



## BEL SHARNATH

Bel Sharnath is a living shadow, some how separate from the great entity that still resides in Far Realm. What exactly birthed Bel Sharnath has been debated by the mad scholars who study such things. Some say it was an immense Gibbering Orb of godlike power while others believe it the shadow of a Beholder-prince, once trapped in the Shadowfell by Orcus which escaped only by leaving its shadow behind. A third group of adherents follow ancient texts that mention that the very stars themselves cast out Bel Sharnath from their number.

Whatever the truth is, Bel Sharnath is a vile stain that cannot be killed by normal means. Its apparent death only dissipates it for a few months and causing it to flee to a new lair. Worse still, those involved in dispelling it draw the attention of the elder entity that it once was attached to.

The Gibberous Shadow as it is know amongst the dwellers below the ground lairs in places once close to the Far Realm, particularly lost temples to the chained god, Tharizdun.

### BEL SHARNATH TACTICS

Bel Sharnath will launch *Whisper From The Dark* as soon as it senses the approach of mortals. It then moves quickly into range of its *Whipping Tentacles* and hopes to use its *Grasping Shadows* to double attack the target. If it becomes surrounded it will *Squirm Between Shadows* out of close combat and either use *Whisper From The Dark* or move to attack from behind its opponents, hoping to catch ranged strikers with its deadly *Biting Gloom*.

### BEL SHARNATH LORE

A character knows the following information with a successful *Dungeoneering* check.



**DC 15:** Bel Sharnath is known as the Gibberous Shadow by folk in the Underdeep.

**DC 20:** Bel Sharnath comes from the Far Realm, but is the mere shadow of something even more horrific. Those that wound it gravely are said to attract the attention of whatever entity spawned it.

**DC 25:** The creature is said to be able to move between shadows as if they were some how connected. Its saliva is corrosive and it will grab opponents too far away to bite with it's horrible tentacles and drags them in close.



## Bel Sharnath Level 5 Solo Lurker

Large aberrant magical beast XP 1000

**Initiative** +4    **Senses** Perception +9; darkvision  
**HP** 264; **Bloodied** 132; see also dissolving shadows  
**AC** 21; **Fortitude** 22, **Reflex** 18, **Will** 20

**Immune** disease; **Reflect** 5 psychic; **Vulnerable** 5 radiant  
**Speed** 6, climb 6

**Action points** 2

Ⓣ **Whipping Tentacles** (standard; at-will)

Reach 2; +7 vs AC; 1d10 +4 damage

Ⓣ **Biting Gloom** (standard; at-will) **Acid**

+7 vs AC; 1d6 +4 damaging, ongoing 5 acid damage (save ends)

Ⓣ **Grasping shadows** (standard; at-will)

Bel Sharnath makes a successful Whipping Tentacle attack and the target is pulled 1 square. A Biting Gloom attack is made against the same target.

⚡ **Whisper From The Dark** (standard; 456 recharge)  
**Psychic**

Range 10; +9 Will; 3d8 +4 psychic damage against all targets in range that are in partial or total cover from Bel Sharnath.

**Squirm Between Shadows** (move; 456 recharge)  
**Teleportation**

Bel Sharnath teleports up to 10 squares into partial or total cover from all opponents. If no such location is available, Bel Sharnath may not teleport.

**Awakening Of The Elder** (free, when first bloodied; encounter)

Bel Sharnath recharges Squirm Between Shadows and Whisper From The Dark and may use both immediately.

**Alignment** Chaotic Evil    **Languages** Deep Speech

**Skills** Stealth +12

**Str** 18 (+6)    **Dex** 16 (+4)    **Wis** 10 (+2)

**Con** 18 (+6)    **Int** 16 (+4)    **Cha** 3 (-2)

## Reflect

The monster counts as being immune to the type of damage stated, but in addition it reflects an amount of damage back at the opponent who caused it in the first place as an immediate reaction. For example a monster with Reflect psychic 5 is immune to psychic damage and the warlock who caused the damage takes 5 points of psychic damage themselves.

## ENCOUNTER GROUPS

Bel Sharnath usually appears on its own as few can stand the constant psychic gibbering that pours out of it. However certain abominations will share their lair with it.

Level 8 Encounter (XP 1900)

- ◆ 3 Grick (level 7 brute)
- ◆ Bel Sharnath (level 5 solo lurker)

Level 9 Encounter (XP 2200)

- ◆ 2 grell (level 7 elite controller)
- ◆ Bel Sharnath (level 5 solo lurker)

## USING BEL SHARNATH

Bel Sharnath makes a vivid start to a campaign that contains elements from the Far Realm and a fantastic end of adventure set piece encounter for 2nd and 3rd level adventurers. Originally designed to lurk beneath an undead haunted temple to the six fingered Demon Prince Graz'zt as an evil within evil, its mere presence slowly drove the priests away or insane, tired of defending their temple from the abominations, oozes and great insects that Bel Sharnath seems to attract. It can't be bought, intimidated or bargained with, its hungry is unending and its madness almost infectious.





Because Bel Sharnath never dies, at least until its parent remains undefeated, it could become a recurring horror in your game. Each time it returns a little larger as the thing that spawned it gets closer to the mortal realm and its shadow expands.

## CREDITS

- ◆ **Copyright:** Axe Initiative Games 2009
- ◆ **Design:** Sasha Bilton
- ◆ **Art:** Jeremy McHugh
- ◆ **Thanks:** Simon Rogers, Fred Hicks, Toby Coe, Freya Bilton



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