



Into the Darkness

A Demo Adventure



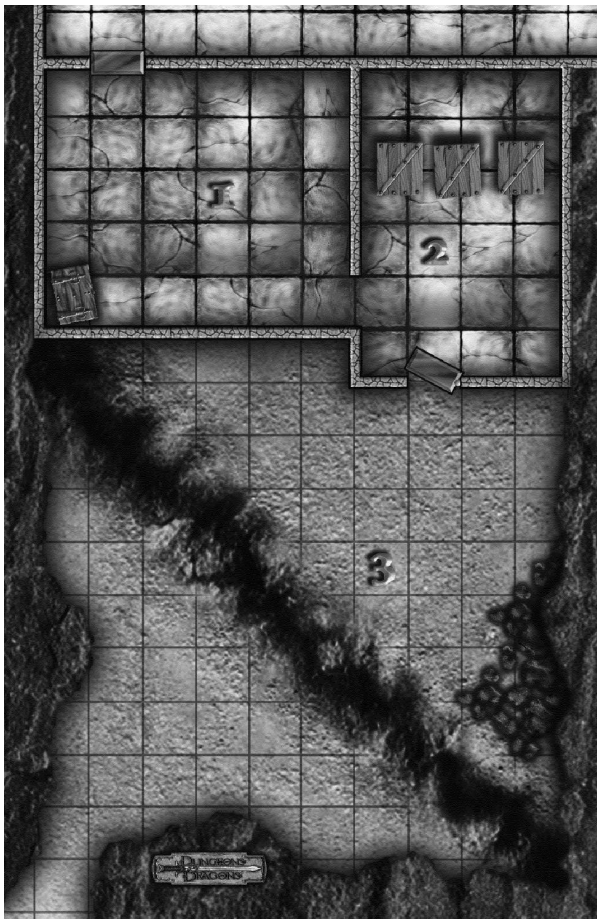
Into the Darkness

Once each player has selected a hero, you're ready to begin. Refer to the map printed on this page as you play. Use the battle mat to show your players what their characters see as the adventure unfolds. When you're ready, read this out loud to the players

Read Aloud

You have finally discovered that which you've sought: An entrance into the ruins where the brigand Holg and his followers are hiding. The half-orc marauder has robbed and assaulted dozens of travelers on the Great North Road, and it's time to put a stop to it—you are here to find Holg and end his reign of terror! You now stand outside a door that will lead you to Holg; what do you want to do?

DM's Map



Darkness

The interior of these rooms are dark: Neither kobolds nor Holg requires a light source, as they have darkvision that allows them to see up to 60 feet. Not all of the heroes have this ability: Remind them that they will need a light source if this is the case!

Room 1: The Silent Dead.

Player characters who want to listen at the door must make a Listen check (they cannot hear the undead on the other side, regardless of the result). Player characters who want to search the door for traps must make a Search check (there are no traps). If they want to pick the lock, they must make an Open Lock check (DC 20). An adventurer can bash down the door by making a Strength check (DC 18). Characters can make multiple attempts to pick the lock or bash down the door.

There are four skeletons and two zombies in this room (put the undead miniatures or tokens anywhere you like in Room 1). Holg created these undead minions with a spell from a scroll and stationed them here to protect his lair and treasure.

Initiative

Have the player characters roll for initiative, while you roll for the undead (1d20 + 5 for the skeletons, 1d20 - 1 for the zombies). Record the initiative scores from highest to lowest. This is the order in which the heroes and undead will act throughout the fight. Do not reroll for initiative each round.

Undead Tactics

The skeletons and zombies are mindless: They attack anything that enters the room and isn't Holg or a kobold. They fight until they are destroyed or turned.

Skeletons (4): CR 2; Medium-size undead (6 ft. tall); HD 1d12; hp 6; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 13; Atk +0 melee (1d4) [x2], claws; SQ undead immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10
Feats: Improved Initiative

Special Qualities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain; immune to anything requiring a Fortitude save.

Skeletons are not damaged by piercing weapons (like arrows) and take only half damage from slashing weapons (like swords). They take full damage from bashing weapons (like maces).

Zombies (2): CR 1; Medium-size undead (6 ft. tall); HD 2d12+3; hp 16; Init -1 (Dex); Spd 30 ft.; AC 11; Atk +2 melee (1d6+1, slam); SQ undead immunities, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 3.

