath (Recharge 5–6). Voldrac exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save, or half as much on a success.

Coordinated Strike (1/Day). Voldrac marks a target he can see within 30 feet. Until the end of his next turn, the first attack made by an ally against that target gains advantage.

MONSTERS USED

ACT 1

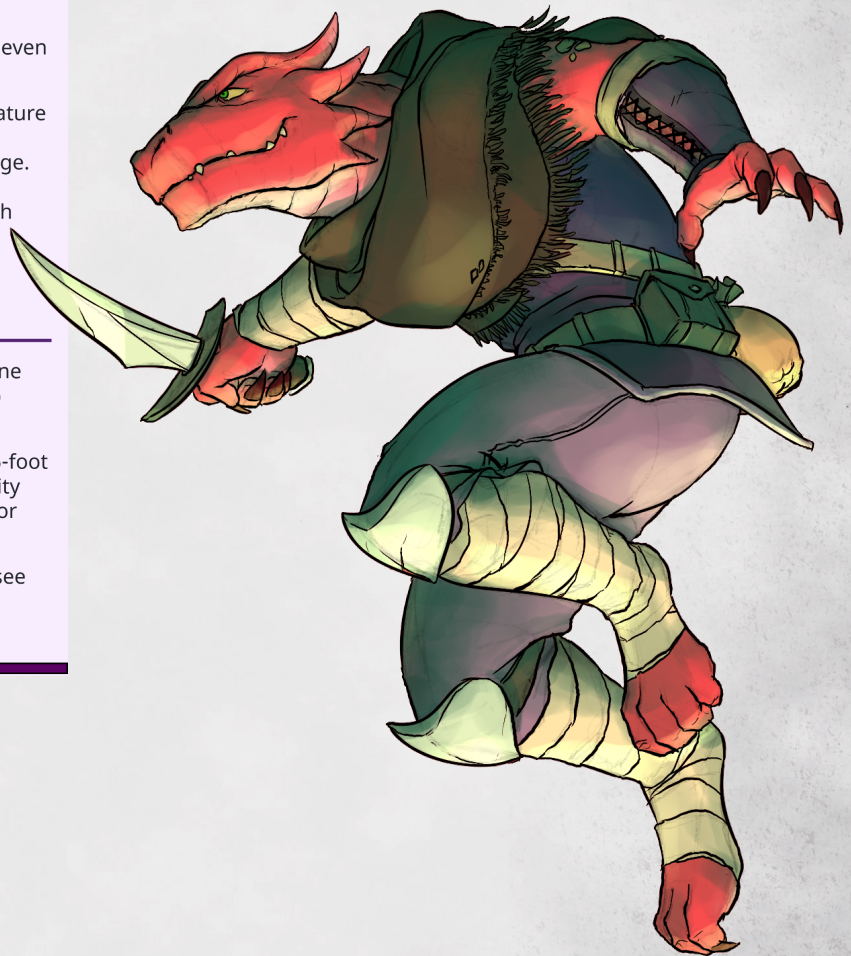
- x4 Empowered Shadows
- x1 Shadow Hound

ACT 2

- x6 Empowered Shadows
- x2 Shadow Hounds
- x3 Shadow Oozes

ACT 3

- x6 Empowered Shadows (room 1 ambush)
- x3 Shadow Hounds (phase one of boss fight)
- x1 Ansarion, Human Form (boss phase one)
- x1 Ansarion, Shadow Dragon Form (boss phase two)



EMPOWERED SHADOW

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 16 (+3) | 16 (+3) | 6 (-2) | 12 (+1) | 8 (-1) |

Damage Resistances necrotic, poison; acid; cold; fire; lightning; thunder; bludgeoning; piercing; slashing

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but only whispers faintly
Challenge 2 (450 XP)

Amorphous Movement. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

ACTIONS

Strength Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. The reduction lasts until the target finishes a short or long rest.

Flickerstrike (Recharge 5-6). The shadow teleports up to 30 feet to an unoccupied space it can see in dim light or darkness, and immediately makes a Strength Drain attack with advantage. If this attack hits, the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of their next turn.

EMPOWERED SHADOWS

Once ordinary fragments of darkness, these creatures now move with cruel intelligence and hunger. Twisted by Ansarion's will, they strike from the edges of perception, feeding not only on life, but on the light of the soul itself. Their touch leaves wounds unseen, bruises of memory and resolve.



SHADOW OOZE

Large ooze, unaligned

Armor Class 7

Hit Points 94 (9d10 + 45)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 16 (+3) | 5 (-3) | 20 (+5) | 1 (-5) | 6 (-2) | 1 (-5) |

Damage Resistances acid, cold, fire, lightning, necrotic; bludgeoning; piercing; slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Shadow Curse Residue. A creature that ends its turn within 5 feet of the shadow ooze must succeed on a DC 13 Constitution saving throw or gain one level of shadow curse exposure. At 3 levels of exposure, the creature becomes shadow-touched and falls under the GM's control until cured.

Spider Climb. The shadow ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Weakness. While in direct sunlight, the shadow ooze has disadvantage on attack rolls and ability checks, and its speed is halved.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. Nonmagical armor worn by the target is partly corroded, taking a permanent and cumulative -1 penalty to the AC it offers. Armor is destroyed if the penalty reduces its AC to 10.

Split. When a shadow ooze that is Medium or larger is subjected to lightning or radiant damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has half the original's hit points, rounded down. New oozes are one size smaller than the original.

SHADOW OOZE

Born from the mingling of acidic legacy and shadow magic, these oozes are a grotesque evolution of what remains in the wake of Ansarion's breath. They slither through cracks in the stone, hissing with the sound of slow dissolution, their presence marked by smoke-like vapors and pitted ground.



