

The Coming Dark

Part One: Into the Light

A *DUNGEONS AND DRAGONS*™ 4E campaign for five 1st level characters

CONTENT SAMPLER

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This is only a sample of the content from the complete chapter, which is in excess of 150 pages of extended content, encounters, maps and more!

NOTE: The content included in this document was selected specifically because it does not spoil major elements of the campaign. Where applicable, content that would be considered “spoilers” has been redacted.

Introduction

We remembered that we had not been alone in the old times. There had been visitors who came from far away. We knew not from where they came but their absence struck us like a blow when we perceived it. But what could we do? How can one call a friend without a name to call them by? And it was then that we knew what the final foundation must be. We made it a foundation of stars, shining light across the void. We knew that someone would see our hope, and that someday we would see our friends again.

With all five foundations laid, the storm ended at last. And yet, it had ended even before the first was considered. As soon as we thought to bring order from chaos, we had conquered our foe. But underneath us, we ever felt the tremors.

If our friends ever return, will they return the chaos, or complete the order?

- Book of Light, Chapter One

"Are you sure?" asked Laris in a deep, serious voice.

For the first time in a long time, Skye was hesitant. It all sounded ludicrous, but he couldn't deny what he saw.

"Yes, my lord," he answered softly. "I don't know how or when, but it's coming."

Lia was never able to hide her fear, at least not to her husband.

"But you said..." she said as she turned to him, her voice trembling slightly.

"My lord..." Skye said as he looked down. "I don't know the details, or how it is even possible. Nor do I know how it will come to be. But I saw it sweeping across the land like a veil, in the same manner that it was described in the books of old."

Laris let go of Lia's hand and stood up from his throne, adjusting his armor before stepping forward. He walked off the platform and approached Skye.

"So you don't know what... or how... or when... What do you suggest we do then?" he asked.

Gorin, standing in the back, let out a loud snort and tightened his grip on his axe as he shifted. The rubbing of his hands against the steel and the restless pounding of his hooves against the stone floor echoed throughout the chamber.

"Bah!" he yelled. "We'll drive them back when they come!"

Brell, who was standing next to him, responded with a definitive "Aye!" as he looked up at the giant.

Laris held up his palm at them both, causing them both to snap to attention. Gorin crossed his giant axe held in front of him, grasping with both hands.

He turned back to Skye.

"Well?"

Skye briefly glanced back at Gorin, who remained frozen in place like a statue. "As much as I trust your guard's abilities, I suggest we look beyond our walls for help. There is... something else... I've seen."

"What?"

"The five."

Laris hesitated, then started to laugh as he turned away. He caught a glimpse of Lia turning pale as she sank back in to her throne. He stopped laughing, and turned back around to face the eladrin.

"You're serious, aren't you?"

Skye didn't answer.

Laris sighed as he walked back to his throne. "Fine then. Brell... Put the call out. Gorin... make preparations, as this village is about to get a lot more crowded. "

After he sat down, he leaned forward and stared directly at Skye.

"For your sake, I hope you're right."

"For all our sake, Lord, I hope I'm not."

And so the call went out. Recruitment notices were given to everyone that went on or got off a ship at dock. Villagers volunteered to be couriers to carry the message to the larger cities across the ocean. Pretty soon the word spread like wildfire, even though there wasn't much to the message being said: The Village of Solis needs help, and will reward those who come to its aid.

Pretty soon, they started arriving: mercenaries and adventurers from near and far, coming in by the dozens. The inn overflowed, causing some villagers to provide room and board for the travelers in their own home. The local economy boomed; the marketplace and the tavern came alive with more people than it has seen in decades, and the local blacksmith had to hire extra help to meet the demand.

And, with that, came more work for the village guard. Drunken brawls broke out almost every day in the tavern as adventurers got in to each other's faces. Those that came to "fight the good fight" butted heads with those who came for the reward. Religions clashed. Attitudes clashed.

The guards were sometimes overwhelmed trying to maintain order; there simply weren't enough of them. And, since most of the qualified villagers sought the glory, there simply weren't enough people willing to fill the ranks needed. Guards were tired, and morale within the core decreased. Gorin was the only one that didn't seem to mind; he was happy working double shifts, exerting his authority and maintaining order.

At first the Lord decided to see how things went – after all, the village was prospering due to the stimulated economy, and he wasn't quite convinced that the threat was coming so soon – but the chaos that it was causing meant that action needed to be taken before something bad happened.

After much debate, and some convincing from Lia, Lord Laris decided it was time to start meeting these adventurers, and see which of them was worthy enough to become their protectors.

The Coming Dark is a *Dungeons and Dragons*™ adventure designed for no less than five 1st level characters. The characters should be fairly close to 5th level by the end of this part of the adventure.

This module is intended to be part one of an extended series, taking the players all the way through to level 9.

BACKGROUND

The Village of Solis is a modest village at the Southern tip of a far away continent, isolated from most other known settlements.

Almost a century ago, the village suffered through a dark time where evil ruled the land, and back then that evil was vanquished by a group known only as “The Five”. After the defeat of the unknown evil and the disappearance of “The Five”, the Village of Solis rebuilt itself. As such, it has seen uninterrupted peace for decades.

Now a new, unknown evil looms, threatening to spread darkness and destruction over the land and dominate the continent. The village has grown peaceful since its first encounter with this evil and is no longer equipped to deal with this threat, so the call goes out for new adventurers to come to the aid of Solis and protect it from whatever may threaten it.

CHARACTER CREATION

The players are welcome to create their 1st level characters using the standard character design guidelines set forth in the *Players’ Handbook*.

Because of the nature of the Village of Solis – a primarily elven community that has seen dark times in the past – there are some character races that may not fit in, or at least not be very well received. For example, drow will most certainly be unwelcome, and a player that creates a drow character must provide a very convincing argument to prevent the village guards from killing them as soon as they step off the boat. This could also be said of certain monster races – kobold, goblin and the like – but the villagers might be significantly more tolerant of these races if they refrain from their usual animalistic behavior and show good tendencies.

Furthermore, the Village is essentially looking for their saviors, so they will not tolerate anyone of evil alignment. Therefore, all characters must be Lawful Good, Good or Unaligned.

There will come a point in the campaign when each character’s background will play an integral part in the story. Try to flesh out as much background information as possible, either during the character creation process or as the campaign progresses.

PREPARING FOR THE ADVENTURE

The players begin by arriving at Solis from an overseas voyage. After signing in, they are free to roam the town until they are summoned to meet at the throne room the following morning.

The only know what was provided in the original call for recruitment: the village needs champions to protect the village. The players may attempt to gather more information at the local tavern or in the village streets, but nobody knows anything more;

the nobles have maintained the secret of the looming threat to themselves.

Because the players are being recruited as mercenaries, there are three simple hooks that the players could use to explain their involvement.

HOOK: FOR THE PAY

The nobles have agreed to pay handsomely anyone who is recruited. Considering that Solis is a rich and prosperous village, it is very attractive to anyone who is interested in making a fast buck.

Anyone who is recruited by the city as a protector will be paid handsomely, above and beyond the normal pay for mercenaries of equal level.

HOOK: FOR THE FAME

Anyone who protects Solis from whatever threats it may face will no doubt become a hero to the people, a champion worthy of worship. Players may seek involvement to make a name for themselves and to become famous.

As the players gain more and more notoriety amongst the villagers, they will be seen as gods themselves, a resurrection of the original Five that came and protected the village when it was needed the most.

HOOK: FOR THE GREATER GOOD

There is an unknown evil lurking, and the player arrives at Solis not for fame and glory, but to “fight the good fight,” to rid the world of evil no matter what it may be.

At first the evil forces at work may not be apparent, but there is no doubt that they are present and threatening the very livelihood of the village. Monetary reward is insignificant at this point; the safety of mankind is at stake. The heroes fight for those who cannot defend themselves.

TREASURE AND REWARDS

This adventure isn’t exactly designed to follow the *Dungeons and Dragons* 4E parcel system to the letter. There are some lengthy areas that have little treasure (such as *Act One*) and other areas that could potentially have a significant amount of treasure (such as the drow keep in *Act Two*).

Although there are certain places where the reward is somewhat necessary and cannot be changed (such as the “rare” items and unique artifacts in *Appendix B*), you as GM are entitled to modify the treasure distribution at your discretion.

Certain scenes also have options by which players can be rewarded with a little bit of additional XP, similar to what they would get had they completed a minor quest of equal level. You are welcome to adjust these situations accordingly, or add more reward possibilities in order to get the players more involved and thinking creatively.

The Village of Solis

The village of Solis is a small village located on the Southern tip of a far away continent. Not much is public knowledge about the history of the village, and most people do not remember how the village even came to be, but they do thrive on the peace and tranquility they have enjoyed for so long.

POPULATION

A little over 460 people call Solis their home, and there are a few more living outside its walls (in the smaller village of Haven to the Northeast). The population is about 80% elven, but there is some mix of human, half-elf, gnome, halfling and other races.

On a typical day there are approximately thirty to fifty visitors roaming the streets of Solis. Many of those come to use the services offered by the library or the temple, to get a good night's sleep at the inn, or to eat and drink at the ever-crowded tavern.

These days are far from typical, though; with the word out, adventurers have swarmed the village. The local inn is bursting at the seams, and many of the village residents have taken the opportunity to rent out their own homes to those that would be willing to pay, and pay well.

GOVERNMENT

The supreme authority in Solis is Lord Laris, the current ruler of the village and last in a long line of rulers of the village. The lord and his wife, Lady Lia, are supported by a small council of advisers and elders. It does not fall under the jurisdiction of any other empire or government, and the village function on its own without answering to any higher authority in the region.

THE NOBILITY

NOTE: See Appendix A for stat blocks.

Lord Laris (Elf): Supreme authority in Solis. He is a well respected leader, and treats all his subjects justly and fairly without any oppression. Despite never having to worry about war or armed conflict, he always presides over his court in full plate armor, greatsword at his side.

Lady Lia (Elf): Lord Laris' wife, and her husband's diplomatic advisor. She does not involve herself directly with the governing of the village as much as her husband does, but is well respected amongst its populace. Despite her elegant and quiet appearance, she is a very effective diplomat and serves as her husband's voice of reason.

Brell (Dwarf): Sergeant at Arms, and the lord's military advisor. Due to the ongoing peace he hasn't been more than a voice of authority in the court, but has been lifelong friends with Laris and has earned his respect and dedication.

Gorin (Centaur): Captain of the Guard, responsible for the day to day security of the village. An imposing yet honorable behemoth of a creature known for carrying an axe that's bigger than most people, he oversees

the protection of the city and command the guards that patrol the city and the surrounding area. He is also responsible for the main gate, as he is the only member of the guard strong enough to open it.

Skye (Eladrin): A somewhat mysterious individual, he serves as the spiritual and arcane advisor to the throne. He is also the village's oracle, and is known to have had rather detailed visions of the near future. He sometimes, but rarely, offers his services to outsiders that pass through the village, but most of the time he serves only the throne.

VILLAGE DEFENSE

Gorin is the captain of a group of about 30-40 guards and archers (in rotating shifts) that protect the city and maintain order amongst its people. Although the village is not at risk of assault or invasion, because of the steady stream of outsiders arriving from lands far and wide there are times where guards must be called upon to keep the more rowdy individuals in check.

The main gate is a large, 20' high wooden gate that, due to its sheer size and weight, can only be opened and closed by Gorin himself. Therefore, there is limited access outside of the walls of the village: the gate opens once at sunrise and once at sunset, and it may open once or twice during the day for rotation of the guards that patrol the main road. If one needs to head in or out of the village at any other time, they had better have a good reason or face Gorin's anger.

The village guards regularly patrol the main road from the village all the way to the Wayside Inn, so it is reasonably safe. Travel beyond the inn and you are on your own.