Feats: Toughness

Special Characteristics: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain; immune to anything requiring a Fortitude save.

Zombies have very poor reflexes. Unlike most creatures, they can move or attack during their action, but cannot do both.

Turning the Undead

A cleric can try to drive away these opponents. First he presents his holy symbol forcefully and makes a turning check (1d20 + Cha modifier) on his action.

This chart shows which undead he can potentially turn:

<u>Turn check</u>	<u>Undead Affected</u>
Less than 10	none
10-12 skeletons	
13+skeletons & zombies	

Next the cleric determines turning damage (2d6 + his level + his Cha modifier of 1). The result is the total number of Hit Dice of undead he can turn, starting with the weakest (the skeletons) and moving on from there. With more powerful undead, a cleric might make a turning check that's high enough to turn all the undead in the room, but roll too low on his turning damage roll to actually turn any!

A cleric can make up to three turning checks each day. If, for example, he manages to turn both the skeletons on Round 1, he can make another turning check on Round 2 (and another on Round 3) to try to turn the zombies as well. He ignores any undead he's already turned on previous rolls.

Turned undead flee the room for 10 rounds (1 minute). If they can't flee, they stand in the nearest corner and cower. But if the cleric comes within 10 feet of them, they overcome being turned and act normally.

Too easy?

Did the heroes mop up the undead without working up a sweat? Maybe they need a bigger challenge! Bring in reinforcements—kobolds from Room 2, more undead, or even Holg and his lizard from Room 3. Remember: Any undead that were turned act normally again in 10 rounds (1 minute) after they were turned!

Treasure Chest

A wooden chest bound with brass stands in a corner of the room. The chest is not locked, but it is trapped. If an adventurer searches the chest for traps, she must make a Search check (DC 15) to locate the trap. If she finds the trap and wants to disable it, she must make a Disable Device check (DC 20). If the trap is not disabled when the chest is opened, the trap goes off (see below). The chest contains 400 sp and a glass vial that holds a potion of cure light wounds. Drinking the potion cures 1d8 +1 hit points of damage.

Stink Trap

A cloud of smelly gas rushes out of the chest. All characters within 10 feet of the chest must make a Fortitude save (DC 15) or suffer a -2 penalty to their Strength scores for the rest of the adventure. Affected heroes subtract 1 from their attack and damage roll modifiers.

Room 2: Kobold Gang.

There are six kobolds, all loyal to Holg, in this chamber. They will fight until defeated or killed (they're a lot more scared of Holg than of the adventurers!).

Initiative

Have the player roll initiative for their characters, while you roll for the kobolds (1d20 + 1). Record the initiative scores from highest to lowest. This is the order in which the adventurers and kobolds will act throughout the fight. Do not reroll for initiative each round.

Kobold Tactics

Kobolds hate a fair fight. While the heroes fought the undead, three kobolds jumped behind the crates. They will make ranged attacks with their light crossbows while the other three make melee attacks with their halvespears.

The kobolds behind the crates have two advantages: They have cover, and they are out of reach.

Cover

The crates give the kobolds half cover, which grants them a +4 bonus to their Armor Class (raising it from 15 to 19). When a kobold isn't behind a crate, its AC returns to normal (AC 15).

Out of Reach

Kobolds standing behind the crates are safe from melee attacks, because the crates prevent the heroes from getting within 5 feet of them. This works both ways: These kobolds can't make melee attacks unless they emerge from behind the crates.

Flanking

Kobolds love to flank their opponents! When two kobolds are in positions that are directly opposite one another, with an opponent between them, the kobolds are flanking their enemy. They get a +2 flanking bonus on their attack rolls as long as they are flanking.

Note that what's good for the monsters is good for the adventurers: They can flank the kobolds in exactly the same way! A rogue in this position can also sneak attack the opponent.

Kobolds (6): CR 1; Small-size humanoid (3 ft. tall); HD 1/2 d8; hp 3; Init +1 (Dex); Spd 30 ft.; AC 15; Atk -1 melee (1d6-2, halfspear) or +2 ranged (1d8, light crossbow); AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con, 11 Int 10, Wis 10, Cha 10. Skills: Hide +8, Move Silently +4. Feats: Alertness. Possessions: halfspear, light crossbow, 5 crossbow bolts, 1d4 cp.

