

MIDNIGHT

LEGACY OF DARKNESS



A SINGLE SPARK

EDGE
STUDIO



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A Single Spark

IN THIS ADVENTURE, THE CHARACTERS ARE INTRODUCED TO THE HARSH REALITY OF TO THE SEEMINGLY hopeless world of Midnight: Legacy of Darkness. In this world, the Shadow won the fight against the forces of light. The world was cut off from the rest of the multiverse and all of its deities save one; the cruel and merciless outcast god known as Izrador. He seeks to eradicate all resistance through his armies of orcs, goblinkind, and humans. Only his servants possess the right to wield magic. The scant remaining elves and dwarves are to be killed on sight. Being caught with a weapon or armor sentences you to slavery. Even knowing how to read is a crime.

And yet, despite the overwhelming odds against them, heroes still rise to fight against the dying of the light. While the might of the forces arrayed against them is staggering, the heroes of Eredane are granted additional boons from a desperate land to be the best, last chance against Izrador's unrivaled reign.

ADVENTURE BACKGROUND

In this adventure, the player characters find themselves bound in chains on the march to be executed at the road tower of Marad Dun. The action starts directly following the pacification of the tiny village of Karez.

If the players are using the pre-generated characters, then half of the PCs were inhabitants of the village, and the other half were captured by legates before the razing of the village for their own infractions (detailed on the individual character sheets). If the players are using their own characters, then they could have been visiting the village of Karez for any reason or living in it. However, no matter their reason for being in the village, the fact that they're far more dangerous than regular villagers means they are clearly spies or resistance fighters, and thus must be executed. The remaining survivors of Karez were separated into a smaller caravan and sent to the nearby town of Kardoling. There they will be sold into slavery to fund the Shadow's rapacious war machine.

The PCs escape as their slave caravan is ambushed. Their "saviors" are, in fact, a group of Fell. These are dead bandits who have risen from the grave. Unlike the zombies of most settings, these Fell retain most of their memories and personalities, though they must consume the still-warm flesh of sentient beings to preserve their own intelligence.

At the end of their escape, the PCs have a chance to confront the single surviving Fell, who was once a bandit and part of a larger group of ruffians known as Dol's Thorns. The PCs can learn of Dol's Thorns by talking with the Fell, or through their own knowledge of the area. In either case, these bandits offer a chance to rescue the enslaved villagers.

Once the PCs find the bandits, they can gain their allegiance by demonstrating their worth, appealing to the bandits' better selves, or assuming power by force, if need be. However, there is another matter that further complicates things.

During the flight for safety, a ragtag band of freedom fighters enters the picture and presents an alternative to freeing the remaining prisoners. A notorious Legate Zantherdil Silas, known to be responsible for

countless deaths and limitless suffering throughout the region, is vulnerable for short window of opportunity that may never arise again. Killing this man and taking back the amassed wealth and food he is on his way to deposit in Shadow's coffers and larders could save the lives of the starving and spark the flame of greater rebellion. (This is also the legate to whom the PCs were being taken for execution.)

The PCs can choose either path.

To rescue the survivors of Karez, they must ambush the slave caravans. This presents an opportunity to kill the legate captain Revna Clairmane, who was responsible for the destruction of the town.

To deliver justice to Zantherdil Silas, they will need to infiltrate the fortified tower garrison of Marad Dun. The tower barracks are nearly empty. The soldiers usually stationed there were sent to provide reinforcement of the Legate Captain Clairmane for the pacification of Karez.

Adventure Structure and Design

This adventure was originally designed to be run in a single session during conventions. Since then, it has been expanded, adjusted, and tested before being released as a supplemental adventure for **MIDNIGHT: LEGACY OF DARKNESS**.

As part of the convention experience, the adventure comes with six pre-generated player characters. Each is a 2nd level character, and are a mix of stubborn human survivors, a rebellious orc, a secretive elf agent, a freedom-loving halfling, and a gnome with everything to lose. On the individual character sheets, you will find more details about each character, how they know each other, and what they have done to defy the Shadow. These character sheets are located as a separate download.

There are also several sidebars scattered throughout the document that discuss what the pre-generated characters could do (and how they could react) to various elements of this adventure.

However, you do not need to have your players use the pre-generated PCs to play this adventure. This adventure works equally well for any group of 3-6 player characters who are 1st or 2nd level. If the characters are 1st level, we note where in the adventure that they should increase to 2nd level, as the last half of the adventure can be difficult for 1st level characters.

KAREZ

The village of Karez, home to around sixty souls, is an insignificant location bordering the forests south of Kardoling and east of the plains of Erenhead. The inhabitants survive largely by hunting, leatherworking, and trading furs. There are no major Kingsroads or other well-traveled paths near the village, leaving it largely isolated.

Karez is too small to have a permanent garrison of Shadow soldiers or a legate presence. However, the whispers of informers reached the ears of Legate Zantherdil Silas, commander of the town of Kardoling and the surrounding territories, that the village harbored and gave aid to rebel insurgents.

Silas was in the midst of his annual tithe collection circuit, and had stopped at the road tower of Marad Dun when he received these reports. Given the meager hauls from annual tax collection visits and its suspicious independence, Silas determined that allowing Karez to stand offers more risk than reward and ordered his subordinate Captain Revna Clairmane to totally pacify the village.

Captain Clairmane took most of Silas's soldiers to accomplish her punitive expedition. Thus, Silas decided to remain at Marad Dun for two days to conduct various religious rituals to the dark god, then travel back to Kardoling. There he would meet Revna and evaluate her haul of slaves and loot.





THE ADVENTURE

The adventure begins *en media res*, after an introduction is read aloud. If you are not using the premade characters from the back of this product, then you may want to abbreviate the introduction and modify it to reflect your player characters' unique backgrounds and the circumstances that brought them together and to the village of Karez.

Content Warning

MIDNIGHT deals with mature themes, and includes sensitive topics such as slavery, blood and ritual sacrifice, starvation, bloody violence (including cannibalism), and murder. Player discretion is advised.

PART I: DESTRUCTION AND ESCAPE

As the adventure begins, please read the following to the players.

In the forests that huddle around the flanks of the mighty Kaladrin Mountains south of Kardoling, there once was a village named Karez. As you march chained and shackled, what remains of the village is nothing but rising black, oily smoke partially obscuring the midday sun at your backs, and the bittersweet memories of the survivors who once called it home before the pacification. The stench of immolated wood, sod, and less savory things clings to the rags you were allowed to keep as you are driven to your fate.

You awoke to the sound of splintering doors and a brutal vardatch at your throat, the early light of dawn shining on the orc legionaries rampaging through the village. As you and the other inhabitants were marched past the bodies of your neighbors lying in the street, the orcs quickly separated you into small groups and bound your arms in iron manacles. A cold-eyed woman in black plate armor watched the entire affair from horseback, and once you were all bound, she spoke.

"I am Legate Clairmane, and I find your filthy hovel guilty of withholding its tithe and harboring rebels." Her frozen gaze landed on each of you as she spoke. "The penalty for the latter is death, and your neighbors have paid that price. As for the former, the rest of you will be sold into the Shadow's service to pay your village's debts." She looks at one of the orcs, a murach or sergeant. "Keep that lot together," she says, pointing at you. "I'll see their blood drained into the black mirrors for their treachery."