Although it has never happened, in times of conflict some of the citizens are expected to take up arms in defense of the village, and most adults have a sword, dagger or similar weapon for that purpose. The village guard offers training now and then, in the hopes that some in the population will become skilled enough to join the guard themselves.

The village guard does not monitor, or even enter, the dense forest around the city. Hunting is restricted for an undisclosed reason; despite there being plenty of game in the forest, the village receives most of their meats and foodstuffs by ship.

KEY LOCATIONS

The Throne Room

Center of government for the village and personal home to Lord Laris and Lady Lia. This is where the campaign begins (see *Scene 1-1*).

The Library

The library houses a remarkable collection of both religious and arcane texts, unlike any other library in the region. It is a major point of interest for scholars and other visitors interested in the arcane and divine arts.



The Library also sells arcane rituals and scrolls at their published cost, but availability of each ritual is 90% minus 10% for each level above level 2 (level 3 = 80%, level 4 = 70%, etc...).

The Temple

Although the main chamber boasts a large statue of Corellon and other elven gods the temple maintains separate, private chambers so that anyone can come and pray or meditate to the deity of their choice.

Although public display of worship to evil gods is frowned upon, it is not restricted so long as it is done in private and does not cause problems with anyone else within the temple.

The Temple sells divine rituals and scrolls at their published cost, but availability of each ritual is 90% minus 10% for each level above level 2 (level 3 = 80%, level 4 = 70%, etc...).

The Marketplace

If you want to buy or sell anything, this is the place. Although the marketplace has its own building, the sheer volume of merchandise and people on any given day has caused it to spill out in to the square in front of it. But, whatever it is you are

looking for, odds are someone has it either within the small shops of the main building or amongst the kiosks outside in the square.

Mundane Items: Almost any mundane item can be found in the marketplace at their published cost.

Common Items: Common magical items can be purchased at their published cost.

Uncommon Items: Uncommon items have a 80% base chance, minus 10% per level, of being available. If they are available they sell at 110% of their value.

Rare Items: Rare items have a 30% base chance, minus 5% per level, of being available. If they are available they sell at 120% of their value.

If the players gain the favor of the court and the people of Solis, they will receive a discount on all future purchases (see *Act One Conclusion*).

The Barracks

Guards that are on active duty reside here. It also contains training rooms, such as an archery range and sparring rings. Access is restricted.

Guardhouse

Gorin's office, although he's hardly ever there. He is not one for deskwork, and prefers to be standing outside or at the main gate.

The guardhouse also contains a couple of jail cells for anyone that becomes particularly troublesome. Those that find themselves in the jail don't stay there for long; depending on the crime, Gorin and the court ensure that the guilty are brought to justice quickly, and the more serious offenders are shipped off the continent on the next boat or, in some very rare cases, dealt with more seriously.

Blacksmith

Although the blacksmith business is operated by a family of elves, the blacksmith himself is another centaur: Gorin's bother, Silyan. Here you can find pretty much any weapon you would ever want or need, and if they don't have it they could make it fairly quickly.

Magic armor and weapons have a higher possibility of being found here than at the marketplace, but are slightly more expensive:

Mundane Items: Almost any mundane item can be found in the marketplace at their published cost.

Common Items: Common magical items can be purchased at their published cost.

Uncommon Items: Uncommon items have a 90% base chance, minus 5% per level, of being available. If they are available they sell at 125% of their value.

Rare Items: Rare items have a 40% base chance, minus 5% per level, of being available. If they are available they sell at 125% of their value.

If a player seeks an uncommon or rare item below level 6 and it is not available, there is the possibility that Silyan can make it: he can make any uncommon item, and there is a 60% base chance, minus 5% per level, that he can create rare items. If he can create it, it will cost 5% more, must be paid up front and will take one full day plus one additional day for every three levels of the item (for example, a level 6 item takes 3 days).

Once the players gain the favor of the court and the people of Solis, they will receive a discount on all future purchases (see *Act One Conclusion*).

Armory

This is the main storage facility for the guards, and contains everything necessary to supply the village defense: armor, weapons, arrows. Access to the building is limited to an elite few, and there is a constant 24 hour guard outside it. Access is restricted.

The Twilight Inn

One of the largest buildings in Solis, the inn contains over sixty modest-sized rooms as well as a restaurant and small tavern in the lobby. All the rooms have been purchased by the village in order to provide all the incoming adventurers a place to stay.

Adventurers arriving at the city are given a medallion which will provide them free room and board at the inn for up to three days. If the adventurers remain longer than that, standard room rates will apply.

Stables

The stables not only supply the townspeople with riding horses and other beasts of burden, but it also provides warhorses to the guard for use in the road patrols.

Riding horses and warhorses (see *Monster Manual* and *Player's Handbook*) can be purchased here at their published cost.

After the party is recruited (after *Scene 1-4*), one riding horse will be provided to each player for free.

The Silver Bow

The local tavern, a place where everyone goes to kick back and unwind. Normally a fairly happy place, it has only recently been the site for numerous bar fights as adventurers of differing opinions confronted each other. As a result, the village guard has had to maintain a constant presence, trying to maintain order in the establishment.

The Docks

The single busiest facility in Solis, the docks is constantly active with both passenger and mercantile cargo flowing through it. Because of the volume of adventurers responding to the lord's call, one of the two buildings has been dedicated as a sort of customs house to catalogue all the new would-be recruits.

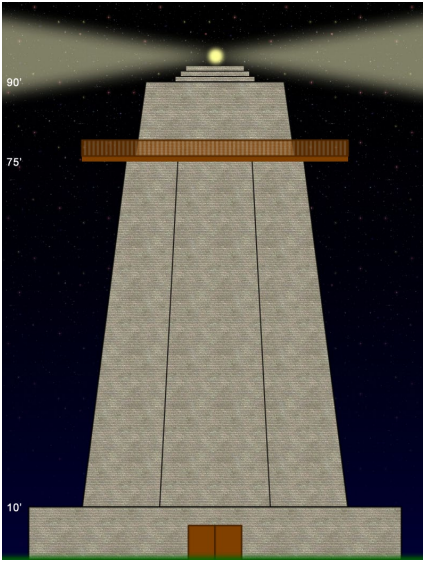
Skye's Residence

Skye, advisor to the lord and the village oracle, lives in a rather large building directly next to the throne room. In addition to his private quarters there are a few classrooms where he and his assistants teach arcane and divine arts. And there's the legendary room in the back where Skye goes for his visions, a room that only the highest ranking officials of the city have ever seen.

OUTSIDE THE CITY WALLS

The Great Lighthouse

On the Southern tip of the continent is the city's crown jewel, a massive 100' high lighthouse made of stone with a magical beacon at the top. It lights the way for ships passing through the straits to the South.



The Great Lighthouse of Solis

Due to the outer wall of the village, the lighthouse can only be accessed through a secure gate from within Solis itself.

The Wayside Inn

Just North of the village, at an intersection on the main road, is the Wayside Inn. In times when there are more visitors

than the village can handle, many come here to spend their time. Because it's at the edge of the area regularly patrolled by the village guard, it is fairly safe for anyone to visit. The inn does not have many rooms, but it has a very popular tavern and restaurant in the lobby. The proprietors are an elven couple that have been in the area longer than anyone can remember.

Haven

An extremely small community to the Northeast of the village, it is home to no more than a dozen or so farmers and other country folk. Despite being outside of Solis' zone of protection, there have been no reports of incidents there in quite some time.

The Ashen Swamp

Just Southeast of Haven is the Ashen Swamp. Long ago all sorts of foul creatures – goblins, kobolds, lizardmen and the like – crawled from the much and attacked the people of Haven and Solis, but thanks to increased patrols by the Solis guard the threats have passed.

Still, not many journey in to the depths of the swamp, and those that do sometimes don't come back. The people of Haven have decided that if they don't disturb the swamp, the swamp won't disturb them.

The Eastern Gate

Little is known of what lies beyond the Eastern gate, but Laris ensures that there is a constant guard ensuring that nothing crosses the large, steel gate that blocks access to a system of caves through the mountains to the East. Access is prohibited.



Scene 2-1 - Bandit Ambush

Encounter Level 2 (625 XP)
 Additional traps (up to 375XP)

NOTE: This is an **optional** encounter and is not required for the main storyline.

SETUP

Enemies:

- 2 Bandit Ruffian (level 2 skirmisher)
- 2 Bandit Archer (level 2 artillery)
- 2 Trained Falcons (level 2 skirmisher)

Allies:

Marr, Village Guard Lieutenant (level 2 soldier, see *Appendix A*)

Possible Non-Combatants:

6 Riding Horses (level 1 brute, See *Monster Manual*, page 159)

Traps:

- 2 Spring-loaded Spikes (level 2 blaster trap)
- Poison Mist Trap (level 2 warder trap)

As a result of the attacks on Solis, guard patrols down the road between Solis and the Wayside Inn were suspended. Local bandits that operated outside of the village walls immediately took advantage of the opportunity and set up a trap.

When the players arrive, they may or may not be on horseback, depending on whether they chose to use horses when they left Solis.

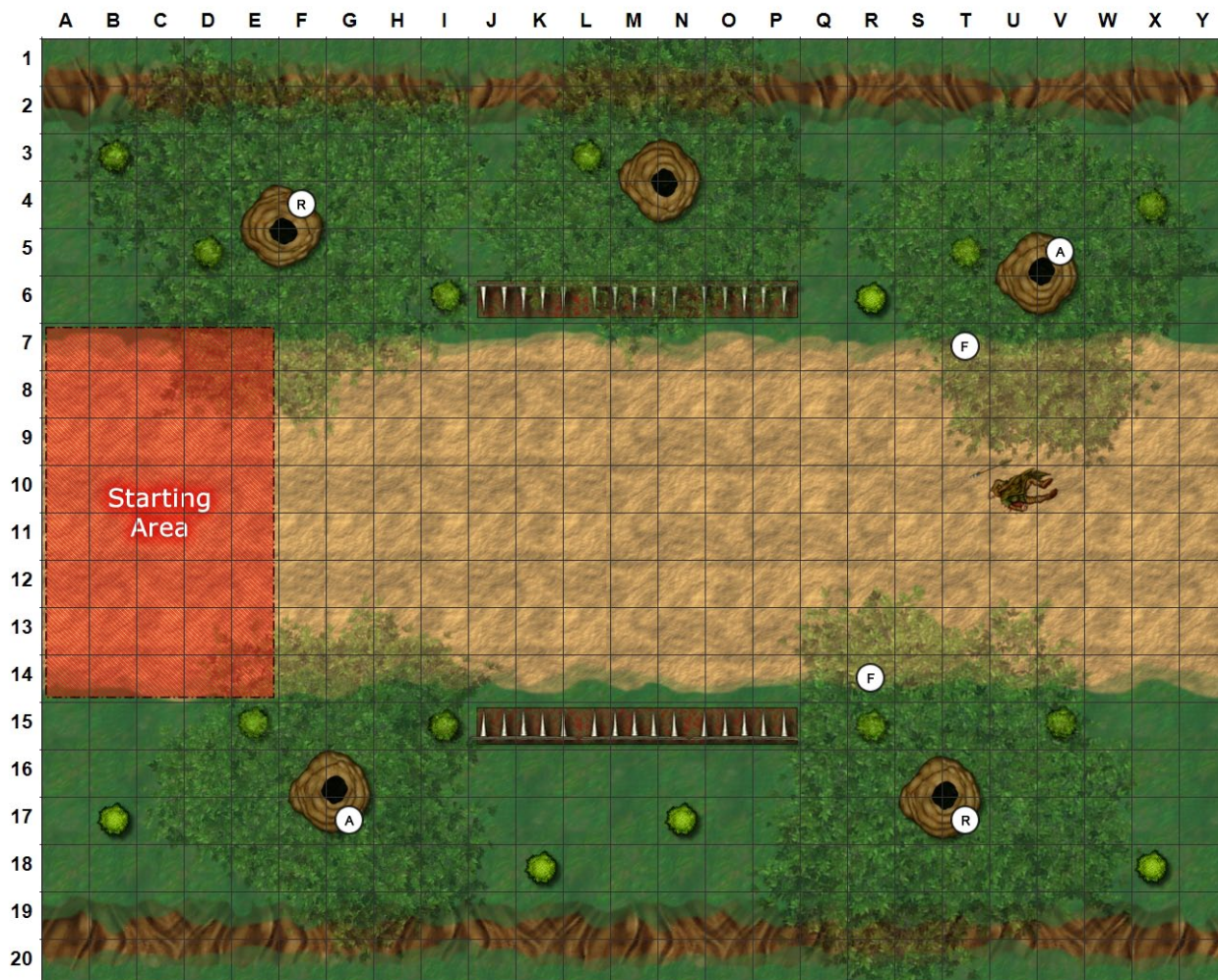
As the players move along the road to the Wayside Inn, read or paraphrase the following:

As you round a bend in the road, about a hundred feet ahead you see a body lying face down in the middle of the road, a spear laying on the ground not far from him.

