

RUN  
THE  
DARKNESS



5€  
TOTAL  
SOLAR  
ECLIPSE  
ONE-SHOT

BY WILD MAGIC WORLD

## **Run the Darkness - A Total Solar Eclipse One Shot**

You overheard locals murmuring about the upcoming Solar Eclipse - “It’s going to be a Total Eclipse” “The land will be blanketed in darkness”

One ancient voice whispers among the others, “Legend has it that there’s a Sun Temple deep in the mountains. I heard there’s a Treasure chest that can only be unlocked during a total solar eclipse”.

The younger folk dismissed this voice as the foolish tales of a time-addled brain. But you know the look of truth gleaming in the Elder’s eye.

You managed to snag the Elder’s attention a later on and learn the details of the legend. One of you even managed to take notes:

### *Hidden Treasure at the Sun Temple*

- *Sun Temple in the Mountains*
- *Rumored Treasure at the heart of Temple*
- *To get to heart, must stick to the shadows.*
- *Collect black discs along the way*
- *Treasure chest can only be opened during Totality*
- *Upcoming Totality lasts 5 minutes*
- *The Eclipse is the key*
- *Stick to the shadows on the way out!*

You make your way through the mountains, following the directions given to you by the Elder.

As you arrive, the light overhead begins to shift, the Eclipse is beginning.

The Temple grounds spread out before you. Big statues stand at seemingly random locations between you and the Heart of the Temple beyond.

#### DC10 Perception Check

You notice that the shadows of all the statues connect to form an intricate series of pathways leading to the center.

#### DM Note

Could have main statues be of the 12 Zodiac signs. Smaller statues of constellations, planets, etc.

As you look at the statues, you notice (DC10) that some of them have circular black discs in their hands and paws. *(DM Note - The number of black discs to collect should be an odd number. 7 or 9 are recommended. If you have a huge party you could do 11. The discs will need to be collected in order to open the chest).*

**Players must traverse the paths of the shadows to get to the heart of the temple. They must collect the black disks along the way.**

### Mechanics of Shadow Walking

- Each round, a player must choose one of their skills and describe how they use that skill to shadow walk. They can only use any given skill once on the way to the Heart of the Temple. (Optional rule - they can't use the same skill that the player before them just used).
  - Example: The Rogue uses Acrobatics to somersault along the shadow-path and rolls an Acrobatics check. They can then not use acrobatic again on the way into the Temple.
- Each round the eclipse gets closer to Totality. This means the shadows and the shadow path, shrink (and become increasingly crescent shaped) — and the DC for shadow-walking increases.
  - Round 1 (DC 10/11) - light dims a little, like a storefront moving in. Songbirds stop singing.
  - Round 2 (DC12/13) - Darkens more, Spiders on the statues begin taking down their webs. Temperature drops a few degrees.
  - Round 3 (DC14/15) - Darkness like being in a full storm, Crickets and tree frogs start making noise. Noticeable colder.
  - Round 4 (DC16/17) - Early twilight. Mountain lion eyes glow from the surrounding foliage. Temperature continues to drop.
  - (Optional Round 5 - (DC18/19) - Twilight Darkness, near totality, shimmers of dancing light catch your peripheral vision but you dare not look up at the sun. Swarm of bats fly over head.) There's a distinct chill in the air.

### Obstacles

- Players must stay in the shadows. If a player fails their shadow walking DC, they “stumble into the light” and receive 1d6 radiant damage. (Could up this to 1d8, 1d10, 1d12, etc, based on player level)
- Must perform a skill check to snag a disc from a statue (DC13/14) - if they fail, they can try a different skill next turn. (Option - to only allow each player one shot at any given disc)

### The Heart of the Temple

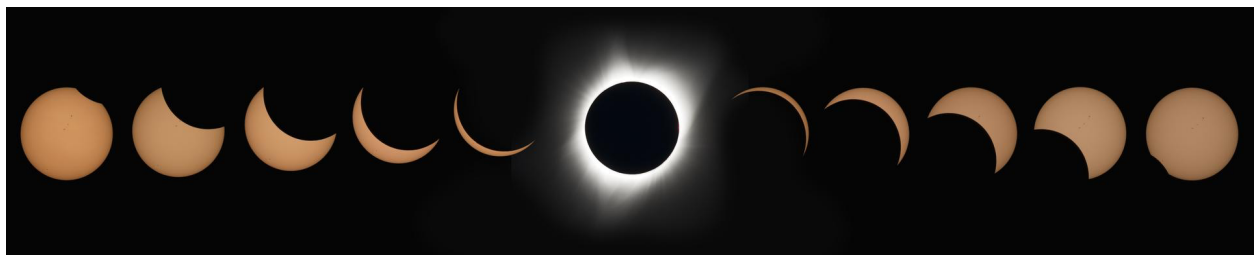
Once the players gather all the discs and get to the center of the temple — they have the 5 minutes of Totality in which to figure out how to open the chest. (Could set a real-world stopwatch if you like).

The chest sits in the middle of the Heart of the Temple of a perfectly circular black stone dais with white granite sunbursts radiating out along the floor. The chest itself is covered in whorls and swirls reminiscent of astrological symbols. There are sunbursts and moons carved into it.

On the top of the chest are 9 glowing circles in a line\* (\*Use the same number of circles as the number of black discs your players were told to collect).