Captain Clairmane has split her forces into two groups. The main group, under her command, is taking the main road the swings west through the plains, crosses a small river called Eland's Rill, and then north to the town of Kardoling. This route is lengthy but has a better-established road and wide bridge for crossing Eland's Rill which will accommodate the wagons full of supplies they've stolen from Karez.

Meanwhile, the PCs are being sent on a smaller trail that leads directly north through the outskirts of a nearby woodland. Eventually it leaves the woodland and reaches the road tower of Marad Dun. This is the route Clairmane's forces took from Marad Dun to attack Karez. Further north, the road from Marad Dun to Kardoling also crosses Eland's Rill at a rocky and treacherous ford. This makes the route past Marad Dun impractical if Clairmane hopes to get her wagons and enslaved villagers to Kardoling. However, she is sending the PCs with a small wagon of looted supplies and a military escort to Marad Dun directly. The supplies will be welcomed by the small orc garrison at the road tower, and her commander Legate Silas will welcome the chance to interrogate (and probably sacrifice) the rebels she has caught.

The PCs have been marched north towards Marad Dun for several hours and has entered the forest north of Karez. Besides the PCs, the convoy consists of ten orc warriors and their murach. The orcs are guiding a mule-drawn wagon carrying the starting equipment

listed on the PCs' character sheets, as well as provisions and tools stolen from the vottage of Karez. The provisions include eight bags of grain and milled oats, four sacks of turnips, and one keg of ale.

The PCs are shackled in multiple ranks of two. They are bound by their right hand and ankle to the paired character's left hand and ankle, with a lead chain connecting between the pairs to the cart in front of them. The orc murach drives the cart, with **eight orc legion soldiers** marching in front of it, and the remaining **two orc legion soldiers** marching behind the PCs to keep an eye on them. One of the orc legion soldiers behind the PCs also has a **war dog** on a leash.

PLANNING THEIR ESCAPE

The PCs have several minutes to talk to one another. If they speak quietly, the orcs couldn't be bothered enough to care. This should be an opportunity for the characters to discuss a possible escape.

Although the PCs will soon have a distraction that they can use to make their escape, it's important that they determine a means of breaking free from their shackles so they can take advantage of the situation. If any of the players ask if their characters were able to keep anything hidden when they were captured, have their character make a DC 10 Dexterity (Sleight of Hand) check. If they succeed, they were able to hide one item that they already possessed and was no larger than a dagger on their person.

Unfortunately, any use of magic with a verbal component will be loud enough that the two orcs marching behind the PCs will notice and immediately attack them. However, a spell that just has somatic and material components (provided the PC was able to hold onto the material components) can be cast without the orcs noticing, since they're not paying much attention to the PCs.

Premade Character Options

On the premade character sheets, several items are noted as hidden or concealed, and those characters still have those items in their possession. In addition, the sorcerer Ren Gale has the *minor illusion* spell, which does not have verbal components.

Breaking the Chains

The easiest way to get out of the manacles is to pick the large and fairly simple locks with a successful DC 10 Dexterity (Sleight of Hand) check. The lock is crude enough that the PCs can pick it without thieves' tools or proficiency in thieves' tools. However, if they have thieves' tools, lockpicks, or even a twist of wire, iron nail, or length of bone, they gain advantage on the check.

The manacles are made of iron, and pulling them apart with raw strength requires a DC 20 Strength (Athletics) check. If the PCs don't come up with any other ideas, they can always attempt to rip the chain free of the cart. Pulling the chain from the cart requires a successful DC 12 Strength (Athletics) check, and if two or more PCs work together to do so, one of the PCs makes the Strength (Athletics) check with advantage. Success means they rip the chain free from the cart but are still chained together.

The two orcs behind them do have keys to the manacles on their belt. If worse comes to worst, the PCs can still fight with their hands chained (although this may impose disadvantage on any combat checks depending on the weapon being used), and loot the keys from their captors' corpses.

AN OPPORTUNE AMBUSH

As the convoy enters an overgrown thicket of pine trees, a group of five *fell* step out of the forest ahead of the cart and start to approach. Read aloud or paraphrase the following:

As the towering pine trees rise up on either side of the path, you hear a shout from the orcs ahead. The wagon suddenly lurches to a halt, and the murach driving the cart calls out in the Trader's Tongue: "You there! Drop your weapons or die!"

You don't hear a response, but suddenly the murach is out of her seat and leaping to the ground, vardatch drawn. She bellows orders to her troops, and the orcs ahead form ranks and charge forward. The orcs behind you make to follow, but the murach snaps at them and they stay back, their weapons drawn and their eyes still focused on the road ahead.

Any of the PCs who speak Orcish hear the word "fell" shouted by the orcs. Everyone knows what the fell are, so if the PCs understand what the orcs are saying, you can provide the following information without the PCs needing to make any sort of check.

Whenever an intelligent creature dies in Eredane (and indeed, the entire world), there is a chance that their soul does not leave their body. Instead, they rise again after several days. The undead retains their memories and personality, though the horrifying shock of this resurrection often shatters their sanity. What is worse, however, is that they now possess a driving hunger for the still-warm flesh of intelligent creatures. If they resist this urge, their intellect slowly slips away, and they devolve into a ravenous, mindless ghoul. Thus, the fell are driven to prey upon those who were once neighbors or even friends.

Have the PCs roll for initiative. Until they attack the orcs or do something to catch their attention, the orcs who are supposed to be guarding them are not paying much attention to the PCs. So any checks to free themselves (within reason) can be made with advantage.



Fighting the Orcs

The road is 10 feet wide, with another 10 feet of cleared space on either side of the road before the edges of the forest. See Map of the road in the Map Bundle downloaded with this adventure. The wagon is 4 feet wide, and 7 feet long. The two orcs and the war dog move up to either side of the wagon (about 10 feet away from the PCs) during their first turn (unless the PCs have obviously escaped their shackles, in which case they attack the PCs instead).

When the orcs attack, the orc with the war dog releases the dog, who attempts to go after any PC who seems furthest from the main group.

Premade Character Options

If Andry is one of the PCs, you should have the war dog attempt to attack her, so she gets a chance to use her heroic path feat.

The ongoing fight between the rest of the orcs and the fell should be handled narratively. The PCs shouldn't be able to see too much of it due to the wagon blocking their view. If they make an effort to see how the ongoing fight is going, they see a mutual slaughter with most of the orcs and fell quickly killing each other.

Once the PCs have overcome the two orcs and their dog and have had a moment to catch their breath, you can read aloud or paraphrase the following:

You peer around the wagon and witness a grisly scene. Most of the orc legion soldiers lay dead, hewn and hacked by crude weapons. Among their corpses are the bodies of several humans wearing patchwork leather or padded armor. In the midst of the carnage you see the orc murach trading blows with a man with lank black hair. The murach knocks the man's sickle away and delivers a vicious blow with her vardatch to the man's shoulder. The man barely stumbles, then lunges forward and sinks his teeth into the orc's throat.