The falcons are sitting in the trees, waiting to be commanded to attack. A player with a Perception DC 15 check will notice the birds in the trees. A Nature DC 15 check will allow the player to realize that they are falcons and do not appear to be native to the area.

The bandits are all in hiding; an Perception check versus a DC 20 will warn the players that something is hiding in the tree line, and after the first successful check the location of the bandits will be revealed with a Perception DC 15 check if the player within 8 squares of the bandit. Once any of the bandits are detected, they will all attack.

If at least one player (or Marr) approaches the body, wait for one full minute; if the party does not trigger the trap themselves, or makes any effort to try to disable the trap using audible commands, the bandits will attempt to surprise the party. One of the first actions the nearest archer will take in the surprise round is to fire on the body and trigger the trap.



FEATURES OF THE AREA

Illumination: It is daylight (bright light).

Trees: The trees are large oaks with ten foot wide tree trunks that form a canopy over the road approximately twenty feet high. The falcons start perched in the trees at about that height, and due to the thickness of the tree branches that make up the canopy they cannot fly higher than that in this area.

The trees could be climbed with an Athletics DC 15 check. The trunks are blocking terrain and provide cover.

Bushes: The bushes are thick hedges that are about two to three feet high. They are blocking terrain and provide cover to anyone who is prone and partial cover to anyone standing.

Cliffside: The road in this area descends through a small natural valley; the area is bound on the North and South sides by a ten to fifteen foot high cliff.

Body: The body lies face down in the middle of the road. It is an elf wearing leather and does not appear to have any physical injuries; it is a victim of the poisonous gas that the bandits are using. Lying on the ground next to him is a longspear with a faint blue glow.

Ditch: Just off the sides of the road there is a small ditch where the bandits have concealed a crude trap. They're not visible at first, but the underbrush hides a set of spring-loaded poisonous spikes (see *Spring-loaded Spike Trap* below).

TACTICS

Hidden on both sides of the road, covered by loose tree branches and leaves, are rows of spring-loaded wooden stakes, intended to ensure that the targets do not get close enough to the bandits to be a threat. If an unsuspecting foe attempts to cross the area without disarming the trap, they risk being impaled by the poisonous spikes that spring forth from the ground. See *Spring-Loaded Spike Trap* below.

The dead body in the middle of the road is an unfortunate soul that has been used to hide a dangerous trap. If the body is disturbed in any way, the *Poison Mist Trap* will trigger (see below). If the archers are not detected and the players get close enough to be in the trap's area of effect without triggering it, the archer will fire upon the body (AC 10) attempting to trigger it themselves. Regardless of how, once the trap is activated, the bandits attack.

When the encounter begins, unless the Poison Mist Trap on the body has been activated one of the archers will take their first turn to fire upon the body and trigger it. At least one of the other bandits will then use their own *Poison Mist Grenade* (see above) and throw it at the rear of the group. The two clouds of poison mist and the spring-loaded traps should be enough to corral the players in to a confined space, perfect grouping for the falcons to attack from above.

As soon as the party is within range of the falcons, with a simple whistle the archers will command them to swoop down

and use their claw attack against the nearest target, after which their attack they will try to fly up and out of range (no more than 20' up).

Once two of the bandits are killed, the third one could easily be intimidated in to surrendering.

ALCHEMICAL ITEMS

Each of the bandits has one of three possible alchemical items they can use during combat: *Poison Mist Grenade*, *Tanglefoot Bag* or a *Tethercord* (see below).

Which they elect to use depends on their position. The skirmisher and archer in the rear are most likely to use the *Tethercord* at least once in order to slow down any possible retreat (if the party is on horses, they will aim for the horse). The others may use the *Tanglefoot Bag* in order to prevent hostiles from getting closer. At least one of them will attempt to throw a *Poison Mist Grenade* in to the middle of the group, hoping to catch as many targets as possible.

Using any of these items is a Standard Action:

✖ **Poison Mist Grenade** (poison, consumable) • Encounter

Attack: Area Burst 1 within 10 (all creatures in burst); +5 vs Fortitude

Hit: Target is immobilized (save ends).

First Failed Save: Target is stunned (save ends).

Second Failed Save: Target falls unconscious (save ends).

Effect: Creates a zone of poisonous gases that persists until the end of the encounter. Any creature that starts its turn within the zone takes 5 poison damage. Any creature that enters the zone is also attacked by the poison (see above).

Special: If a target has already made a successful saving throw against the effects of the mist, the mist has no further effect on it.

⤵ **Tanglefoot Bag** (consumable) • Encounter

Attack: Ranged 5/10 (one enemy); +5 vs Reflex

Hit: Target is immobilized until the end of the bandit's next turn, after which the target is slowed until the end of the bandit's following turn.

⤵ **Tethercord** (consumable) • Encounter

Attack: Ranged 5/10 (one enemy); +5 vs Reflex

Hit: Target cannot move more than 3 squares away from where it was at the time of the attack (save ends).

REWARDS

Unless they used them during combat, each bandit will have one of either a *Poison Mist Grenade* (see *Appendix B*), a *Tanglefoot Bag* (see *Adventurer's Vault*, page 30) or a *Tethercord* (see *Eberron's Player Guide*, page 103). Between the three of them, they have two *Potions of Healing*, 32gp and a gold bracelet (50gp value).

The longspear on the ground is a *Magic Longspear +1*, a trinket the bandits had no practical use for so they decided to use it as bait. They hope the pale blue glow will attract unsuspecting victims.

AFTERMATH

If the traps are discovered, Marr will suggest that someone either disarm or disable them in order to protect anyone else who might wander down the road.

After about an hour more of riding, the party will arrive at the Wayside Inn (see *Scene 2-2*).

Bandit Archer (A)		Level 2 Artillery
Medium natural humanoid (elf)		125 XP
Initiative +5	Senses Perception +11, low-light vision	
HP 32; Bloodied 16		
AC 14; Fortitude 13, Reflex 17, Will 14		
Speed 7		
Traits		
Group Awareness • Aura 5		
Non-elf allies in aura gain +1 racial bonus to Perception checks.		
Wild Step		
Elf ignores difficult terrain when it shifts		
Standard Actions		
Ⓣ Short Sword (weapon) • At-Will		
Attack: +6 vs AC		
Hit: 1d6 +4 damage		
Ⓢ Longbow (weapon) • At-Will		
Attack: Ranged 20/40 (one enemy); +7 vs AC		
Hit: 1d10 +4 damage		
Throw Alchemical Item • Encounter		
Bandit throws one of three possible alchemical items: a <i>Poison Mist Grenade</i> , a <i>Tanglefoot Bag</i> or a <i>Tethercord</i> .		
Minor Actions		
Command • Recharge Ⓜ		
Elf commands his falcon to make a <i>Flyby Attack</i> as a free action.		
Free Actions		
Elven Accuracy • Encounter		
Elf can re-roll an attack roll. It must use the second roll, even if it's lower.		
Alignment --		Languages Common, Elvish
Skills Nature +11, Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 16 (+4)
Con 14 (+3)	Int 12 (+2)	Cha 11 (+1)
Equipment Leather armor, short sword, longbow, arrows (x20), at least one of either a <i>Poison Mist Grenade</i> , <i>Tanglefoot Bag</i> , or <i>Tethercord</i>		

Trained Falcon (F)		Level 2 Skirmisher
Small natural beast		125 XP
Initiative +6	Senses Perception +2	
HP 36; Bloodied 18		
AC 16; Fortitude 14, Reflex 16, Will 13		
Speed 2 (clumsy), fly 8		
Standard Actions		
Ⓣ Claw		
Attack: +7 vs AC		
Hit: 1d6 +5, and target takes ongoing 2 damage (save ends).		
Flyby Attack		
Falcon flies 8 squares and makes a <i>Claw</i> attack at any point during its movement. The falcon does not provoke opportunity attacks when moving away from the target.		
Alignment --		Languages --
Str 13 (+2)	Dex 17 (+4)	Wis 13 (+2)
Con 12 (+2)	Int 3 (-3)	Cha 6 (-1)

Bandit Ruffian (R)		Level 2 Skirmisher
Medium natural humanoid (human)		125 XP
Initiative +6	Senses Perception +1	
HP 37; Bloodied 18		
AC 16; Fortitude 13, Reflex 16, Will 12		
Speed 6		
Traits		
Combat Advantage		
Bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Standard Actions		
Ⓣ Short Sword (weapon) • At-Will		
Attack: +7 vs AC		
Hit: 1d6 +4 damage, and the bandit shifts one square after the attack.		
Ⓢ Dagger (weapon) • At-Will		
Attack: Ranged 5/10 (one enemy); +7 vs AC		
Hit: 1d4 +4 damage		
Ⓣ Sly Cut (weapon) • Encounter		
Attack: +7 vs AC		
Hit: 2d6 +4 damage, and the target takes ongoing 5 damage (save ends). Bandit shifts 1 square after the attack.		
Throw Alchemical Item • Encounter		
Bandit throws one of three possible alchemical items: a <i>Poison Mist Grenade</i> , a <i>Tanglefoot Bag</i> or a <i>Tethercord</i> .		
Alignment --		Languages Common
Skills Stealth +9, Streetwise +7, Thievery +9		
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)
Equipment Leather armor, mace, dagger (x4), at least one of either a <i>Poison Mist Grenade</i> , <i>Tanglefoot Bag</i> , or <i>Tethercord</i>		

Poison Mist Trap	Level 2 Warder
Trap	125 XP
<i>The body in the middle of the road is carefully placed atop a fragile vial that, if the body is disturbed in any way, will burst open and flood the area with poisonous gas.</i>	
Trap: The dead body has been setup to crack a vial of poisonous gas if it is disturbed in any way.	
Perception	
DC 0: No check is necessary to notice the body in the middle of the road.	
DC 12: Player will notice that there is something underneath the body.	
DC 18: Players will understand the full nature of the trap.	
Trigger	
If the body is moved in any way, the vial breaks and the trap is triggered.	
If the party does not touch the body on their own, when they are close enough to be in the area of effect the Bandit Archers will fire upon the body, triggering the trap.	
Attack	
Opportunity Action	
Target: Close Burst 1 (all creatures in burst)	
Attack: +5 vs Fortitude	
Hit: Target is immobilized (save ends).	
First Failed Save: Target is stunned (save ends).	
Second Failed Save: Target falls unconscious (save ends).	
Effect: Trap creates a zone of poisonous gas that lasts until the end of the encounter. Any creature that starts its turn within the zone or enters the zone takes 5 poison damage.	
Special: The trap enters the initiative order immediately before the creature that triggered it. On its next turn, the zone expands to a Close Burst 2; if any creatures are in the squares that the mist expands in to, the trap attacks them.	
Countermeasures	
Thievery DC 18: A successful check by an adjacent character will disable the trap before it triggers.	
Once a creature makes a successful save to the effects of the trap, they are no longer vulnerable to its effects (no ongoing poison damage).	