SHADOW HOUNDS

Emaciated and spectral, these beasts prowl the darkened halls of Ansarion's lair, guided by hunger and command. Their eyes burn like coal, their bodies shifting like smoke. They do not bark or growl. Instead, they simply lunge from shadow, jaws wide, without warning or sound.

SHADOW HOUND

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 16 (+3) | 14 (+2) | 4 (-3) | 12 (+1) | 6 (-2) |

Skills Perception +3, Stealth +5

Damage Resistances necrotic; bludgeoning; piercing; slashing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Shadow Blend. While in dim light or darkness, the shadow hound has advantage on Dexterity (Stealth) checks.

Shadow Curse Howl (Recharge 5–6). The hound unleashes a haunting howl. Each creature within 30 feet that can hear it must succeed on a DC 13 Wisdom saving throw or gain one level of shadow curse exposure. Creatures already affected by the shadow curse have disadvantage on the saving throw.

Sunlight Sensitivity. While in direct sunlight, the shadow hound has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 4 (1d8) necrotic damage.

Pounce. If the shadow hound moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the hound can make one bite attack against it as a bonus action.



ANSARION, HUMAN FORM

In this guise, Ansarion is a pale, ethereal figure whose presence distorts torchlight and twists reflections. He speaks in riddles and threats, his voice layered with something inhuman. The illusion of mortality cloaks immense power, and he uses this form to manipulate, test, and prepare his enemies.

ANSARION, HUMANOID FORM

Medium humanoid (dragon, shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 22 (+6) | 18 (+4) | 15 (+2) | 22 (+6) |

Saving Throws Dex +7, Con +10, Wis +6, Cha +10

Skills Arcana +8, Perception +6, Stealth +7, Intimidation +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, telepathy 120 ft.

Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If Ansarion fails a saving throw, he can choose to succeed instead.

Shadow-Fused Essence. Ansarion's humanoid form retains a partial link to the Shadow Realm. He can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Aura of Despair. Any creature that starts its turn within 10 feet of Ansarion must succeed on a DC 16 Wisdom saving throw or be frightened until the start of its next turn. If a creature succeeds on this saving throw, it is immune to Ansarion's aura for 24 hours.

Sunlight Sensitivity. While in direct sunlight, Ansarion has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Spellcasting. Ansarion is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He requires no material components to cast his spells. He has the following spells prepared: Cantrips (at will): Thaumaturgy, Chill Touch, Minor Illusion, Mage Hand | 1st level (4 slots): Shield, Magic Missile, Command | 2nd level (3 slots): Mirror Image, Hold Person | 3rd level (3 slots): Counterspell, Fear | 4th level (3 slots): Greater Invisibility, Phantasmal Killer | 5th level (2 slots): Wall of Force, Dominate Person.

ACTIONS

Shadow Lash. Melee or Ranged Spell Attack: +10 to hit, reach 30 ft. or range 60 ft., one target. Hit: 13 (2d6 + 6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or gain one level of shadow curse exposure.

Shadow Surge (Recharge 5-6). Ansarion summons a wave of shadow energy. Each creature within 30 feet of him must make a DC 18 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much on a success. A creature that fails this save also gains one level of shadow curse exposure.

LEGENDARY ACTIONS

Ansarion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ansarion regains spent legendary actions at the start of his turn.

Cantrip. Ansarion casts a cantrip.

Move. Ansarion moves up to his speed without provoking opportunity attacks.

Mistform Shift (Costs 2 Actions). Ansarion becomes briefly incorporeal and teleports up to 30 feet to an unoccupied space he can see in dim light or darkness.

Summon Shadow. Ansarion summons x1 Empowered Shadow to fight by his side.

ANSARION, SHADOW DRAGON FORM

A ruinous echo of his former self, Ansarion is now a beast of shadow and decay. His wings leave trails of mist, and his breath corrupts more than it burns. Twisted by the shadow curse, he is no longer a black dragon but a living nightmare of vengeance, memory, and ruin.

ANSARION, SHADOW DRAGON FORM

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 22 (+6) | 16 (+3) | 15 (+2) | 20 (+5) |

Saving Throws Dex +6, Con +10, Wis +6, Cha +9

Skills Perception +6, Stealth +6, Intimidation +9

Damage Resistances necrotic, bludgeoning, piercing, slashing; acid; psychic

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, telepathy 120 ft.

Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If Ansarion fails a saving throw, he can choose to succeed instead.

Shadow-Fused Essence. Ansarion's body is partially phased with shadow. He can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Aura of Despair. Any creature that starts its turn within 10 feet of Ansarion must succeed on a DC 16 Wisdom saving throw or be frightened until the start of its next turn. If a creature succeeds on this saving throw, it is immune to Ansarion's aura for 24 hours.

Sunlight Sensitivity. While in direct sunlight, Ansarion has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Ansarion makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) necrotic damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Shadow Breath (Recharge 5–6). Ansarion exhales a cone of shadowy energy in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails this save also gains one level of shadow curse exposure.

LEGENDARY ACTIONS

Ansarion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ansarion regains spent legendary actions at the start of his turn.

Detect. Ansarion makes a Wisdom (Perception) check.

Tail Attack. Ansarion makes a tail attack.

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Shadow Step (Costs 2 Actions). Ansarion teleports up to 60 feet to an unoccupied space he can see that is in dim light or darkness.

Summon Shadow. Ansarion summons x1 Empowered Shadow to fight by his side.

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You can find the maps used in this adventure without the GM notes on DTRPG through the following links:

- [Dragon's Hoard](#)
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