The two collapse on the ground, and you hear the gut-twisting sounds of ripping, tearing, and chewing. After a few minutes, the black-haired man stands back up. He stares down the road at you, his face devoid of all expression, his chin and hands stained red.

AFTERMATH

When the battle is concluded, the PCs find themselves in a standoff with the one remaining fell. The fell makes no move to attack or even approach the PCs (the grisly feast has restored a bit of his faculties, and he is slightly curious as to what the PCs will do).

If the PCs flee, the fell does not pursue them. If the PCs attack, the fell fights back without hesitation until he is destroyed. However, if the PCs don't immediately attempt either, you can read aloud or paraphrase the following:

The fell slowly looks at each of you in turn. This close, you can see black ooze clotting around the vardatch still embedded in his shoulder, and his sunken, hooded eyes. After a long moment, he speaks with a hissing rasp. "Who...are you?"

The PCs can speak to the fell if they like. The fell does not lie to them or attempt to trick them. Now that he has fed, he has no particular interest in attacking the characters. However, he is still profoundly unsettling, and any conversation should reflect this. He is uncomfortably honest, and it clearly takes a lot of effort for him to focus his thoughts and memories. The following are some questions the characters may ask, and his answers:

- ❖ **Who are you?** *"My name...was Trasis...I think. I remember...Nuen Dol. We fought for her...stole for her. Before we died."*
- ❖ **Are you going to attack us?** *"...no. I'm not hungry...for now."*
- ❖ **How did you die?** *"I...do not...know. Orcs...I think. I remember...pain...blood. Darkness."*
- ❖ **Who is Dol?** *"Our leader, of Dol's Thorns.. ...we stole from the orcs...from the villages. She still lives...I think. Our camp...was in the forest...to the east of here...between the two hills..."*
- ❖ **Would she help us free our friends?** *"She might...for a price..."*
- ❖ **Would you help us free our friends?** *"I...do not think... you will want... my help."*

After a few minutes and once the characters have had a chance to learn about Dol, you can end the conversation by reading the following:

Trasis reaches up, and slowly and deliberately pulls the vardatch from his shoulder. It clatters to the ground, and he stares at it for a long moment. When he looks back at you, his gaze seems more distant, and his hand begins to tighten around the handle of his sickle. "You should... leave..." he rasps. "I will be hungry again... soon."

Proceeding without Talking to the Fell

If the PCs fled or chose to kill Trasis, they still may learn about Dol's Thorns. You can have any character make a DC 10 Intelligence (History) check. If they succeed, they remember that they have heard about bandits and freedom fighters who are said to live deeper in these woods. They remember that these individuals do fight against the Shadow, although they also prey upon the local farming communities or isolated travelers on occasion.

The characters now have a choice. The adventure assumes they go looking for Dol's Thorns to enlist their aid. However, the characters can choose to try and liberate the villagers on their own. If they do, they face a very difficult fight, and you'll have to make adjustments to the encounters in **Part IV** to reflect that they don't have any allies from the freedom fighters or bandits.

The characters may also choose not to try rescuing the villagers at all and simply flee. This, however, is beyond the scope of the adventure, so if they want to do this, you'll have to improvise additional encounters.

If the PCs want to take the wagon, Trasis does not stop them. The wagon is small enough that it can be driven into the forest off the trail, albeit very slowly.

Once the PCs have gotten a quarter mile away from Trasis, they have the opportunity for a short rest and to don their armor and gear before proceeding.

PART II: NOT OUT OF THE WOODS YET

In this section, the characters must evade the Shadow's trackers on their heels. They also encounter Nuen Dol of Dol's Thorns, as well as a group of beleaguered freedom fighters lead by Mathis Grimson. The PCs are given a choice, between rescuing their friends and family from Karez or dealing a blow against Shadow.

As the PCs proceed through the forest, read the following:

Entering the dense woodland cover, you feel the canopy of trees overhead and the thick underbrush enveloping you like a swaddling cloth. The sun hangs low in the sky and its light is broken and filtered by forest overgrowth. The sounds of the forest are soft and subtle, almost as though nature itself is endeavoring to remain unobtrusive.

The low drone of insects, an occasional croak of a frog, and the calls of unseen birds punctuate a muffled silence. The quiet creaking of the cart forms a steady rhythm with the mule's hooves.

Although the PCs don't realize it, a party of goblin trackers with hunting dogs is searching the forest for the rumored resistance fighters. Needless to say, if they find the PCs' tracks, they'll hunt them, instead.

If the PCs attempt to cover their tracks, have one of them make a DC 12 Wisdom (Survival) check. If two or more PCs participate, the check is made with advantage. If the check is failed, the goblin trackers catch up to the PCs. Proceed to **Failed Evasion**.

If the check is a success, they evade the tracking party. Proceed to **Successful Evasion**.

FAILED EVASION

Read the following:

As you walk along the path, you suddenly hear the baying cries of dogs and crashing of bodies moving through the undergrowth. From behind you, two war dogs break from the brush and charge towards you! Behind them you see several goblins with bows and daggers.

Have the PCs make DC 10 Wisdom (Perception) checks. If they fail, they are surprised for the first round of combat.

The PCs have been attacked by **two war dogs** and **four goblin myguks**. The war dogs start 40 feet away from the PCs, and the goblins start 50 feet away, partially concealed in bushes and brush. The dogs are trained to be vicious and tenacious and attack the PCs until they are killed. The goblins, however, attempt to flee if half their number (not including the dogs) are slain.

Successful Evasion

If the PCs successfully conceal their trail, they do not encounter the goblins and war dogs. They may hear some barking in the distance, but the sounds never get closer.

Whether the PCs evade the goblin patrol or must fight it, once they have dealt with the patrol, they must find the bandit camp.

FINDING THE BANDIT CAMP

Finding the camp requires one of the PCs to make a successful DC 12 Wisdom (Survival) check. If they spoke to Trasis and learned about the rough location of Dol's Thorns, they can make the check with advantage.

If they succeed, they reach the camp at the same time as Mathis and his resistance fighters do. You can proceed to **Part III** of the adventure.

If they fail, they come across Mathis's party in the woods after it has fought its own fight with a goblin hunting party.

Encountering the Freedom Fighters

As the PCs continue to follow the trail looking for the bandit camp, they hear the sound of low voices and moans of wounded individuals up ahead. The voices are clearly human and speaking in Erenlander.

In a small clearing, the PCs find a dozen people with grim expressions, bearing the marks of recent violence. They are covered in blood, sport unkempt piecemeal armor, and breathe heavily as they recover from a fight. A couple of them are obviously injured, slumped to the ground and clutching bloody wounds. An older woman and young man lie dead, while some of their fellows stand around them sobbing quietly and looking stricken. Four goblins lay dead along with a pair of vicious-looking hunting dogs. Slingstones, thrown clubs, hatchets, and a few hunting arrows litter the thicket and mar the dead agents of the Shadow.

Read aloud or paraphrase the following:

One of the fighters, a middle-aged man with a paunch, leather pauldrons and bracers, with a hunting bow and quiver at his back steps forward and addresses you. 'Hail, strangers. By your state, I suspect that we might share a common purpose. If you count yourself among the enemies of the Shadow, you may call us allies. My name is Mathis Grimson, and my comrades and I fight for the freedom of these lands. Though I fear it is a losing battle.'