Spring-loaded Spike Trap	Level 2 Lurker
Trap	125 XP
<i>A makeshift canopy of branches and leaves hides an array of sharp spikes that spring out and impale victims that don't pay attention to where they're walking.</i>	
Trap: Seven contiguous squares contain a spring-loaded mechanism of sharp spikes that are coated in poison. When a creature moves in to any of the squares, the trap attacks.	
Perception	
DC 12: Player notices that the ground is uneven and shows signs of something hidden.	
DC 17: Players realize the nature of the trap: that there is something hidden and meant to be triggered if the underbrush is disturbed.	
Nature	
DC 12: Player notices that the ground looks suspicious; the branches and leaves that lie on the ground are not a natural occurrence, and have been placed there to hide something.	
Trigger	
If any creature enters a square that contains the trap, the trap activates.	
Attack	
Opportunity Action	
Target: All creatures in any of the trap's squares	
Attack: +5 vs Reflex	
Hit: 1d6 +4 damage; target is immobilized (save ends). Trap also makes a secondary attack against the target: +5 vs Fortitude; on hit, target takes ongoing 5 poison damage (save ends).	
Miss: Creature shifts to an adjacent non-trap square of his choice.	
Effect: The trap's squares become difficult terrain. Any creature entering one of the trap's squares must make an Acrobatics DC 10 check or be attacked by the trap in the same manner.	
Countermeasures	
An adjacent character can trigger the trap with a DC 12 Thievery check as a Standard Action. On a successful check, the trap triggers and attacks any creature in its area.	
An adjacent character can disable the trap with a DC 17 Thievery check as a Standard Action. On a successful check, the trap is disabled and the squares are safe.	
A character who makes an Athletics DC 12 check with a running start, or an Athletics DC 21 check without a running start, can jump over the trap. On a failure, the character lands in a trap square and either triggers the trap or gets attacked by it (if it has already been triggered).	

Scene 3-4 - The Statue Room

Encounter Level 4 (875 XP)

Trap (250 XP)

SETUP

Enemies:

- Shadow Mercenary (level 3 soldier)
- Shadow Wizard (level 4 artillery)
- 2 Shadow Archers (level 3 artillery)

Hazard:

- Calming Waters (level 2 elite obstacle)

Trap:

- Flame Jet Statues (level 2 elite blaster)

When the players first see the room, read or paraphrase the following:

You see a large chamber with a high vaulted ceiling that is illuminated by bluish-yellow torches. Ornate columns flank what appears to be a shallow pool of water dividing the room in half all the way to a fountain on the West wall.

To the far East of the room, across small bridges that pass over the water, are three large statues. Each statue is of a humanoid form that is down on its knees, holding before them an offering plate filled with fire. They form a semicircle at the far end of the room, surrounding a pool of water on a platform.

You can see several people at the far end; they seem to be arguing.

The people at the far end are henchmen told to wait here while their boss went deeper in to the tower. There are five of them in total, but one of them absentmindedly tried to reach in to the pool of water and triggered the flame jet statues; he lies on the floor, incapacitated and unconscious, in the position marked on the map.

FEATURES OF THE AREA

Illumination: On each column there is an enchanted torch in a wall sconce. They glow with a bluish-yellow flame, filling the room with bright light.

Walls and Ceiling: The walls are solid stone and the ceiling is a little over 20' high.

Columns: Thick, nondescript columns rise all the way up to the ceiling. Each column is blocking terrain and provides cover.

Water: The channel is no more than a foot deep and divides the room in to three sections. The water is considered difficult terrain and has powerful healing properties, but that healing come with a price (see *Calming Waters* hazard below).

Bridges: Bridges are of solid stone and not very high. They are considered normal terrain and do not have any restrictions on movement. They have no railing so someone that is standing on it could theoretically step to one side and in to the water.

Offering Pool: A four foot wide pool of water rests atop a raised platform to the East. Inside the pool of water are 17 Tower Coins (see *Appendix B*). Disturbing the water in any way will trigger the *Flame Jet Statues* trap. Players can attempt to either disable each individual nozzle or the triggering mechanism in the pool (see *Flame Jet Statues* below).

The water only has this effect where it is; if the players attempt to bottle the water for use elsewhere, it will turn in to ordinary water with no healing characteristics.

Statues: Each statue is about 20' high, rising almost to the ceiling. They are blocking terrain but can be climbed with an Athletics DC 15 check. The fire in the offering plate in front of them cannot be extinguished.

Unconscious Mercenary: One of the Shadow Mercenaries lies unconscious in the far end of the room next to the pool of water. He is seriously burned and bruised, scorched by the flame jet trap. For encounter purposes, he is considered an unconscious creature with 1 hit point, and will not wake up on his own until healed. If he is not attended to shortly after the encounter ends, he will die.

TACTICS

When the shadowtouched are first encountered, they will be arguing amongst themselves, commenting how the fallen Shadow Mercenary acted stupidly and got himself nearly killed because of his own greed. They will not be paying attention to the doors exiting the room, so there is the possibility of surprise if the players are subtle in entering.

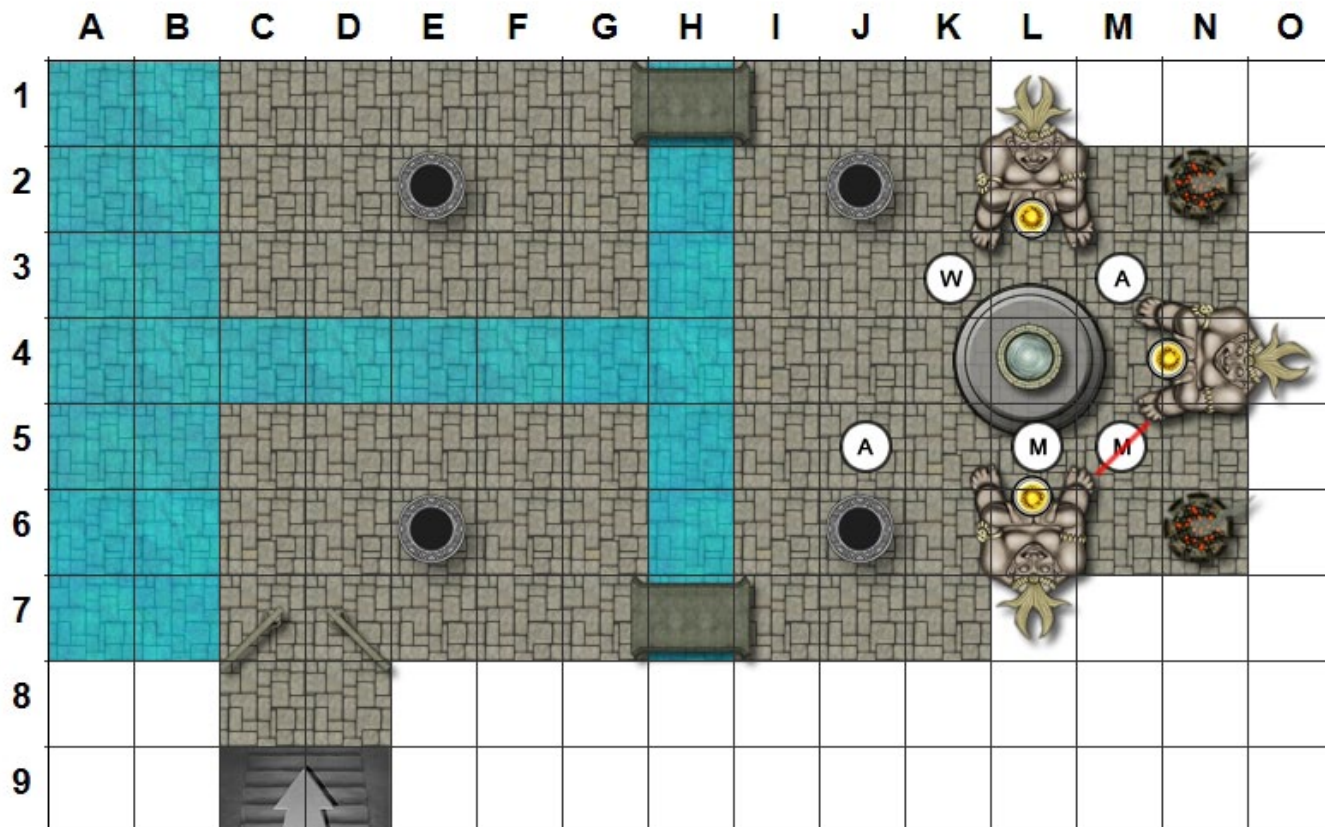
Players can attempt to start up a dialogue, but the Shadow Archers will attack immediately and the other two immediately thereafter when they realize they do not have much a choice.

At first the shadowtouched are not aware of the power of the water, so they will not try to use it as a tactical advantage and knowingly push people in to them. They will not be concerned with avoiding it until they see its effect on someone.

The Shadow Mercenary will use *Press the Advantage* if he can push someone in to the water, and the Shadow Wizard will alternate between *Magic Missile* and *Thunderwave*. Once someone falls in the water and he realizes its power, he will drop his *Arcane Whirlwind* to cover as much area inside the room as possible, and then during his sustain action he'll try to move enemies in to the water.

REWARD

* REDACTED *



Calming Waters Hazard	Level 2 Elite Obstacle 250 XP
<i>These crystal clear waters have miraculous healing properties... with an unfortunate side effect.</i>	
Hazard: A channel of crystal clear, tranquil water crosses through the room all the way to a fountain to the West.	
Perception	
DC 0: No check is necessary to notice the clarity of the water.	
Heal or Nature	
DC 13: Players realize that water that clear is unnatural, and most likely contains healing properties.	
Trigger	
Any creature that comes in contact with the water is attacked.	
Note: The water is considered hindering terrain. If a creature would be moved in to a square as a result of forced movement, it gets a saving throw; on a successful save, it falls prone and does not enter the water.	
Attack	
Opportunity Action	Melee Touch
Target: Triggering creature	
Attack: +7 vs Fortitude	
Hit: Creature recovers a spent healing surge; if the creature has not spent any healing surges, it heals a number of hit points up to his surge value. Creature also gains +5 temporary hit points and can also make an immediate saving throw against any single effect that a save can end.	
Effect: Immediately after the healing and the saving throw (if applicable), the creature falls unconscious (save ends). The creature cannot make a saving throw against the unconscious effect until the start of his next turn.	
Aftereffect: The creature is weakened until the end of their next turn.	
Miss: Creature gains +5 temporary hit points.	
Special: Once a character is attacked by the hazard, it becomes immune to the water's effect for 24 hours.	
Countermeasures	
Athletics DC 15, or DC 25 without a running start: As part of a move action, a successful check will permit the player to jump over one square of the pool.	
Heal DC 15: A character adjacent to an unconscious creature can wake it up with a successful check as a Standard Action.	