- Arcana (DC15) - the glowing circles are clearing part of the unlocking mechanisms, if you touch a black disc to the chest, you'll notice it seems to magnetically stick. It can still be moved around. The discs appear to be the same size as the glowing circles.
- Arcana (DC20) - The glowing circles represent the sun and the black discs you had to collect should be used to cover the glowing circles to show the various phases of the eclipse on the path to and from totality (see image below)



If they get the chest open in 5 minutes, the Magical Eclipse Loot is theirs!

### Extra Challenges if your players are doing *too* well

- They get attacked by nocturnal predators, or shadows
- Another party of adventurers (or baddies) appears, also hot on the trail of the Eclipse Loot Legend.
- They get skunked, DC15 CON save or they lose the ability to concentrate on the task at hand andretch, vomit, etc in response to the smell. Lose time scrubbing the spray off of themselves.

### The Way Out

Once Totality has finished, consider if you want tendrils of Shadow Elementals to pop out of the Temple walls and try and attack the players or take back the loot. This will either ensue in a fun shadow elemental battle where the shadow elementals get stronger each round as the Eclipse recedes and the shadows grow. Or it will encourage your players to high-tail it out of the Temple and face a Reverse DC challenge of shadow-walking on the way out: Where the first round is the hardest because the shadows are the smallest, and then it gets easier each round as the eclipse recedes. (Consider allowing them to re-use the skills they used on the way in).

### The Loot-

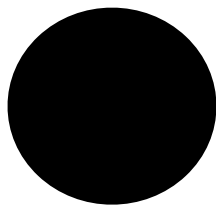
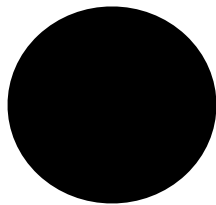
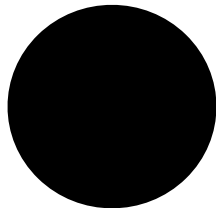
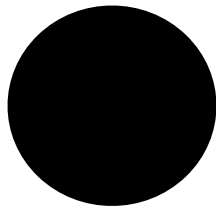
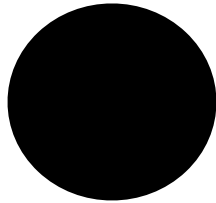
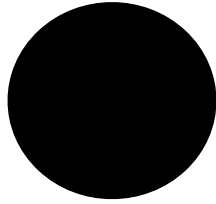
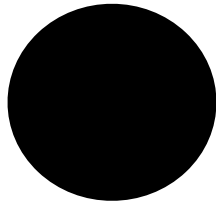
- **Ring of Darkness** - Wearer can use the ring to cast the Darkness spell once per day. The Darkness lasts 10 minutes or until the wearer ends it.
- **Ring of Darkvision** - Gives the wearer dark vision and the ability to see through magical darkness as though it were natural darkness.
- **Ring of False Night** - One use per day. Activating this ring will cause the following effects to occur for the duration of 5 minutes. The natural world around you will switch from daytime mode to nighttime mode, for example:
  - Songbirds quiet, daytime birds return to their nests
  - Daytime animals will go seek out their shelters/dens.
  - Nocturnal animals come out to hunt. Crickets and frogs sing. Bats swarm.
  - Spiders take down their webs. Bees return to their hives, moths come out
- **Ring of Fire** - 3 times per day, allows the wearer to add 1d6 solar fire damage to their weapon attack damage. OR Solar Flare: once per day all solar damage can be used at once: 3d6
- **Ring of Dark Cold** - Either the player is able to drop the temperature in a 60 ft cube around them by 20 degrees for 5 minutes. OR the temperature is always 10-20 degrees cooler within 30 feet of the ring wearer.
- **Ring of Eclipse Magic** - Wearer of this ring harnesses the natural magic of the Eclipse and gets +1 to Spell Attacks
- **Ring of Coronal Inspiration** - The wearer of this ring can use the memory of the sun's majestic corona, visible during a total eclipse, to re-roll 3x rolls per day.

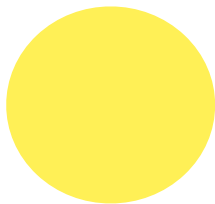
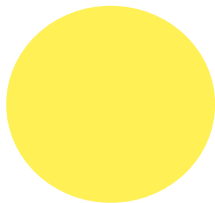
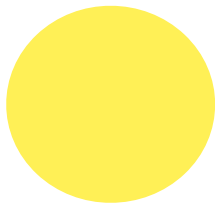
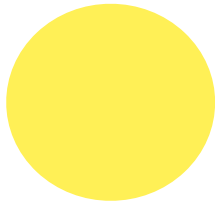
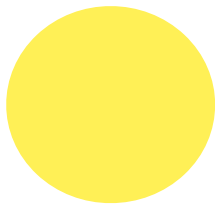
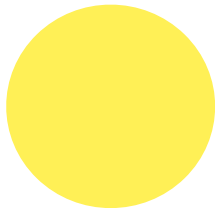
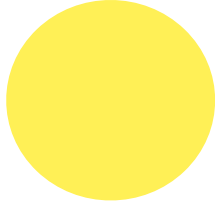
### Hidden Treasure of the Sun Temple

- Sun Temple in the Mountains
- Rumored Treasure at the heart of Temple
- To get to heart, must stick to the shadows.
- Collect black discs along the way
- Treasure chest can only be opened during Totality
- Upcoming Totality lasts 5 minutes
- The Eclipse is the key
- Stick to the shadows on the way out!



Zodiac Vectors by Vecteezy







This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.