Mathis and the freedom fighters were already on route to entreat with Dol's Thorns. Their group had learned that the legate Silas would soon be vulnerable after dispatching the majority of his troops to the attack on Karez. They wished to recruit the Thorns for an assault on Marad Dun, offering the bandits a share of the spoils as payment.

The freedom fighters know where the bandit camp is, and offer to lead the PCs there.

PART III: THE CAMP

As the PCs reach the camp, read the following aloud:

“As you enter the clearing in the trees and undergrowth, it seems a fair amount of planning went into the setup. Orderly lean-tos, leaf covered sight breaks, and sharpened stake pickets create a ring around the clearing. A handful of bandits watch with cold eyes from their tree stump stools and tidy small smokeless fires.”

Seeing the PCs are clearly not warriors of the Shadow, the bandits don't attack immediately, but they do pick up weapons and gather around. A broad-shouldered man with a thick black beard ducks into a lean-to, and returns with a woman whose tough, competent demeanor clearly marks her out as the leader. Read aloud or paraphrase the following:

The woman has a shaved head and half of her right ear missing, with a jagged scar bisecting the right side of her face. She is well over six feet tall, broad shouldered, and wears a breastplate over rugged leathers. She has a longsword at her hip and is missing her left hand at the wrist. In place of her hand is a set of overlapping sharpened-steel capped staghorns, mounted together and bound to her forearm with thick leather bracer set with studs and a steel cup over her stump.

She paces around you, hand tapping the hilt of her sword ideally, the black-bearded man following behind. Finally she says “Well, you're no minions of the Shadow, but I'll be damned if I know who you are. What brings you to the lair of Dol's Thorns?”

The woman is Nuen Dol, and the black-bearded man is Narve, her lieutenant.

THE FREEDOM FIGHTERS

If the PCs have not already encountered Mathis and his freedom fighters, they are already at the camp, having just arrived to negotiate. Once the PCs have introduced themselves to Dol, Mathis steps forward to introduce himself and his people.

Some of the people in the clearing, a group of 14 men and women with tattered armor and makeshift weapons, stand apart from the rest and seem to be eyeing Dol's Thorns just as warily as they study you.

Eventually, one of the fighters, a middle-aged man with a paunch, leather pauldrons and bracers, with a hunting bow and quiver at his back steps forward and addresses you. “My name is Mathis Grimson, and we have taken a stand against the Shadow's tyranny. We've known that this bandit group operated in the area and decided to plead for their help in striking a mighty blow against Izrador.”

To Assassinate a Legate

At this point—whether Mathis and his fighters had already joined the PCs or had just met them at the camp—Mathis explains why they have come to Dol's Thorns for help.

Yesterday one of their resistance contacts brought word that Legate Zantherdil Silas was staying at the road tower of Marad Dun. However, he had dispatched most of his soldiers on some other mission (this was the raid on Karez), leaving only a small garrison at the tower. Mathis believes that this is the perfect chance to attack the tower and slay Silas, but only if his fighters can get help.

WHAT DO THE PCs DO NOW?

At this point, the PCs have been presented with two significant, and mutually exclusive efforts. The first is to rescue the remaining villagers of Karez from slavery and likely death. The second is to attack Marad Dun and slay the Legate Silas, which would strike a blow against the Shadow's forces in the area and help bolster the cause of the resistance.



In order to accomplish either of these efforts with a reasonable chance of success, the PCs must gain the support of either the freedom fighters, Dol's Thorns, or both groups. Both groups have their own preferences, but in the end it is up to the PCs to persuade them to work towards one goal or the other.

Enlisting The Freedom Fighters

Mathis and his band of freedom fighters arrived at the bandit camp prepared to try and convince the bandits to attack Marad Dun and kill Legate Silas. Many of them have lost family or friends to the Legate's brutal reign of terror in the region, and all would like to see him slain.

However, the news of what happened to Karez dismays the freedom fighters. Many of them knew inhabitants of the small village. This means the freedom fighters could be persuaded to attack Marad Dun or rescue the enslaved villagers.

If the PCs want to convince Mathis's band to help them free the villagers, a PC will need to make a DC 12 Charisma (Persuasion) check. If they succeed,

the freedom fighters agree that helping their friends and neighbors is more important. Mathis seems disappointed, but he perks up if any of the PCs mention Legate Captain Clairmane is leading the raid. She may not be as high-ranking as Legate Silas, but she still presents a chance to slay a legate.

If the PCs want to convince Mathis's band to attack Marad Dun, they find the freedom fighters much more willing. However, a PC must still make a DC 12 Charisma (Persuasion) check to persuade Mathis to let the PCs join the attack and take on a leadership role. The check is made with advantage because the PCs are obviously competent warriors and Mathis is so eager to launch the attack and see it succeed he is ready to agree.

If the PCs fail their check to persuade the freedom fighters, Mathis's band either remains resolute about their goal to attack Marad Dun or clearly distrusts the PCs and doesn't want to work with them. However, if a character comes up with a powerful argument to convince the freedom fighters, you can allow them to attempt the check again later in the encounter.

Convincing Dol's Thorns

Whether or not the PCs convince Mathis and his comrades to help them, they also have the chance to convince Nuen Dol and her bandits to aid their efforts.

Unlike Mathis, Dol isn't particularly enthusiastic about either mission. She has been a bandit for years, and has survived by staying on the edges of society and not attracting too much attention. She also has a responsibility towards the members of Dol's Thorns, and doesn't want them to end up dead for some foolish quest.

Narve, Dol's second in command, is particularly vocal about this last point. He sees either mission as dangerous and foolhardy, and says so loudly and often.

However, Dol does have sympathy for the captured villagers. She was a former slave herself and has no desire to witness more bound for the slavers' block. Her time in captivity (when she lost her hand) left her with no love of the Shadow's agents. This means she'll listen to the PCs' arguments.

If the PCs want to convince Dol to help them rescue the villagers or attack Marad Dun, they need to make a DC 12 Charisma (Persuasion) check. If they succeed, Dol agrees to join forces with them.

If the PCs offer an incentive to Dol, such as the food supplies in the cart or the first pick of the loot at Marad Dun, they can make the check with advantage.

A FAMILY DIVIDED

If the PCs successfully convince Dol to help them perform either task, it becomes too much for her second. Narve is a jaded soul who is deeply afraid of the Shadow's wrath. He fears that anything beyond the occasional raid is going to bring the Shadow's forces down on the bandits and see everyone dead. Read aloud or paraphrase the following:

You and Dol clasp hands to signal your agreement, when there's an angry shout from the circle of bandits. Narve, storms into the circle. "What do you think you're doing, Dol?" he growls. "Do you want to see our whole damned wood burned to the ground because we stuck our necks out where they didn't belong?"

Dol shakes her head, 'I'm through being a bystander, Narve. If we aren't willing to fight against the monsters, are we any better than them?'

Narve paces back and forth. "So now we're dooming ourselves because of some sob story from this lot? What about us? What about our safety?"

Dol raises the stump of her arm. "I chopped off my own hand to escape slavery, Narve! Was that just to skulk in the woods until we starve? It's time I do something worthy with my life. The rest of you," she looks at her band, "can stay or go as you like."