Flame Jet Statues Trap	Level 2 Elite Blaster 250 XP
<i>The large statues encircle a pool of water filled with coins. Each statue is of a kneeling humanoid that holds a flaming plate in front of them.</i>	
Trap: Three statues flank a pool of water filled with tower coins. Each statue has a nozzle in their mouths that shoots forth flammable oil when the water it disturbed. When the oil hits the flames, it explodes in to a fireball completely surrounding the pool.	
Perception	
DC 0: No check necessary to notice the statues, the pool of water or the fire bowls in front of each statue.	
DC 13: Players notice burn marks around the pool of water.	
DC 21: Players notice the nozzles in each of the statues' mouths.	
Trigger	
When anything disturbs the surface of the water, the statues attack.	
Attack	
Immediate Reaction	Close Burst 1 (centered on pool)
Target: All creatures in burst	
Attack: +7 vs Reflex	
Hit: 1d6 +2 fire damage for each active nozzle (maximum of 3d6 +6 fire damage), and ongoing 5 fire damage (save ends).	
Miss: Half damage, no ongoing.	
Countermeasures	
Players trained in Acrobatics can perform an Acrobatics DC 15 check to avoid the flames. Success means half damage on a hit and no damage on a miss.	
Athletics DC 15: A successful check allows a creature to climb one statue to a high enough position to disable the nozzle.	
Thievery DC 13: Once a player has climbed a statue to at least 15' (3 squares up), a successful check will allow them to disable the one nozzle.	
Thievery DC 21: A player adjacent to the pool can attempt skill challenge (Complexity 1: 4 successes before 3 failures) to disable the triggering mechanism. Success disables the trap, while a failure immediately triggers it and causes it to attack.	
Each nozzle can be destroyed: All defenses 8, 20hp. Nozzles are 15' (3 squares) up and have cover from the ground. Destroying all three nozzles disables the trap.	
Each statue can be destroyed: AC 6, Reflex 6, Fortitude 16, 150hp, resist 5 all. All three statues must be destroyed to disable trap.	

Shadow Mercenary (M)		Level 3 Soldier	
Medium natural humanoid (human, shadowtouched)		150 XP	
Initiative +7		Senses: Perception +6, darkvision	
HP 47; Bloodied 23			
AC 19; Fortitude 18, Reflex 15, Will 14			
Speed 5			
Standard Actions			
Ⓜ Longsword (weapon) • At-Will			
<i>Attack:</i> +8 vs AC <i>Hit:</i> 1d10 +4 damage, and target is marked until the end of the next turn.			
Ⓜ Hand Crossbow (weapon) • At-Will			
<i>Attack:</i> Ranged 15/30; +7 vs AC. <i>Hit:</i> 1d8 +3 damage.			
Ⓜ Press the Advantage (weapon) • Recharge ⓂⓂ			
<i>Attack:</i> +8 vs AC. <i>Hit:</i> 1d10 +8 damage; target is pushed 1 square and dazed (save ends).			
Move Actions			
Ⓜ Shadow Walk (teleportation) • Recharge ⓂⓂ			
Can teleport up to 3 squares. Does not need line of sight or line of effect to target square, but it must be a square he has seen before.			
Alignment Evil		Languages Common	
Skills Streetwise +7			
Str 18 (+5)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Equipment Chainmail, longsword, hand crossbow, crossbow bolts (x20)			

Shadow Wizard (W)		Level 4 Artillery	
Medium natural humanoid (human, shadowtouched)		175 XP	
Initiative +7		Senses: Perception +6, darkvision	
HP 47; Bloodied 23			
AC 19; Fortitude 18, Reflex 15, Will 14			
Speed 6			
Standard Actions			
Ⓜ Quarterstaff (weapon) • At-Will			
<i>Attack:</i> +7 vs AC <i>Hit:</i> 1d8 damage.			
Ⓜ Magic Missile (force) • At-Will			
<i>Attack:</i> Ranged 10; +7 vs Reflex <i>Hit:</i> 2d4 +4 force damage.			
Ⓜ Thunderwave (thunder) • At-Will			
<i>Attack:</i> Close Blast 3; +7 vs Fortitude <i>Hit:</i> 1d6 +4 damage, and the target is pushed 1 square.			
Ⓜ Ray of Enfeeblement (necrotic) • Encounter			
<i>Attack:</i> Ranged 10; +7 vs Fortitude <i>Hit:</i> 1d10 +4 damage, and the target is weakened (save ends).			
Ⓜ Arcane Whirlwind (thunder, zone) • Encounter			
<i>Attack:</i> Area Burst 2 within 10; +7 vs Reflex <i>Hit:</i> 2d6 +4 thunder damage, and slide target 1 square. <i>Effect:</i> Creates a zone of rushing winds that last until the end of the next turn. <i>Sustain Minor:</i> The zone persists, and the mage can slide one creature within the zone 2 squares.			
Move Actions			
Ⓜ Shadow Walk (teleportation) • Recharge ⓂⓂ			
Can teleport up to 5 squares. Does not need line of sight or line of effect to target square, but it must be a square he has seen before.			
Alignment Evil		Languages Common, Elvish	
Skills Arcana +11, History +11			
Str 10 (+2)	Dex 14 (+4)	Wis 12 (+3)	
Con 13 (+3)	Int 18 (+6)	Cha 9 (+1)	
Equipment Chainmail, longsword, hand crossbow, crossbow bolts (x20)			

Shadow Archer (A)		Level 3 Artillery
Medium natural humanoid (elf, shadowtouched)		150 XP
Initiative +5	Senses: Perception +9, darkvision	
HP 38; Bloodied 19		
AC 15; Fortitude 12, Reflex 14, Will 13		
Speed 7		
Traits		
Group Awareness • Aura 5		
Non-elf allies in aura gain +1 racial bonus to Perception checks.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Wild Step		
Ignores difficult terrain when it shifts.		
Standard Actions		
Ⓛ Short Sword (weapon) • At-Will		
<i>Attack:</i> +7 vs AC		
<i>Hit:</i> 1d6 +3 damage		
Ⓜ Shadow Longbow (weapon) • At-Will		
<i>Attack:</i> Ranged 20/40; +8 vs AC.		
<i>Hit:</i> 1d10 +4 damage.		
<i>Special:</i> Attack rolls take no penalty from cover or superior cover.		
Move Actions		
Shadow Walk (teleportation) • Recharge ☐☐☐		
Can teleport up to 5 squares. Does not need line of sight or line of effect to target square, but it must be a square he has seen before.		
Free Actions		
Elven Accuracy • Encounter		
Re-roll an attack roll; use the second roll, even if its lower.		
Triggered Actions		
Not So Close • Encounter		
<i>Trigger:</i> An enemy moves in to an adjacent square.		
<i>Effect (Immediate Reaction):</i> Elf shifts 1 square and makes a ranged basic attack against the target.		
Alignment Evil	Languages Elvish	
Skills Nature +11, Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 16 (+4)
Con 14 (+3)	Int 12 (+2)	Cha 11 (+1)
Equipment Leather armor, short sword, longbow, <i>Shadowtouched Arrows</i> (x20)		

Scene 3-7 - The Illusionary Forest

Encounter Level 4 (927 XP)

SETUP

Enemies:

- 4 Spiderlings (level 3 minion skirmisher)
- 2 Spiders (level 3 lurker)
- Spider Brood Mother (level 4 elite controller)

Hazard:

- Spiderweb Pit (level 2 obstacle)

When the players reach the bottom of the stairs, read or paraphrase the following:

You find yourself outside, or at least it appears to be outside. To both sides green grass flow over rolling hills, and numerous large oak trees dot the landscape. The sky is clear and the sun is shining brightly but something is wrong: there's no heat from the sunlight, no wind and no sound.

About forty feet from the base of the stairs is the doorway to a small structure sitting in the middle of the field.

Other than the stone path and the “building” ahead, the entire area is an illusion inside a room; the room is 50’ wide, 40’ long and approximately 20’ high (from ground level). The “building” ahead isn’t a building at all but a solid wall with a door that leads North.

The illusion also hides a deep pit filled with spiders.

FEATURES OF THE AREA

Illumination: So long as the illusion is active, the area is brightly lit by sunlight. If the illusion is dispelled, the room is plunged in to darkness.

Illusion: An Arcana Insight or Nature DC 12 is sufficient to realize that something just isn’t right with the terrain. An Arcana, Insight or Nature DC 17 check is sufficient for the players to realize without a doubt that it is an illusion.

To the left of the doorway to the North is a small panel that can be discovered with a Perception DC 15 check. If the panel is opened it reveals a small green crystal that channels arcane energy in order to maintain the illusion; if the crystal is removed, the illusion disappears and the room goes dark.

The illusion is also one way: although it looks solid from above, from below it is transparent. That means that the spiders *can* see the players from below but the players do not have line of sight.

Spiderweb Pit: The ground visible in the illusion covers a 20’ deep pit, which has been occupied by a massive spiderweb and a cluster of spiders. The brood mother and all her children wait at the bottom, hoping that something will fall through.

If a player attempts to walk on the ground, they risk falling in:

Spiderweb Pit		Level 2 Obstacle
Hazard		125 XP
Trap: The illusion of the hides covers a deep pit with a massive spiderweb at the bottom. Any creature that unknowingly tries to walk across the forest falls in.		
Nature or Insight		
DC 12: A successful check allows the player to realize something is not quite right about the forest.		
DC 17: A successful check allows the player to realize that the forest is an illusion.		
Trigger		
When a creature attempts to walk on a square containing the illusion (not on the 10’ wide stone path), he risks falling in.		
Attack		
Immediate Reaction	Melee	
Target: Triggering creature.		
Attack: +5 vs Reflex		
Hit: Target falls through to the spiderweb (see below for terrain features).		
Special: If the creature is not adjacent to a square that is solid ground, he falls in automatically without need for a roll (there is nothing to hold on to).		
Miss: Target falls prone in a square adjacent to the pit.		
Countermeasures		
If the control panel is discovered (Perception DC 15) and the green crystal removed, the illusion fades and the pit is visible. Climbing out of the pit requires an Athletics DC 15 check.		
Terrain		
The spiderweb at the bottom of the pit is special terrain:		
<ul style="list-style-type: none"> • The pit is 20’ deep; the web exists only in the last 5’. • Any creature falling in to the pit from ground level does not take falling damage. • The webs is difficult terrain for all non-spiders. • A creature that enters a square with a spiderweb in it must make an Athletics check or an Acrobatics check against a DC of 15 or become immobilized. • As a Move Action, immobilized creatures can make an Athletics or Acrobatics check against a DC of 15 to free themselves. On a successful check, the creature can shift 1 square as part of the same move action without risking immobilization again. • A spiderweb square is lightly obscured. 		

The Spiders: The spiders are all standing in the spiderweb, motionless, keeping track of the player movements with their tremorsense.

The spiders will only attack when:

- Something falls in to the spiderweb (creature, dropped item, etc...).
- The illusion is dispelled by removing the powering crystal.
- The spiders are attacked in any way.
- * REDACTED *

TACTICS

When the spiders decide to attack, the little ones will rush to surround the players while the brood mother will use Web Pull to attempt dragging players in.

When it comes time for the brood mother to use Call for Aid, the spiders will jump down in to the pit if necessary; they

are not concerned with the fall, and nobody takes falling damage anyhow due to the web at the bottom of the pit.

Reminder: If the brood mother hits a target with her Web Pull attack and attempts to pull it off the platform in to the pit, that person gets a saving throw. If he succeeds the saving throw, he falls prone (see “Falling” and “Catching Yourself” rules in the Player’s Handbook, page 284).

