

Canva Slides for story: <https://canva.link/iiwwj3ann06y5kx>

Slide 1

As a group of adventurers, you travel to many different places. However this village, Innswood, was a village that you liked so much, that you decided to call it home. You have been living there for a couple of years. You have grown to like the familiar faces, streets and the light.

Slide 2

Ooh the light in the village is magical. Something about how the sun shone on the village and the village absorbed all the light it could. The village is able to do so because of the Solar Orb. An ancient relic given to the earthly plane from the Sun God, Pelor.

The last week, however, some of you have noticed that the sun has not shone as brightly as it usually does. Its light seems weakened and pale. You all thought that this might be a passing thing... One morning you wake up - darkness. No light. All is pitch black. You start to hear villagers panic. "Where has the light gone? What are we going to do?"

The village elder mage, Eira, storms into the town center with a lantern in hand. "The Solar Orb has been taken".

Slide 3

She calls a town meeting of the best fighters, wizards, rogues, rangers, bards and druids. Eira says; "We have knowledge from the forest that the Black Tower has taken the Solar Orb. It is important that you retrieve the Solar Orb before nightfall. Here are 12 copper pieces. You can see what you can buy in the local market. Be on your way and be safe. You will come across many enemies and challenges".

Slide 4 + 5 (5 to see what they have)

You arrive at the local market. The merchant tells them; "Sorry folks, stock is low. This is all we have left".

DM notes: Each adventurer will be given a choice to buy 2 of 3 things. A rope, a torch and a healing potion.

Each of these things cost 6 copper pieces each

Slide 6

You walk for a short while and come across a broken bridge over a deep, wide and strong river. What would you like to do?

DM notes: The players can do different things. Some of them might want to see if they can jump or cross the water by walking.

Jumping: DC10 - their roll + dexterity

Walking through the water: DC13 - their roll + strength.

If they fail, then they fall into the river/get taken by the rivers current. Other players now have 2 minutes to help them with a solution. E.g. use their rope. For everything they do that is skilled based e.g. throwing or grabbing something, they must do a DC check.

Slide 7

You travel away from the river and its strong currents, and arrive to a forest clearing. All of a sudden...

Slide 8

A group of 5 goblins jump out from the woods.

"Shiny rock and feathers - you want to take our shiny rock and feathers. Many people do. Kill them".

Slide 9 - battle and battlemap

	<i>Green Goblin</i>	<i>Red Goblin</i>	<i>Yellow Goblin</i>	<i>Blue Goblin</i>	<i>Purple Goblin</i>
<i>Health</i>					

If they kill the goblins or make peace with them, they will each find or recieve a Sun Feather.

Slide 10

Sun Feather

Slide 11

You walk through the thick forest called Birchwood, up and down hills. Walking as fast as possible. The sun is close to setting. You arrive at some ruins. It is murky and wet. You hear a rumble in the distance. The ground trembles. All of a sudden it all goes quiet. Too quiet. You hear ancient whispers in the murky corners of the ruins. Runes start to glow and rocks start to move together. They form a huge stone wolf.

Slide 12

"I am the Keeper of the Path," it says in a deep, calm voice.

"Only those who prove brave of heart and true of spirit may pass beyond this ruin. Fail and your soul will be claimed from your body".

The stone wolf, growls a low growl and small pebbles begin to shine blue. Then a riddle appears on nearby stones.

"Only light that is shared can defeat the dark".

DM note: The players have a Sun Feather each, the players have to hold them up together in a circle. If they do not think of the Sun Feather, then they can use the shiny blue pebbles to do the same.

Give PCs time to figure this out. They are allowed to talk within the group and then the mouths can talk together.

As you put the stones together a light flashes on a stone door. "Enter together and survive but split up and die" the stone wolf grumbles. "Once you have completed this task you may continue on your journey".

Slide 13

You go through the stone door and come out to a barren plane. Eerie sounds of wind and faint echos of rocks falling into the abyss. You see a chasm splitting your path. You must get to the other side to continue your path

DM notes: How they solve this is up to them. They can do a rope or a human chain or something else. However anything based on a skill or spell must be rolled with a D20.

Human chain: DC15 strength based

Rope: DC12 dex based

Depending on what they want to do and how you as a DM must decide the difficulty. Obviously human chain is harder than a rope - therefore higher difficulty.

Give PCs time to figure this out. They are allowed to talk within the group and then the mouths can talk together.

Slide 14 + 15

Finally after the chasm you arrive to the base of the black tower. You see 3 liches guarding the front door.

- Sneak (DC12 - Roll + dexterity)

PCs can sneak to backdoor but must say that they go and look for it. Not all players need to go and look for the backdoor. Some can go and come back. If the players fail to roll, then the liches will see them and they will have to fight. Go to *slide 17*

- Fight the liches *slide 16*

Slide 16 - Lich battle

DM notes: Liches cannot be defeated by normal weapons or spells. Their weakness is light. Only weapons of light or fire can hit. Fireball can hit and weapons imbued with light can. PCs must imbue weapons with Sun Feather in order to work.

The Sun Feather will wilt after a use against the liches if they have used it twice

	Green lich	Red lich	Yellow lich
Health			

Slide 17 - Sneak to the back door

You avoid the liches with no problem at all. All of you have managed to sneak you way past the lich. You arrive at a back entrance. Its large doors are daunting but nevertheless you enter.

Slide 18

You enter a grand crypt. At the very far end you see the Solar Orb shining brightly with a warm glow. However you also see another, more cold glow coming from another orb hanging next to it. Its light is more pale blue and also shines bright. You also see a storm of shadow twisting between them.

Every few steps the tower shakes. Sparks of dark magic rain down.

Slide 19

The shadow starts eerily whispering. It is a shadow demon named Noxar.

"So... the little heroes finally crawl into my tower. I, Noxar, have waited so long. The light of this valley has been too bright, too sweet, for too many years. But tonight... it ends.

With the Solar and Lunar Orb I will consume all light in the world and the world will drown in shadow. Let memories of light be lost and darkness prevail". Noxar pulls a blanket of darkness over the orbs and the crypt is nearly pitch black.

Slide 20 - Noxar battle

DM notes: The PCs have to get the shadow blanket off the orbs in order to be able to hit Noxar properly. They can of course succeed without taking the blanket off, but they will probably die before. If players have a hard time time figuring this out then they can ask for a hint.

Noxar has the ability to absorb energy from the orbs when under 5 hearts. It can restore him 4 hearts. It is up to the players to interrupt this action using light magic or teamwork. Interruption needs to be a DC15 and the energy will burn him instead of heal him.

If the PCs have the Sun Feather. They can use this item to imbue their weapon for two rounds. After this the Sun Feather will wilt.

	<i>Health</i>
<i>Noxar</i>	

Slide 21 + 22 + 23

You see both orbs and luckily enough they become smaller as you touch them. Small enough to put in your pocket.

As you remove the orbs, a door appears that lead you directly into a dim lit room.

You enter the room and realise that this is the basement of the town hall.

Slide 24

As you arrive back on the streets, Eira greets you. “Good, you came back with the orb! Our village can shine again!” You receive a hero’s reward of 30 gold each, and the village celebrates your victory. You eat, dance, and drink with the other villagers — but something still feels wrong.

Who knew about the door from the Black Tower to the village? And who might have helped Noxar?