Narve glares at her for a long moment, anger and fear playing across his face. Finally he throws up his hands. "So be it, Dol! I won't be a witness to your suicide. I'm through.' Followed by two other bandits, Dol's former lieutenant grabs his belongings and departs as their erstwhile allies watch in grim silence.

NEXT MOVES

Assuming the PCs have convinced either Mathis, Dol, or both to join forces with them, they now have the task of rescuing the villagers or attacking Marad Dun.

If the PCs decide to rescue the villagers, their adventure continues in **Part IV**. If the PCs decide to attack Marad Dun, their adventure continues in **Part V**.

The PCs have the opportunity for a long rest within the bandit's camp overnight and set off the next morning. They wake up to a light drizzle and fog.

Milestone

At this point, if the PCs are 1st level, you should advance their characters to 2nd level. If your group is using the pre-generated PCs, then they do not level up (they are already 2nd level).

PART IV; WE CAN BURN THAT BRIDGE WHEN WE COME TO IT

If the PCs decide to go after the villagers, Midda and Dol know from their time spent enslaved that the slave caravan will be moving slowly and be forced to camp somewhere on the road before they reach the bridge over Eland's Rill.

The bridge across the Rill is the only way to reach Kardoling, and although it is a long way from the bandit camp, the PCs and their allies can move much faster than the caravan can. If they set off at dawn, they can reach the bridge before Captain Clairmaine and her forces.

The march to the bridge is uneventful, and takes roughly six hours. When the PCs arrive and you are ready, read the following:

Like most of the roads and vital infrastructure of Eredane, the bridge you sought is in terrible shape. The covered wooden bridge that was once likely a point of pride to the region is rotted and holds together in defiance of the cruel passage of time. Only a faint impression of the once intricate carved decorations remains.

The river that the bridge spans is at the bottom of a ravine and has a swift current. A successful DC 10 Wisdom (Nature or Survival) check reveals that there are unpredictable drop-offs in the riverbed that make attempting to ford nearly impossible. This is the only bridge for several leagues in either direction, meaning that without the bridge, Clairmaine's forces would have to spend additional days of travel to reach Kardoling, and likely abandon their wagons to cross one of the treacherous fords upstream. See Map of the bridge in the Map Bundle downloaded with this adventure.

PLANNING THE AMBUSH

Due to the drizzle, natural fire is unlikely to catch in the waterlogged rotten wood. If the PCs wish to burn the bridge, the task would require magical fire or at the very least, oil and dry wood. With such a strategy and a few axes dedicated to the cause, the PCs could

bring the bridge down in minutes rather than hours. Depending on how long their deliberations take, the PCs should have time to destroy the bridge or make other preparations for the coming battle.

Premade Character Options

Ren's *fire bolt* spell is potent enough to ignite the bridge. Also, Karghri's saw-toothed vardatch is sturdy enough to be used as an ax and saw to damage the support struts.

The PCs can set up a two or three barricades using any reclaimed lumber from their demolition work, which would provide Three-Quarters Cover (+5 to AC and Dexterity saving throws).

Secondly, the PCs may decide to use the narrow funnel of the bridge as an ambush opportunity. The combined forces would be able to control the approach of the caravan escorts and could still set up barricades with felled wood on either side of the bridge.

Dol or Mathis encourages the PCs to claim the central positions of the ambush, either on the bridge or in front of it. Several of Dol's Thorns with crossbows hide in the tall grass of the plains to provide warning of the approaching caravan. The rest, along with the freedom fighters, spread out along the lip of the ravine to either side of the bridge.

When the fight begins, most of the fighting the NPCs do can be handled narratively. However, if you have a small group, you can have some of the NPCs (or even Dol or Mathis) fight alongside the PCs directly.

The Larger Fight

The goblins, bugbears, and rear-guard orcs are fighting the bandits and freedom fighters behind the carts, as the PCs engage the four remaining orcs and Captain Revna. This fight happens narratively, but descriptions of the sounds of their battle, along with war cries and screams of pain are helpful for conveying the danger of the moment.



THE FIRST WING

One of the Thorns relays that the caravan is almost there, after getting word from their lookouts. There are **six orc legion soldiers** and **four goblin myguks** escorting roughly 30 bound villagers and a mule-drawn cart.

- ◆ **Bridge down:** The goblins stop the cart 120 feet from the bridge. When battle begins the villagers huddle together. The cart ahead of them provides them Full Cover from friendly fire.
- ◆ **Using the bridge:** The bridge is 40 feet long and 15 feet wide. If the PCs attack while the cart is on the bridge, before the enemy has crossed it, only three of the orcs are able to engage in melee at a time, and the goblins will not be able to get clear shots past the orc soldiers.

The goblins stay in the rear ranks and shoot at the PCs with arrows. The six orcs advance into battle in two ranks of three. They move on the largest group of melee combatants. If the PCs try to stay at range and attack from multiple directions, eventually the orcs will break ranks and each chases after the nearest foe.

After the orcs are killed, any remaining goblins run away, only to be shot down by the Thorns hiding along the lip of the ravine. If any of the PCs manage to intercept the goblins, they fight in melee. Otherwise, you can describe their deaths narratively if they move 100 feet from the PCs.

When the enemies have been dispatched, the villagers are shocked and joyous to see their saviors. Unfortunately, none of the villagers that the PCs are looking for are in this caravan. Most of the village's children are in this bunch. There are five older teens who are willing to join the fight. They put on scavenged leather armor and shields and pick up spears and axes. A couple of the Thorns lead the remaining children back to the camp.

THE SECOND SHOE DROPS

The plan was to free the prisoners and set up a second ambush, but Captain Revna utilizes auxiliary bugbear units that dispatched several of the Thorn lookouts before they could send word of her approach. She put her troops on double-time to hasten their arrival. Thus, the second half of the caravan arrives suddenly and with the enemy fully aware of an impending attack just as the PCs finish freeing the prisoners.

- ◆ **Bridge down:** Captain Revna and the six forward orc legion soldiers charge the PCs from 80 feet away. Revna will engage the PCs in melee first, and the orcs will throw hand axes before engaging in melee. Once the orcs engage in melee, Revna will disengage and attempt to use her nets. The cart comes up behind and stops 40 feet from the first caravan.
- ◆ **Using the bridge:** The cart on the bridge provides a substantial obstacle for the charging counter ambush of Revna. She will still lead the charge, but her forces will be required to move in single file to pass the stopped cart on the bridge, and the cart will provide three quarters cover to ranged attacks against the PCs.

Have the PCs roll a DC 10 Wisdom (Perception) check to determine if they are surprised and roll for initiative.

Behind the **6 orc legion soldiers** and the mounted **Captain Revna**, the remainder of the caravan consists of 4 orcs, 8 goblins, and 4 bugbears leading roughly 30 slaves and two mule-drawn carts. The bugbears in the rear are keeping an eye on the imprisoned. The goblins are in the middle, guiding the mules. Four orcs hold in the rear.