REWARD

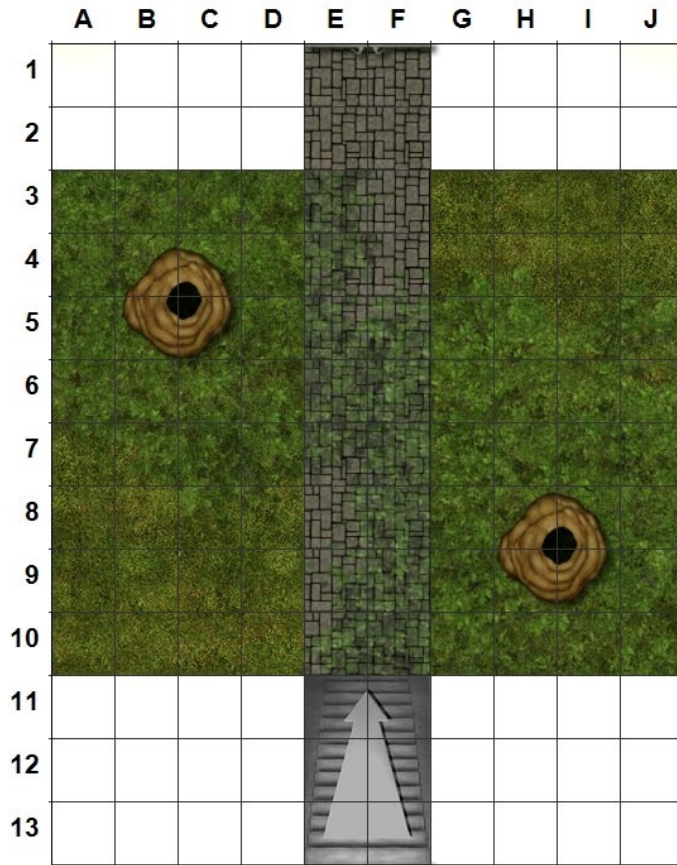
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Spiderling (SL)		Level 3 Minion Skirmisher
Small natural beast (spider)		38 XP
Initiative +3	Senses: Perception +2, tremorsense 5	
HP 1; a minion is never damaged by a missed attack		
AC 17; Fortitude 12, Reflex 15, Will 13		
Speed 6, climb 6 (spider climb)		
Traits		
Camouflage		
The spider can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.		
Web Walk		
The spider ignores difficult terrain composed of webs.		
Standard Actions		
① Bite (poison) • At-Will		
<i>Attack:</i> +7 vs AC		
<i>Hit:</i> 2 poison damage.		
<i>Effect:</i> The target gains vulnerable 5 poison until the end of the spiderling’s next turn. If the target already has vulnerability to poison damage, increase the vulnerability by 2.		
Triggered Actions		
Spider Shift • At-Will		
<i>Trigger:</i> Reaction; When missed by a melee attack.		
<i>Effect (Immediate Reaction):</i> Spiderling shifts 2 squares.		
Skills Acrobatics +8, Stealth +8		
Str 11 (+1)	Dex 15 (+3)	Wis 12 (+2)
Con 10 (+1)	Int 4 (-2)	Cha 7 (-1)

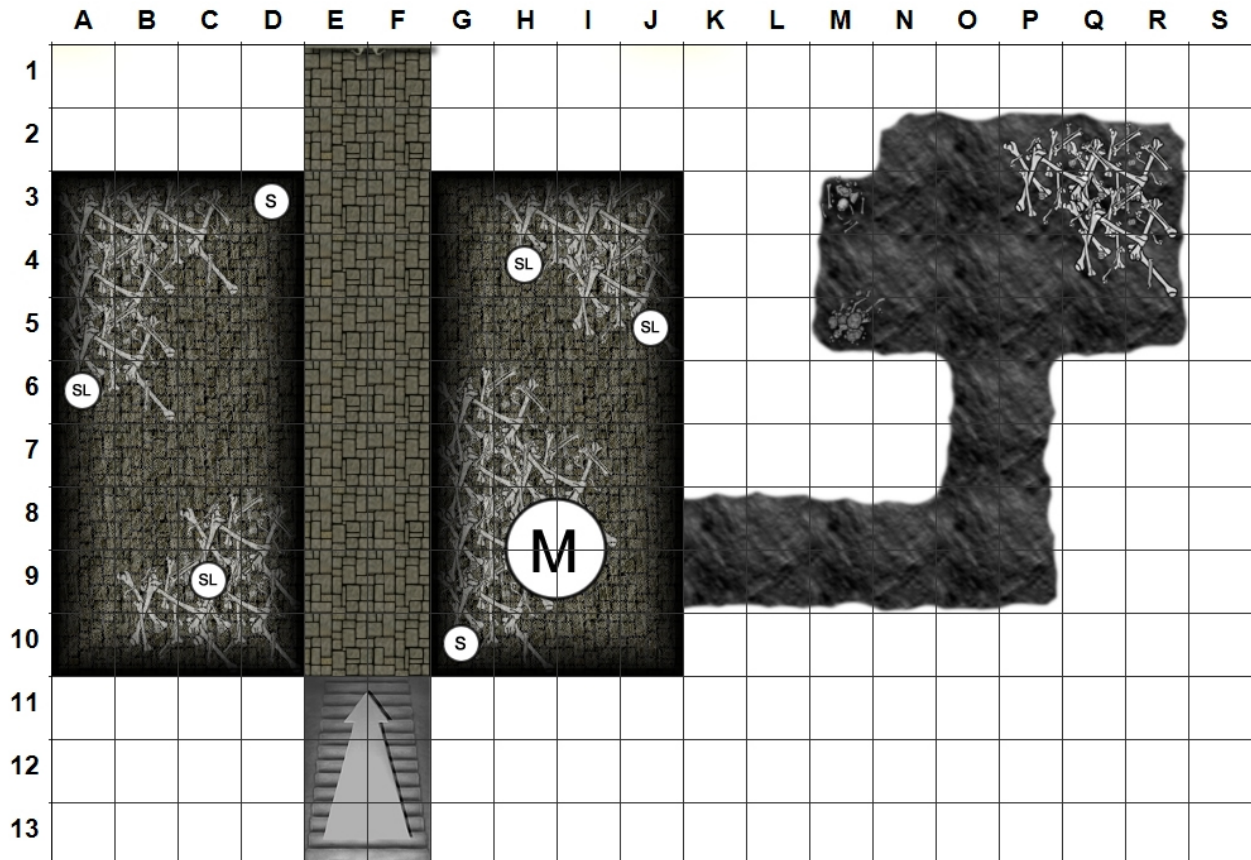
Spider (S)		Level 3 Lurker
Medium natural beast (spider)		150 XP
Initiative +4	Senses: Perception +8, tremorsense 5	
HP 34; Bloodied 17		
AC 17; Fortitude 13, Reflex 16, Will 14		
Speed 6, climb 8 (spider climb)		
Traits		
Camouflage		
The spider can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.		
Web Walk		
The spider ignores difficult terrain composed of webs.		
Standard Actions		
① Bite (poison) • At-Will		
<i>Attack:</i> +8 vs AC		
<i>Hit:</i> 1d8 +4 damage; target ongoing 5 poison damage (save ends both).		
<i>First Failed Save:</i> target is also immobilized (save ends).		
Skills Acrobatics +9, Stealth +9		
Str 13 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 10 (+1)	Int 4 (-2)	Cha 7 (-1)

Spider Brood Mother (M)		Level 4 Elite Controller
Large natural beast (spider)		350 XP
Initiative +7	Senses: Perception +9, tremorsense 10	
HP 114; Bloodied 57		
AC 18; Fortitude 17, Reflex 19, Will 14		
Speed 6, climb 6 (spider climb)		
Saving Throws +2 Action Points 1		
Traits		
Mother’s Arms • Aura 2		
Any spider in the aura after the Brood Mother is bloodied gains a +1 to attack and defense, and an additional +1 attack bonus against any target that is adjacent to the Brood Mother.		
Web Walk		
The spider ignores difficult terrain composed of webs.		
Standard Actions		
① Bite (poison) • At-Will		
<i>Attack:</i> +9 vs AC		
<i>Hit:</i> 2d6 +5 poison damage; target is slowed and takes ongoing 5 poison damage, or ongoing 10 poison if the target is immobilized, restrained, stunned, or unconscious (save ends all).		
Minor Actions		
↗ Web Pull • At-Will		
<i>Attack:</i> Ranged 10; +7 vs Reflex		
<i>Hit:</i> Target is pulled up to 3 squares.		
← Web Spray • Recharge when first bloodied		
<i>Attack:</i> Close Blast 3; +7 vs Reflex		
<i>Hit:</i> Target is restrained (save ends).		
<i>Effect:</i> Squares in the burst are difficult terrain until the end of the encounter.		
Triggered Actions		
Call for Aid • Encounter		
<i>Trigger:</i> Brood mother is first bloodied.		
<i>Effect (Immediate Reaction):</i> All spiders that can hear the Brood Mother shift 3 squares as a free action.		
Skills Stealth +11		
Str 18 (+6)	Dex 20 (+7)	Wis 14 (+4)
Con 17 (+5)	Int 6 (+0)	Cha 8 (+1)

Ground Level Illusion:



Spiderweb Beneath Illusion and Brood Mother's Lair:



Appendix A - New NPCs

THE NOBILITY OF SOLIS

Lord Laris (Elf)

A distinguished combat veteran for many years, Laris is the direct descendant the former leader of Solis, his father Erwyn.

He is a fighter at heart and does not have much an interest in arcane arts and magic. He will treat fighters and warriors with the utmost respect, tries not to deal with magic users much and despises rogues with a passion.

Lord Laris (La)		Level 6 Elite Soldier (Leader)
Medium fey humanoid (elf)		500 XP
Initiative +9	Senses: Perception +10, low-light vision	
HP 138; Bloodied 69		
AC 22; Fortitude 20, Reflex 17, Will 17		
Speed 6		
Saving Throws +2	Action Points 1	
Traits		
Combat Challenge		
Any creature attacked by Laris is marked until the end of the next turn. If an adjacent marked creature shifts or makes an attack that does not include Laris, Laris can make a melee basic attack against the enemy as a free action.		
Enraged		
While Laris is enraged, he gains +1 to all attack and damage rolls and grants combat advantage to all targets.		
Standard Actions		
Ⓛ Greatsword (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +11 vs AC <i>Hit:</i> 1d10 +7 damage. Also see <i>Combat Challenge</i> .		
‡ Cleave (weapon, martial) • Recharge ⓂⓂ		
<i>Attack:</i> Melee Weapon, +11 vs AC <i>Hit:</i> 1d10 +7 damage, and any enemy adjacent to target takes 4 damage. Also see <i>Combat Challenge</i> .		
‡ Covering Attack (weapon, martial) • Encounter		
<i>Attack:</i> Melee Weapon, +11 vs AC <i>Hit:</i> 2d10 +7 damage, and one ally adjacent to Laris can shift 2 spaces as a free action. Also see <i>Combat Challenge</i> .		
Free Actions		
Elven Accuracy • Encounter		
Re-roll an attack roll; use the second roll, even if it's lower.		
Alignment Lawful good	Languages Common, Elvish	
Skills Diplomacy +9, Intimidate +10		
Str 19 (+7)	Dex 14 (+5)	Wis 15 (+5)
Con 13 (+4)	Int 12 (+4)	Cha 13 (+4)
Equipment Plate armor, greatsword		

Lady Lia (Elf)

Lady Lia is the wife of Lord Laris, and is his ace in the hole in terms of diplomacy. Unbeknownst to many, Lia is actually a very powerful psion, and uses her abilities to both persuade and analyze those that come before the court.

