

SHADOWMAW

Large Monstrosity

AC: 13

HP (adjust for party size):
3-4 players: 35 5 players: 45
6 players: 55 7-8 players: 65

Speed: 30 ft, fly 20 ft

STR 16(+3) DEX 12(+1) CON 14(+2)

IF PLAYERS FIGHT MIRA TOO

Mira Duskhollow — Mage stat block

AC 13 | HP 22 | Speed 30 ft

Spell Attack: +5 | Spell Save DC 13

Attacks: Arcane Burst (+5, 1d10+3 force)

VULNERABILITY: RADIANT (2x dmg!)

ATTACKS

Shadow Bite
+5 to hit, reach 5 ft, 2d6+3 necrotic

Ward Drain (Recharge 5-6)
Drains a rune-thread. One ward fails.

EACH ROUND, NARRATE

If Mira is allied, she repairs it.

"The market wards go dark."
"A sentinel collapses in the hallway."
"The Hearthstone flickers and dims."
"Cracks spread across the chamber ceiling."

NPC QUICK REFERENCE

Commander Lysara Brightveil

Stern half-elf, silver-streaked hair. The boss.

VOICE: Firm, clipped, military. Think commanding officer who cares but won't show it.

"Wardkeepers. We have a breach. Find it, fix it, report back."

Caretaker Finn

Nervous young gnome, ink-stained robes. The phishing victim.

VOICE: Stammering, apologetic, scared of getting in trouble. Speak fast and quiet.

"I know I shouldn't have, but it looked so real, and it said it was urgent..."

Old Marget

Chatty elderly merchant at the Eastern Market.

VOICE: Warm, gossipy, helpful. Grandmother energy. Speaks slowly.

"Oh yes, a maintenance worker came through. Nice enough. Never seen 'em before, though."

Echo

Shimmering library spirit in the Whispering Shelves.

VOICE: Gentle, ethereal, encouraging. Like a kind teacher.

"The cipher whispers near the portraits... you're getting warmer."

Mira Duskhollow

Former Wardkeeper in a hooded cloak. The grey hat.

VOICE: Defiant but wavering. Angry AND scared. Voice should crack slightly.

"You're too late. Or maybe... maybe you're just in time."

INITIATIVE TRACKER

Write initiative rolls in the # column, then renumber 1-8 in order. Track HP and conditions during combat.

#	CHARACTER / CREATURE	INIT	AC	HP	CONDITIONS / NOTES
	SHADOWMAW		13	___/55	
	Mira (ally? enemy? gone?)		13	___/22	

ROUND TRACKER

- Round 1
- Round 2
- Round 3
- Round 4
- Round 5
- Round 6
- Round 7
- Round 8

COMBAT REMINDERS:

Shadowmaw vulnerability: RADIANT = double damage | Ward Drain: recharge 5-6 (roll d6 start of its turn, fires on 5+)
If combat feels too hard: "The Shadowmaw flinches from light!" | If too easy: Ward Drain + narrate urgency

THE SHIELDWALL CORE

Act 3 Battle Map — each square = 5 ft

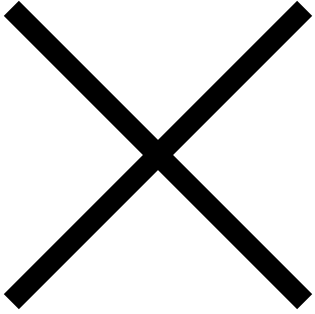


MAP NOTES:

Cathedral-sized circular chamber. Hearthstone (crystal sphere) floats in center.

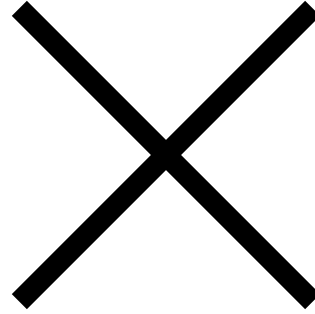
- Rune-threads stretch from Hearthstone to walls/ceiling/floor -- connected to every ward in the kingdom.
- Each square = 5 ft. Chamber is ~75 ft across. Plenty of room to maneuver.
- Mira starts near the Hearthstone. Shadowmaw enters from the opposite side of the players.
- If Mira is allied, she stays near the Hearthstone repairing rune-threads (not in combat).

X-CARD



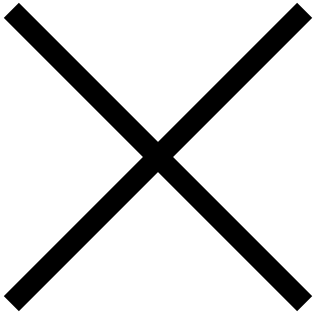
Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.

X-CARD



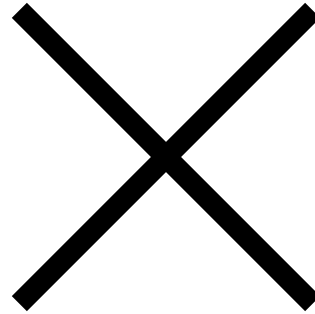
Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.

X-CARD



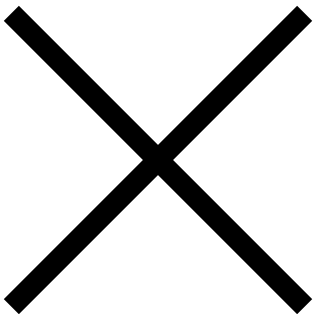
Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.

X-CARD



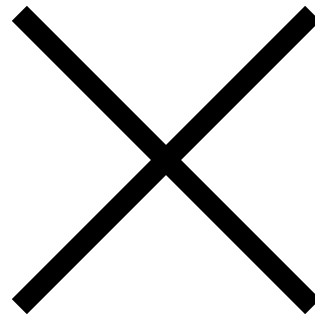
Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.

X-CARD



Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.

X-CARD



Tap or hold up this card if anything
in the game makes you uncomfortable.
No questions asked. We skip past it.