Captain Revna will throw her net when she is able while using her reach to stay in the fight, and the orcs will seek to harass the PCs out of cover. If she is struck down, her final words are, *“Izrador will devour you all!”*

AFTERMATH

Read the following:

Sounds of pain, sorrow, and even joy move through the breeze as the bandits, freedom fighters, and rescued villagers tend to each other's wounds among the bodies of their dead. As you survey the outcome of your struggle, the rain breaks, the fog lifts, and the clouds allow enough sunlight through to sketch a weak rainbow over the river.

All told ten souls were lost; three bandits, five of the insurgents, and two of the villagers who picked up weapons to fight. But more than thirty villagers are now free, thanks to your efforts.

However, that night, as you rest in the Thorn's camp, an insurgent spy arrives with grim tidings. After Narve left the camp, he traveled to the old road fort. There he made a deal with Legate Zantherdil; in exchange for his pardon and a life of comparable luxury, he offered his service and warned the Legate of the plot to kill him.

Dol curses, vowing to kill Narve for his treachery, but the spy tells you that Zantherdil has dispatched the brutally competent Vargon Gorash at the head of a cohort of 100 orc legionaries plus auxiliaries to destroy this camp. You know that in the morning, you and your new friends must flee if you hope to continue fighting the Shadow in the future.



PART V: THE INEVITABILITY OF DEATH AND TAXES

If the PCs decide to go after the Legate Silas, the road tower Marad Dun is to the north, approximately three hours away. The path the PCs were being led along eventually intersects with the old King's Road, and there stands the tower.

The march is made more miserable by a light drizzle and fog that begins at daybreak, yet it passes without incident. The PCs and their allies arrive at the road tower by midday. When they do, read aloud or paraphrase the following:

The ancient road tower of Marad Dun stands along the broken remains of the King's Road. The echoes of a glorious past can be seen in the dingy white stone and elegant curving lines of the tower. The base of the tower is wide and it tapers more narrowly with each rising floor. If you look closely, you can see some of the vibrant color from the stained glass on the windows on the tower through decades of grime and neglect. Off to the side, a cobblestone stable with thatch roof appears to have been a more recent addition. An ugly, rough stone and masonry wall surrounds the tower and the stables. There is a single entrance, with a wrought and barbed iron gate. A single orc leans against the road tower wall outside of the open gate, looking up at the falling rain.

GAINING ENTRY: SUBTERFUGE

The PCs may want to try and gain access to the road tower using subterfuge. To accomplish this, they will need some sort of disguise to pass as soldiers or agents of the Shadow, since traveling outside one's settlement can be a crime in the occupied lands. Those few peddlers and messengers who brave the dangerous roads would never approach a keep guarded by orc soldiers.

As long as the PCs have some sort of disguise and a plausible story (the "escorting prisoners to the legate for questioning" routine is a viable ruse here, since the PCs were originally in that exact situation!), they can approach the **orc legion soldier** guard and

make a DC 10 Charisma (Deception) check. Success means they gain access, while failure means the orc grows suspicious and keeps the PCs at the door while he summons more guards.

Premade Character Options

Karghri's and Reza's backgrounds as Veteran Soldiers mean they can create a ruse that will fool the guards and grant the party entry. Both of the former soldiers have their old uniforms in their bags, and the bandits have scavenged a few uniforms over the past to provide what else they need. Reza, Karghri, and Midda can pose as the Shadow's soldiers, escorting Andry, Ren, and Immeral in false bindings.

The guard will give the three in uniform a cursory inspection. Reza and Karghri can use their Veteran Soldier Backgrounds to offer the correct hails and greetings. Karghri also wears armor that can pass for legion armor. All this means they do not need to make a check; they successfully deceive the guard automatically.

The orc guides them through the gate and into the double doors of the tower, which can be barred on the inside. Conditions are dim inside the garrison. The orcs don't require torches, but the guard uses a flint and steel to light one for the 'visiting soldiers.'

GAINING ENTRY: VIOLENCE

Alternatively, the PCs can gain entry to the tower by killing the guard and storming the entrance. The **orc legion soldier** on guard has a passive Perception score of 10. If the PCs wish to approach the tower without being noticed, they will have to make DC 10 Dexterity (Stealth) checks. If at least half of the PCs (rounding down) succeed, they successfully reach the soldier without him noticing their approach. If they fail, the soldier spots the PCs when they are about 40 feet away. Note that the tower faces the open road where there is no cover, so PCs wishing to approach stealthily must take a path that brings them up from behind the tower, opposite the road.

When the PCs attack the orc or the orc spots them, the orc flees inside and attempts to raise the alarm during his first turn. At this point, the garrison readies themselves to fight, and the PCs must proceed against a forewarned garrison. At your discretion, some of the orcs may move up to the entryway to help defend against the assault, and if the PCs don't attack immediately, they may have time to shut the heavy iron gate. (If the gate is shut, it can only be opened by breaking it down. It has an AC of 19 and 20 hit points.) The map for the road tower of Marad Dun can be found in the Map Bundle downloaded with this adventure.

What are the Freedom Fighters and Bandits Doing?

As the PCs storm the fort, the freedom fighters and bandits advance behind them, ensuring the PCs don't get attacked from the flanks or rear. You should narrate the sounds of several clashes as they bring down some additional orcs and goblins on their own.

In addition, if the PCs are doing poorly in any of the following combat encounters, you can have Nuen Dol, Mathias, or one or two freedom fighters or bandits reinforce them and fight alongside the PCs. Mathias can also use his healing kit to heal some of the PCs in the midst of the fighting.

ENTRYWAY

The entry room is 20 feet wide and 20 feet long with twelve-foot high ceilings, with a single exit at the opposite of the entrance, with six murderholes on either side along the walls.

There are **two other orc legion soldiers** at the end of the room, playing dice on the floor, shouting at each other in Orcish and laughing.

The guard who led the PCs in gives the torch to one of the humans in uniform and leaves.

The orcs at the end of the hallway don't pay any heed until the party is at the door and passing through it, after which they simply grunt a greeting.

If the PCs attack the orcs in this passage, the orcs are surprised during the first round of combat. The sounds of combat are enough to alert the goblins in the hall, but they will wait for the PCs to go through the doors to attack.

THE HALL

This space is 40 feet by 30 feet, with a large fireplace on the right wall with a weak fire burning. There are two doors on either side of the entryway wall (to archer alleys alongside the Entryway). There is also a door on the left wall. Opposite the entryway door is the 30-foot-wide base of the tower and the spiral staircase up the tower, open to the hall. There is a big pile of filthy furs at the base of the tower staircase.

There are **five goblin myguks**, each sleeping on a filthy fur by the fire. They have their daggers in their belts, but their bows are stacked in the archer alleys.

If the orcs from the Entryway sounded the alarm or were engaged in combat, the goblins are awake and attack the PCs. They have also had time to retrieve their shortbows and arrows. There is no need to check for surprise. Roll for initiative.

After the first round of combat, the filthy fur of the goblin furthest from entryway door ignites as it was pushed too close to the fire and the greasy oils burns.

When one of the individual filthy furs is ignited: if a creature starts their turn inside the smoke, they must make a Constitution (DC 15) saving throw. On a failure the creature suffers the poisoned condition until the end of their next turn. Attacking a creature adjacent to or standing on one of the furs with an attack that deals fire damage ignites the fur.