Lady Lia		Level 5 Controller
Medium fey humanoid (elf)		200 XP
Initiative +4	Senses: Perception +7, low-light vision	
HP 58; Bloodied 29;		
AC 18; Fortitude 16, Reflex 19, Will 20		
Speed 7		
Standard Actions		
Ⓢ Mind Thrust (psychic, psionic) • At-Will		
<i>Attack:</i> Ranged 10; +8 vs Will <i>Hit:</i> 1d10 +5 damage		
Ⓜ Betrayal (charm, psionic) • At-Will		
<i>Attack:</i> Ranged 10; +8 vs Will <i>Hit:</i> Slides target 1 square to a square adjacent to an enemy. Target then makes a melee basic attack as a free action against the enemy with a +2 bonus to the attack roll.		
‡ Force Punch (force) • At-Will		
<i>Attack:</i> Melee Touch; +8 vs Fortitude <i>Hit:</i> 1d8 +5 damage, and push target and each adjacent enemy 1 square		
Minor Actions		
Telepathy • At-Will		
Lia can project her voice in to the mind of any creature within 40 squares that has an Intelligence greater than 6. Line of sight is not necessary.		
Distract • Encounter		
Ranged 10 (one enemy); Target grants combat advantage to next creature that attacks it before the end of the next turn.		
Free Actions		
Elven Accuracy • Encounter		
Re-roll an attack roll; use the second roll, even if it's lower.		
Alignment Lawful good	Languages Common, Elvish	
Skills Arcana +11, Diplomacy +11, History +11		
Str 11 (+2)	Dex 15 (+4)	Wis 10 (+2)
Con 10 (+2)	Int 19 (+6)	Cha 15 (+4)
Equipment Cloth, <i>Orb of Far Seeing</i> +1		

Brell (Dwarf)

Brell, the Sergeant at Arms, has been at Laris side ever since they were both part of the village guard, and has served as a military advisor and friend for decades. He is also responsible for managing the village guard, and is Gorin's immediate commander.

Brell		Level 5 Elite Soldier	
Medium natural humanoid (dwarf)		400 XP	
Initiative +7		Senses: Perception +4, low-light vision	
HP 128; Bloodied 64;			
AC 20; Fortitude 20, Reflex 16, Will 17			
Speed 5			
Saving Throws +2 Action Points 1			
Standard Actions			
Ⓜ Warhammer (weapon) • At-Will			
<i>Attack:</i> +10 vs AC			
<i>Hit:</i> 1d10 +6 damage			
Ⓜ Throwing Hammer (weapon) • At-Will			
<i>Attack:</i> Ranged 5/10; +9 vs AC			
<i>Hit:</i> 1d6 +3 damage			
Ⓜ Shield Bash (martial) • Encounter			
<i>Condition:</i> Requires shield.			
<i>Attack:</i> +10 vs Fortitude			
<i>Hit:</i> 1d10 +10 damage; target is pushed 1 square and knocked prone.			
<i>Special:</i> When charging, can use this attack instead of a melee basic attack.			
Alignment Lawful Good		Languages Common, Dwarven	
Skills Dungeoneering +11, Endurance +10			
Str 18 (+6)	Dex 12 (+3)	Wis 14 (+4)	
Con 16 (+5)	Int 11 (+2)	Cha 12 (+3)	
Equipment Plate mail, heavy shield, warhammer, throwing hammer (x3)			

Gorin (Centaur)

Gorin is the captain of the guard, and takes the protection of the village of Solis and its people very seriously.

Where most guard captains might sit behind a desk most of the time, he is always at the front line commanding his troops. Almost as if he never sleeps, he is constantly patrolling the village, carrying his imposing great axe with both hands. He is not one to be messed with.

Gorin (G)		Level 4 Elite Brute	
Large fey magical beast (centaur)		350 XP	
Initiative +7		Senses: Perception +8, low-light vision	
HP 134; Bloodied 67;			
AC 18; Fortitude 20, Reflex 17, Will 15			
Speed 8			
Saving Throws +2 Action Points 1			
Traits			
Raging			
Gorin gains +1 to damage while raging. Gorin also gains +2 to move speed on charge attacks while raging.			
Rampage			
If Gorin scores a critical hit while raging, he can immediately make another melee basic attack as a free action. He does not have to attack the same target.			
Standard Actions			
Ⓜ Greataxe (weapon) • At-Will			
<i>Attack:</i> Melee Weapon, +9 vs AC			
<i>Hit:</i> 1d12 +7 damage			
Ⓜ Howling Strike (weapon, primal) • At-Will			
<i>Attack:</i> Melee Weapon, +9 vs AC			
<i>Hit:</i> 1d12 +11 damage.			
<i>Special:</i> When charging, can use this as a melee basic attack.			
Ⓜ Blade Sweep (weapon, primal) • Encounter			
<i>Attack:</i> Melee Weapon, +9 vs AC			
<i>Hit:</i> 2d12 +7 damage, and all adjacent enemies that are not bloodied take 5 damage.			
Ⓜ Thunder Hooves Rage (weapon, rage) • Encounter			
<i>Attack:</i> Melee Weapon, +9 vs AC			
<i>Hit:</i> 3d12 +7 damage			
<i>Effect:</i> Gorin enters the <i>Thunder Hooves Rage</i> . Until the end of the encounter, Gorin can move through up to two enemies' spaces each turn. Any enemy that Gorin moves through takes 1d12 extra damage from a melee attack before the end of the turn.			
Ⓜ Great Cleave (weapon, primal) • Encounter			
<i>Attack:</i> Close Burst 1 (all enemies in burst); +9 vs AC			
<i>Hit:</i> 1d12 +7 damage, +1 damage for each adjacent enemy.			
Triggered Actions			
Ⓜ Quick Kick • At-Will			
<i>Trigger:</i> An enemy moves in to a space where it flanks.			
<i>Attack (Immediate Reaction):</i> +9 vs AC			
<i>Hit:</i> 1d6 +4 damage			
Alignment Good		Languages Common, Elvish	
Skills Athletics +12, Nature +8, Endurance +10			
Str 21 (+7)	Dex 16 (+5)	Wis 12 (+3)	
Con 17 (+5)	Int 8 (+1)	Cha 10 (+2)	
Equipment Hide armor, greataxe			

THE GUARDS OF SOLIS

Almost all of the guards that make up the defense force of Solis are elves, and are a mix between foot soldiers and expert archers.

Marr, Village Guard Lieutenant (Elf)

Marr is one of the Lieutenants of the village guard, and reports directly to Gorin himself. He has not been a guard for long, but his loyalty and dedication to the people of Solis have allowed him to get promoted more rapidly than most.

Marr, Village Guard Lieutenant		Level 2 Soldier
Medium fey humanoid (elf)		125 XP
Initiative +8	Senses: Perception +7, low-light vision	
HP 39; Bloodied 19;		
AC 19; Fortitude 17, Reflex 16, Will 12		
Speed 6		
Standard Actions		
① Halberd (weapon) • At-Will		
<i>Attack:</i> Melee 2; +7 vs AC		
<i>Hit:</i> 1d10 +5 damage		
‡ Powerful Strike (weapon) • Recharge ☹️☹️		
<i>Attack:</i> Melee 2; +7 vs AC		
<i>Hit:</i> 2d10 +5 damage, and target is knocked prone.		
Alignment Lawful good	Languages Common, Elvish	
Skills Streetwise +7		
Str 18 (+5)	Dex 16 (+4)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Equipment Chainmail, halberd		

Village Guard

The foot soldier of Solis, they also make periodic patrols down the road between Solis and the Wayside Inn.

Village Guard		Level 1 Soldier
Medium fey humanoid (elf)		100 XP
Initiative +6	Senses: Perception +6, low-light vision	
HP 30; Bloodied 15;		
AC 17; Fortitude 15, Reflex 14, Will 11		
Speed 6		
Standard Actions		
① Halberd (weapon) • At-Will		
<i>Attack:</i> Melee 2; +6 vs AC		
<i>Hit:</i> 1d10 +4 damage		
Alignment Lawful good	Languages Common, Elvish	
Skills Streetwise +6		
Str 17 (+3)	Dex 15 (+2)	Wis 11 (+1)
Con 14 (+2)	Int 10 (+1)	Cha 12 (+2)
Equipment Chainmail, halberd		

Village Archers

Although the majority of the guards of Solis are halberd-wielding soldiers, there is a significantly large group of expert archers that man the wall around Solis.

Village Archer (A)		Level 1 Artillery
Medium fey humanoid (elf)		100 XP
Initiative +4	Senses: Perception +10, low-light vision	
HP 26; Bloodied 13;		
AC 14; Fortitude 13, Reflex 16, Will 14		
Speed 7		
Traits		
Group Awareness • Aura 5		
Non-elf allies in aura gain +1 racial bonus to Perception checks.		
Archer's Mobility		
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attacks until the start of its next turn.		
Wild Step		
Elf ignores difficult terrain when it shifts.		
Standard Actions		
① Short Sword (weapon) • At-Will		
<i>Attack:</i> +5 vs AC		
<i>Hit:</i> 1d6 +4 damage		
② Longbow (weapon) • At-Will		
<i>Attack:</i> Ranged 20/40; +6 vs AC		
<i>Hit:</i> 1d10 +4 damage		
Free Actions		
Elven Accuracy • Encounter		
Re-roll an attack roll; use the second roll, even if its lower.		
Triggered Actions		
Not So Close • Encounter		
<i>Trigger:</i> An enemy moves in to an adjacent square.		
<i>Effect (Immediate Reaction):</i> Elf shifts 1 square and makes a ranged basic attack against the target.		
Alignment Lawful good	Languages Common, Elvish	
Skills Nature +11, Stealth +9		
Str 13 (+1)	Dex 18 (+4)	Wis 16 (+3)
Con 14 (+2)	Int 12 (+1)	Cha 11 (+0)
Equipment Leather armor, short sword, longbow, arrows (x20)		

Village Archer, Lesser		Level 1 Minion Artillery (Tough)
Medium fey humanoid (elf)		50 XP
Initiative +4	Senses: Perception +10, low-light vision	
HP 10, see <i>Tough Minion</i>		
AC 14; Fortitude 13, Reflex 16, Will 14		
Speed 7		
Traits		
Tough Minion		
Starts at 10 hit points. See <i>Appendix C</i> for "Tough Minion" guidelines.		
Standard Actions		
① Short Sword (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +5 vs AC		
<i>Hit:</i> 3 damage		
② Longbow (weapon) • At-Will		
<i>Attack:</i> Ranged 20/40; +6 vs AC		
<i>Hit:</i> 4 damage		
Alignment Lawful good	Languages Common, Elvish	
Skills Nature +11, Stealth +9		
Str 13 (+1)	Dex 18 (+4)	Wis 16 (+3)
Con 14 (+2)	Int 12 (+1)	Cha 11 (+0)
Equipment Leather armor, short sword, longbow, arrows (x20)		

THE UN-MERCENARIES

If these three are any indication of what Solis can expect of their “heroes”, all is lost.

Elric the Wizard (Human)

Elric is an amateur wizard, spending more of his time improving his gimmicky cantrips such as *Mage Hand* and *Light* instead of what’s important.

Elric the Wizard		Level 1 Artillery
Medium natural humanoid (human)		-- XP
Initiative +0	Senses: Perception +0	
HP 21; Bloodied 10		
AC 13; Fortitude 11, Reflex 16, Will 14		
Speed 6		
Standard Actions		
⚔ Quarterstaff (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +4 vs AC		
<i>Hit:</i> 1d8 damage.		
☞ Magic Missile (force) • At-Will		
<i>Attack:</i> Ranged 20 (one enemy), +6 vs Reflex		
<i>Hit:</i> 7 force damage.		
⚡ Grease (zone) • Encounter		
<i>Attack:</i> Area Burst 2 within 10; +6 vs Reflex.		
<i>Effect:</i> Creates a zone of slick grease that covers all horizontal surfaces until the end of the encounter. When a creature enters the zone they are attacked by it (+6 vs Reflex). A hit knocks the target prone, a miss slides the target 2 squares.		
☞ Ray of Enfeeblement (necrotic) • Encounter		
<i>Attack:</i> Ranged 10 (one enemy); +6 vs Fortitude		
<i>Hit:</i> 1d10 +5 damage, and target is weakened until the end of the next turn.		
⚡ Burning Hands (fire) • Encounter		
<i>Attack:</i> Close Burst 5 (all creatures in burst); +6 vs Reflex		
<i>Hit:</i> 2d6 +5 fire damage.		
⚡ Sleep (sleep) • Encounter		
<i>Attack:</i> Area Burst 2 within 20 (all creatures in burst); +6 vs Will		
<i>Hit:</i> Target is slowed (save ends). <i>First Failed Save:</i> target falls unconscious (save ends).		
<i>Miss:</i> Target is slowed (save ends).		
Alignment Unaligned	Languages Common, Goblin	
Skills Religion +10, Arcana +10, Diplomacy +7, Insight +4, History +10		
Str 10 (+0)	Dex 10 (+0)	Wis 11 (+0)
Con 9 (-1)	Int 20 (+5)	Cha 14 (+2)
Equipment Cloth armor, quarterstaff		

Therin the Fighter (Dwarf)

In seemingly typical dwarven fashion, Therin drinks. A lot. But, unlike his fellow brethren, he does not hold his liquor particularly well and is constantly suffering the effects of his drunken stupor.