Attacks that target a creature inside the smoke or attacks that pass through the smoke are made with disadvantage.

In this room is a crate with the red, three taloned hand of the Dragon's Blood legion painted on it. There is a healing kit with 6 uses inside, and 20 arrows.

ARCHER ALLEYS

These narrow 5 foot by 20 foot pathways alongside the entryway allow for archers to shoot those within. They are empty, besides six shortbows and several quivers of 10 arrows each.

THE TOWER STAIR

It takes 40 feet of movement to go from one floor to the next, due to the broken and poor repair of the stairs.

There are **three goblin myguks** and **one orc legion soldier** on the second floor of the tower.

There are **three orc legion soldiers** and **murach Vargs** on the top floor of the tower. Murach Vargs is the commander of the small orc garrison but is a lazy and uninspired leader. He has just enough low cunning to wait to ambush any attackers who get into the road tower, rather than rushing out without preparing for a fight. If battle begins in the hall, Vargs gathers everyone in the tower together on the second floor and waits for the PCs to enter the first floor before attacking down the stairs. (If the orcs manage to get the outer door closed, Vargs moves down to the hall with two orc legion soldiers, leaving the rest to guard the first floor of the tower.)

When the PCs enter the first floor of the tower, please read the following:

In the center of the tower floor, which is crumbling and in much need for repairs, is a pile of dozens of the filthiest, most greasy, oily, and lousy furs and rags you've ever encountered. It almost seems to be moving from the quantity of pests inside it. The odor is ghastly.

If the pile of filthy furs is ignited, it remains on fire for three rounds and fills the upper floors of tower with the noxious smoke like a chimney. The extreme smoke has potent effects on those caught within it. Those starting their turn in the smoke must roll a DC 15 Constitution saving throw. On a success, the creature is poisoned until they take a short rest. On a failure, the creature is poisoned until they take a short rest, and they suffer 2d4 poison damage.

On the second level of the tower is a breastplate in good repair, and a quiver of 10 arrows, along with several bedrolls and a cask of ale.

On the third level of the tower are more bedrolls and an old, but well-maintained, lute.

THE MESS

Through the door to the left in the Hall is the kitchen and storage area. It is 20 feet by 25 feet, with two 10 foot by 5 foot tables covered in crates of prime food and supplies that were taken in the tax collection. Along the outer wall are the less desirable collections. The stove and fireplace are on the left wall, opposite the entryway door. There is a spiral stairwell leading to a cellar on the far wall.

A lone **goblin myguk** named Burns is hiding behind crates stacked in the southwest corner of the room. She is just a cook for the garrison and is not a warrior, so she attempts to hide from the PCs. When the PCs first enter the mess, they must make a DC 14 Wisdom (Perception) check to spot her. If they fail, Burns waits until they have passed, then sneaks out of the tower and flees.

Burns is truly afraid of the PCs and will not fight them except in self-defense. If the PCs want to question her, they must make a successful DC 10 Charisma (Persuasion) check or DC 10 Charisma (Intimidation) check to get her to calm down and focus on their questions. Otherwise, her only response is to scream and babble incoherently.

The following are some of the questions the PCs could ask, and their answers:

- ◆ **How many orcs are in the tower?** *"Maybe six or so, and a few other goblins."*
- ◆ **Where is the legate?** *"He's in the basement beneath us! He's turned it into a temple, where he prays to the Shadow!"*
- ◆ **Are there any reinforcements arriving soon?** *"I don't think so, we were going to leave tomorrow morning and head back to Kardoling."*

THE TEMPLE

The staircase to the temple is in good repair. The stairwell opens to a 15 foot by 25 foot chamber with 10 foot high ceilings. At the far end of the chamber is **Legate Zantherdil Silas**, kneeling in front of an obsidian altar. A light emanates from a human skull on a small table in the middle of the room. The Legate knows the PCs are coming, and is not surprised by their approach (no matter how stealthy they may try to be).

Read the following:

Despite the bright, cold light that fills the room, the smooth white marble of the walls, and the relative warmth of the chamber, something inside of you quells in terror. The Legate kneels in front of the simple obsidian altar, a rectangular block without ornamentation, with a recessed basin carved in the center of its top. He has a rough iron goblet in his hands, and he pours a viscous substance that can only be blood into the depression of the altar. You then see that the light emanates from the glowing eyes of a human skull perched on a table in the middle of the room.

Zantherdil stands up, dressed in travelers' black wool and half-plate armor, with a longsword at his hip. He smiles at you in an unfriendly manner, 'Look at all of you... foolish wretches.' He draws his sword and cackles, 'My master is a hungry god. Which one of you would like to spill their blood on Izrador's altar first?'

Zantherdil makes no apologies, does not beg, and does not ask for mercy. He will talk until the PCs are violent or attack. He tells the PCs to surrender, that their resistance is meaningless, that everyone will fall to Shadow eventually. He is condescending and arrogant.

When he dies, he simply laughs, like it's the funniest joke he's ever heard.

Fighting the Combat

The Legate is a cunning warrior that seeks to control the battlefield. He uses the table, altar, and the shape of the room to only allow up to two enemies to attack him at once.

Zantherdil has Readied an Action for the first round of combat. He casts *command* (grovel) on the first enemy to move within 10 feet.

Zantherdil will use *hellish rebuke* the first time he is hit in combat.

If the PCs stay at range, Zantherdil casts *bane* over as many PCs as possible, then casts *sacred flame* while staying in half cover from the altar.

When Zantherdil is reduced to 10 hit points or lower, he uses *healing word* to try and heal himself while attacking.

AFTERWARD

Once the battle is over, read aloud or paraphrase the following, depending on what choices the PCs made during the adventure:

Outside of the road tower garrison, the last orc is slain by your allies as you clean up the mess inside. Night has fallen, the fog had lifted, and the skies clear. You made a hard choice, deciding to cut the head from the snake. You know, deep down, that the land of Eredane is better for your deeds.

You and your new compatriots loot the spoils of victory from the road garrison; weapons enough to arm twice as many freedom fighters and enough food to feed several villages. You haul it back to the Thorn's camp. However, that night an insurgent spy arrives with grim tidings. After Narve left the camp, he traveled to old bridge on the road to River's Fang. There he made a deal with Captain Clairmane; in exchange for his pardon and a life of comparable luxury, he offered his service and warned the Captain of the plot to free the villagers.

Dol curses, vowing to kill Narve for his treachery, but the spy tells you that Clairmane has already redirected her caravan far away from the bandit camp. Worse, she sent riders to summon the brutally competent Vargon Gorash. Now, a cohort of more than a hundred orc legionnaires march on this camp. You know that in the morning, you and your new friends must flee with your spoils if you hope to continue fighting the Shadow in the future, and any chance of rescuing your friends has been lost.



CHAPTER 3: NPCs

The following are all of the NPCs that appear in this adventure. Some first appeared in **MIDNIGHT: Legacy of Darkness**, while others are unique to this adventure. All of these NPCs are included with experience points, in case you want to rebalance encounters or use elements of this adventure for your own campaign.

Balancing For Low-Level Parties

Even an average orc legion soldier can be a dangerous opponent for a low-level player character. If your PCs are 1st or 2nd level, we recommend that any attacks made by orc legion soldiers during combat encounters be made exclusively with their spears instead of their verdatch.

WAR DOG

Medium Beast, Unaligned

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

Skills Perception +3

Senses Passive Perception 13

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The war dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, 5 ft. reach, one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

FELL BANDIT TARSIS

Medium undead, Chaotic Neutral

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Armor Class 12 (padded armor)

Hit Points 28 (4d8 + 12)

Speed 30 ft.

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +0, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Erenlander,

Trader's Tongue

Challenge 1 (200 XP)

Fell Curse. If the fell spends at least one action consuming flesh from a recently living creature with an Intelligence score of 6 or greater, it regains 2d8 hit points.

Undead Fortitude. If damage reduces the fell to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, fire, or from a critical hit. On a success, the fell drops to one hit point instead.

Actions

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Teeth. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 4 (1d4 + 2) piercing damage.

GOBLIN MYGUK

Small humanoid (Goblinoid), Neutral Evil

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	9 (-1)

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

Skills Perception +4, Stealth +6, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Orcish, Shadow Tongue

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BANDIT

Medium humanoid (Erenlander human), varies

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Armor Class 14 (hide armor)

Hit Points 10 (2d8 + 2)

Speed 30 ft.

Skills Survival +3, Stealth +4

Senses Passive Perception 11

Languages Erenlander, Trader's Tongue

Challenge 1/4 (50 XP)

Actions

Handaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

NUEN DOL

Medium humanoid (Erenlander human), True Neutral

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Armor Class 18 (breastplate, staghorns)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

Saving Throws Str +5, Con +4

Skills Athletics +5, Deception +2, Insight +3,

Intimidation +1, Perception +3, Survival +3

Senses Passive Perception 13

Languages Erenlander, Trader's Tongue

Challenge 2 (450 XP)

Paranoid. Nuen Dol cannot be surprised when she is sleeping, and when she rolls initiative, she immediately takes the Dodge action (as a free action, even though it is not her turn).

Staghorns. When Nuen Dol makes an attack with her staghorns, she no longer counts as being armed with a shield until the beginning of her next turn, causing her AC to drop to 16.

Actions

Multiattack. Nuen Dol makes one attack with her longsword and one attack with her staghorns.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

Staghorns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

FREEDOM FIGHTER

Medium Humanoid (Erenlander human), varies

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Armor Class 12 (padded armor)
Hit Points 8 (2d8)
Speed 30 ft.
Skills Deception +2, Stealth +3

Senses Passive Perception 11
Languages Erenlander, Trader's Tongue
Challenge 1/4 (50 XP)

Actions

Double Team. Select one enemy within 5 ft. of the freedom fighter. The next ally to attack this enemy before the end of the round adds 1d6 to their damage roll.

Handaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

CAPTAIN REVNA CLAIRMANE

Medium humanoid (Erenlander human), Lawful Evil

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Armor Class 16 (breastplate)
Hit Points 30 (5d8 + 10)
Speed 30 ft.
Saving Throws Str +4, Con +4
Skills Animal Handling +3, Athletics +4, Perception +3, Survival +3, Stealth +5

Senses Passive Perception 13
Languages Erenlander, Orcish, Shadow Tongue, Trader's Tongue
Challenge 2 (450 XP)

Actions

Harrier. When Captain Revna is mounted, after she and her mount have moved at least 30 feet, creatures can't make opportunity attacks targeting her or her mount, and any successful melee weapon attacks she makes also knock her target prone if its smaller than her mount.

Dornish horse spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 2) piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one target. *Hit:* Creatures Large or smaller are restrained until freed. A creature can use its action to make a Strength DC 10 check to free itself or another creature within reach on success. Dealing 5 slashing damage to the net (AC 10), also frees the creature without harming it, ending the effect and destroying the net.

MATHIS GRIMSON

Medium humanoid (Erenlander human), Neutral Good

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	12 (+1)	14 (+2)	14 (+2)

Armor Class 12 (leather armor)
Hit Points 16 (4d8)
Speed 30 ft.
Saving Throws Wis +4, Cha +4

Skills Deception +4, Insight +4, Perception +4, Stealth +3
Senses Passive Perception 14
Languages Erenlander, Trader's Tongue
Challenge 1 (200 XP)

Actions

Folk Healing (3/long rest). As long as he is not within 5 ft. of an enemy, Mathis selects one living creature within 5 ft. of him who is not within 5 ft. of an enemy. That target regains 2d6 + 2 hit points.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Rusty Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

CLAIRMANE'S HORSE

Large Beast, Unaligned

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Armor Class 10 **Senses** Passive Perception 10
Hit Points 12 (2d10 + 2) **Challenge** 1/4 (50 XP)
Speed 60 ft.

Actions

Iron-shod Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

ORC LEGION SOLDIER

Medium Humanoid (orc), Lawful Evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	9 (-1)

Armor Class 15 (hide armor, shield) **Senses** Darkvision 60 ft., Passive Perception 10
Hit Points 14 (2d8 + 6) **Languages** Orcish, Shadow Tongue, Erenlander, Norther
Speed 30 ft. **Challenge** 1/2 (100 XP)
Skills Athletics +5, Intimidation +1

Actions

Verdash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage melee, or 6 (1d6 + 3) piercing damage ranged.



MURACH VARGS

Medium Humanoid (orc), Neutral Evil

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

Armor Class 14 (hide armor) **Senses** Darkvision 60 ft.,
Hit Points 23 (3d8 + 9) Passive Perception 10
Speed 25 ft. **Languages** Orcish, Shadow
Skills Athletics +5, Tongue, Erenlander, Norther
Intimidation +0 **Challenge** 1 (200 XP)

Actions

Charge! (1/short rest). Murach Vargs chooses any number of legion orcs within 30 feet who can hear him. Until the end of each affected legion orc's next turn, it can use its bonus action to move up to its speed towards a hostile creature. Murach Vargs can then move his speed and make one melee attack as a bonus action.

Verdatch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

LEGATE ZANTHERDIL SILAS

Medium humanoid (Sarcosan human), Lawful Evil

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Armor Class 18 (halfplate, shield)
Hit Points 30 (4d8 + 12)
Speed 30 ft.
Saving Throws Str +4, Con +5
Skills Animal Handling +3, Athletics +4, Perception +3, Survival +3, Stealth +5

Senses Passive Perception 13
Languages Erenlander, Orcish, Shadow Tongue, Trader's Tongue
Challenge 2 (450 XP)

Ferocious Blow (recharge 5-6). When Zantherdil Silas hits a target with a melee attack, he may choose to deal an extra 3 (1d6) thunder damage. If the target is Medium sized or smaller, it is also moved 10 feet directly away from Zantherdil and knocked prone.

Spellcasting. Zantherdil Silas is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Zantherdil Silas has the following spells prepared. Cantrips (at will): *sacred flame, thaumaturgy, light*
1st Level (3 slots): *bane, command, healing word, hellish rebuke*

Actions

Multiattack. Zantherdil Silas makes two attacks with his longsword.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage.



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MIDNIGHT

LEGACY OF DARKNESS

A SINGLE SPARK

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