Therin the Fighter		Level 1 Soldier
Medium natural humanoid (dwarf)		-- XP
Initiative +4	Senses: Perception +1, low-light vision	
HP 30; Bloodied 15;		
AC 17; Fortitude 15, Reflex 10, Will 11		
Speed 5		
Traits		
Combat Challenge		
Any creature attacked by Therin is marked until the end of the next turn. If an adjacent marked creature shifts or makes an attack that does not include Therin, Therin can make a melee basic attack against the enemy as a free action.		
Drunk		
Therin takes a -2 penalty to all attacks. At the end of every turn, he must make a saving throw or fall prone. If he rolls a natural 1 on the saving throw, he falls unconscious (save ends).		
Standard Actions		
⚔ Warhammer (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +6 vs AC		
<i>Hit:</i> 1d10 +5 damage; also see <i>Combat Challenge</i> .		
⚔ Knockdown Assault (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +6 vs Fortitude		
<i>Hit:</i> 4 damage, and the target is knocked prone. Also see <i>Combat Challenge</i> .		
⚔ Bell Ringer (weapon) • Encounter		
<i>Attack:</i> Melee Weapon, +6 vs Fortitude		
<i>Hit:</i> 4 damage, and the target is dazed until the end of the next turn. Also see <i>Combat Challenge</i> .		
⚔ Knee Breaker (weapon) • Encounter		
<i>Attack:</i> Melee Weapon, +6 vs AC		
<i>Hit:</i> 2d10 +6 damage, target is slowed (save ends). If target is already slowed, target is immobilized (save ends). Also see <i>Combat Challenge</i> .		
<i>Miss:</i> Half damage.		
Alignment Unaligned	Languages Common, Dwarven	
Skills Intimidate +4, Endurance +10, Athletics +9		
Str 18 (+4)	Dex 10 (+0)	Wis 13 (+1)
Con 16 (+3)	Int 10 (+0)	Cha 8 (-1)
Equipment Scale armor, warhammer		

Dink the Rogue (Halfling)

Dink is the physical embodiment of everything you find annoying in halflings and rogues. He's a sneaky, underhanded, thieving scoundrel that is always act in a manner that ensures the greatest reward with the least amount of personal injury. When faced with a battle against seemingly impossible odds, he chooses to hide in the shadows and see which bodies he could pick clean after the violence ends.

Dink the Rogue		Level 1 Skirmisher
Small natural humanoid (halfling)		-- XP
Initiative +5	Senses: Perception +4	
HP 23; Bloodied 11;		
AC 15; Fortitude 10, Reflex 17, Will 13		
Speed 6		
Saving Throws +5 vs fear effects		
Traits		
Combat Advantage		
Once per round, Dink can deal an additional 2d6 damage to a single target it has combat advantage against.		
Standard Actions		
① Short Sword (weapon) • At-Will		
<i>Attack:</i> Melee Weapon, +4 vs AC		
<i>Hit:</i> 1d6 damage.		
② Sling (weapon) • At-Will		
<i>Attack:</i> Ranged 10/20; +6 vs AC		
<i>Hit:</i> 1d6 +5 damage.		
‡ Clever Strike (weapon) • At-Will		
<i>Attack:</i> +6 vs AC		
<i>Hit:</i> 1d6 +5 damage.		
<i>Special:</i> If any ally is adjacent to the target, Dink has combat advantage for the attack.		
⤵ Sly Flourish (weapon) • At-Will		
<i>Attack:</i> Ranged 10/20; +6 vs AC		
<i>Hit:</i> 1d6 +8 damage.		
Triggered Actions		
Second Chance • Encounter		
<i>Trigger:</i> Dink is hit by an attack.		
<i>Effect (Immediate Interrupt):</i> Attacker must re-roll the attack and use the second roll, even if its lower.		
Alignment Unaligned	Languages Common, Elvish	
Skills Acrobatics +12, Bluff +8, Stealth +10, Thievery +12		
Str 10 (+0)	Dex 20 (+5)	Wis 8 (-1)
Con 11 (+0)	Int 10 (+0)	Cha 16 (+3)
Equipment Leather armor, short sword, sling		

Lavina the Rogue (Human)

Lavina is a rogue from the village of Haven. She frequents the Wayside Inn and Solis quite often, looking for work and opportunity for personal gain.

She does not let on so easily that she is a thief; she will use her feminine charm every chance she gets to lure her mark in to a false sense of security. But when it comes to combat, she will do whatever is necessary to protect herself and what she is after.

Lavina the Rogue		Level 3 Skirmisher
Medium natural humanoid (human)		150 XP
Initiative +8	Senses Perception +5	
HP 42; Bloodied 21		
AC 18; Fortitude 13, Reflex 19, Will 14		
Speed 6		
Traits		
Artful Dodger		
Gains +2 to AC defenses against opportunity attacks.		
Combat Advantage		
Once per round deals an extra 2d6 damage against a creature she has combat advantage against.		
Quick Draw		
Can draw a weapon as part of the same action used to attack with the weapon.		
Standard Actions		
① Short Sword (weapon) • At-Will		
<i>Attack:</i> +4 vs AC		
<i>Hit:</i> 1d6 +1 damage		
② Sling (weapon) • At-Will		
<i>Attack:</i> Ranged 10/20 (one enemy); +8 vs AC		
<i>Hit:</i> 1d4 +6 damage		
‡ Sly Flourish (weapon) • At-Will		
<i>Attack:</i> +8 vs AC		
<i>Hit:</i> 1d6 +8 damage		
‡ Deft Strike (weapon) • At-Will		
<i>Special:</i> Can move 2 squares before the attack.		
<i>Attack:</i> +8 vs AC		
<i>Hit:</i> 1d6 +6 damage		
‡ Handspring Assault (weapon, reliable) • Encounter		
<i>Attack:</i> +8 vs AC		
<i>Hit:</i> 3d6 +5 damage and can shift 4 squares.		
<i>Special:</i> Can use this attack in place of a melee basic attack when charging.		
Triggered Actions		
Hop Up • Encounter		
<i>Trigger:</i> Lavina is knocked prone.		
<i>Effect (Immediate Reaction):</i> Lavina stands and shifts 3 squares.		
Alignment Unaligned	Languages Common, Elvish	
Skills Acrobatics +11, Bluff +8, Stealth +11, Streetwise +8, Thievery +11		
Str 11 (+1)	Dex 20 (+6)	Wis 8 (+0)
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)
Equipment Leather armor, sling		

Appendix D - Handouts

The Book of Light, Page One

Once we did not know ourselves and were at peace, We worried not, we cared not, we neither created nor destroyed. But we were forced to think and to change when the great storm came.

Once, forest was mountain, mountain was river, and river was forest. We saw nothing wrong about this, and we loved the land. But this has changed, and we do not believe those days will come again.

The storm took us all, killed us, and brought us to life in new skins, with new thoughts. We drew together for safety. We were afraid for a long time, so very long. But then the day came,

Five strange ones came to us, and told us that we had dwelt in chaos as long as we could. Our only hope was to change our home to a world of order, so that we could drive away our pains. We would need names, places, and calendars. They planned to lay a foundation, upon which we could build, and under which we would imprison what we feared.

First, we thought of the many different places we had seen as we ran in our panic, and we divided them in two. The first part became the West, and the second part became the East. In between, we put all the places we could not remember. We made mists on both sides, and made these mists the first foundation.

Second, we made a home for ourselves in the East. We formed buildings from thoughts of wood, stone and metal. But in the East many mysteries lived, and they saw our buildings. They came forth, and turned houses to dungeons, streets into paths, and trees into towers. We were afraid, and as the mysteries gathered, the second foundation became the darkness in the dungeons.

Third, we fled to the West, and built a new home. The mysteries were content to remain in our first village, and did not come near our second. As we rested in our houses, and made plans for the future, our fear left us at last. We knew that we would not die, and we made our third foundation the dawn that faced us.

Fourth, we dared to separate, and become apart again, with names, clothes, and memories. As we no longer were of one body, we left the dawn and set up new homes elsewhere. We saw all the places with a hundred different set of eyes, and drew maps so that each would know where he walked. We made a foundation of the earth, that we might walk.

Fifth, we remembered that we had not been alone in the old times. There had been visitors who came from far away. We knew not from where they came but their absence struck us like a blow when we perceived it. But what could we do? How can one call a friend without a name to call them by? And it was then that we knew what the final foundation must be. We made it a foundation of stars, shining light across the void. We knew that someone would see our hope, and that someday we would see our friends again.

With all five foundations laid, the storm ended at last. And yet, it had ended even before the first was considered. As soon as we thought to bring order from chaos, we had conquered our foe. But underneath us, we ever felt the tremors.

If our friends ever return, will they return the chaos, or complete the order?

- Book of Light, Introduction

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"OMNE IGNOTUM PRO MAGNIFICO"

ABOUT THIS CAMPAIGN

On or about 2007-2008, I had the idea for an alternate reality game, or "ARG" for short, called [Rachel's Walk](#). I admit that it was somewhat of a big project, detailing an extensive story that used elements in the real world (individuals, organizations, corporations, etc...) and in a fully virtual dream world (realized through a website and a custom "interactive fiction" video game engine called the "Dream Engine").

It was a mammoth project – multiple websites, hundreds of graphical elements, dozens of "in game" NPCs, real world elements, extensive writing requirements and so forth – and would be our crowning achievement, but it is also a non-paying project we are attempting to do on our own time with our own resources. And there were quite a few personal issues getting in the way of us completing our goal: financial issues, career changes, health issues, family issues, etc... In the grand scheme of things, *Rachel's Walk* was not a priority when compared to the real world struggles we face in our day to day lives.

I have no doubt that, sooner or later, *Rachel's Walk* will be launched. But until that day I am left to dream of the world I created, a surreal dream world full of mythical creatures and fantastic places. A world of centaurs and faeries, of magic and wonder, of good standing up against an unknown evil.

And then it dawned on me: In designing the back story and all the elements necessary that lead up to the world within the game, I realized that it was a perfect fit for a *Dungeons and Dragons* campaign. Furthermore, I thought that creating the back story in a campaign format, at a much higher level of detail than I had ever even considered, will allow me to fill in the gaps for the ARG once it launches.

And thus *The Coming Dark* was born. This campaign is loosely based on several elements we had originally conceived as back story elements for the soon-to-be-released alternate reality game *Rachel's Walk*. A lot has changed in order to make it fit the *Dungeons and Dragons 4th Edition* game mechanic of course, but the influences are still there. By designing this campaign I hope the future ARG will be significantly better and this campaign will serve as a foundation for what is to come.

I hope you enjoy this campaign. Arguably, it has been a long time in the making, and I hope it's worth it.

Thank you,

David Flor
President, Darklight Interactive

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