The Crates

These contain the ill-gotten gains that that Holg stole from his victims. The crates are not locked or trapped, but opening and searching a crate takes 1 minute. Each crate contains a random assortment of mismatched clothing, 1d4 x 100 cp, and 1d4 x 10 sp.

Too Easy?

Feel free to bring in more kobolds (or undead, or even Holg) if the heroes are just breezing through the adventure.

Room 3: The Cavern of Holg

When the heroes approach the door to the cavern, have them all make Listen checks (DC 15) to hear the sound of someone walking about on the other side. Holg and the lizard heard the party during the fighting, and they have had time to prepare for their arrival. Read the following aloud when the heroes open the door:

Read Aloud

You behold a large natural cavern. A wide fissure splits the cavern floor in two, and standing on the opposite side of the fissure is a tall half-orc wearing chainmail and brandishing a big mace in your direction. On this side of the fissure, a jumbled pile of rocks marks the spot of an old cave-in. Something small that you cannot quite see clearly is darting around in the rocks.

Holg's Tactics

Initiative

Have the players roll for initiative while you roll for Holg (1d20 + 0). Don't roll for the shocker lizard: It will remain in the rocks until the heroes bother it. Record the initiative scores from highest to lowest. This is the order in which the adventurers and Holg will act throughout the fight. Don't reroll for initiative each round.

Holg's Tactics

The half-orc takes advantage of the distance between himself and the adventurers. On his first action he casts protection from good; this grants him a +2 bonus to his Armor Class (raising it to 16) and all saving throws against attacks made by good opponents. These effects last for 20 rounds (2 minutes).

On his next action he casts bane. If the heroes are already under the effect of a bless spell, the two spells will negate one another. Otherwise, all heroes within 50 of Holg must make a successful Will save (DC 13) or suffer a -1 morale penalty on their attack rolls for 10 rounds (1 minute).

When heroes cross the fissure to deal with Holg, he is ready for them. Before the heroes entered the cavern, Holg cast inflict light wounds. He originally had a different spell prepared, but just like a good cleric can trade any spell for a cure spell, so too can Holg trade any spell for an inflict spell. He will attempt to use this spell against any opponent who crosses the fissure to attack him.

Because this is a touch attack, Holg ignores his opponent's armor modifier. For example, Tordek's AC against this attack is 11, because the touch attack ignores both the +4 and +2 modifiers that Tordek's scale mail and shield would normally grant him.

The spell inflicts 1d8+1 hit points of damage, but a successful Will save (DC 13) halves the damage. Holg uses his +1 heavy mace to make melee attacks.

Holg Bloodaxe, male half-orc Ftr2/Clr1: CR 3; Medium-size humanoid (6 ft. 5 in. tall); HD 2d10 + 1d8 +3 +3; hp 23; Init +4; Spd 20 ft.; AC 14; Atk +7 melee (1d8 + 4, heavy mace); SQ divine spells; SV Fort +6, Ref +0, Will +3; AL LE; Str 16, Dex 11, Con 15, Int 8, Wis 13, Cha 7. Skills: Climb +0, Jump +0, Listen +2, Spellcraft +0, Spot +2. Feats: Improved Initiative, Toughness, Weapon Focus (heavy mace). Possessions: +1 heavy mace, scale mail armor. Spells (4/3): 0—detect magic, guidance, cure minor wounds, resistance; 1st—bane, inflict light wounds, protection from good.

Jumping the Fissure

The fissure is 7 feet wide. Adventurers who want to jump across must make a successful Jump check. A jump clears a minimum of distance of 5 feet, plus an additional distance depending on the amount by which the check exceeds 10, modified by the character's Speed:

Speed	Jump Check
15	(5 ft + 1 ft./1 point above 10) x 50%
20	(5 ft + 1 ft./1 point above 10) x 67%
30	(5 ft + 1 ft./1 point above 10)
40	(5 ft + 1 ft./1 point above 10) x 133%

Falling Into the Fissure

A character who fails to clear the fissure must make a Reflex save (DC 25) in order to grab the edge. Characters who succeed may pull themselves up to safety on their next action. Characters who fail the save fall 20 feet to the bottom of the fissure and take 2d6 points of damage.

Adventurers who fall to the bottom of the fissure can make a Climb check to get out. The character climbs up at half speed and must make a Climb check (DC 15) each round on his action. A failed check means that the character makes no progress that round, and a check that fails by 5 or more means the hero falls from whatever height he's already attained (and suffers 1d6 points of damage per 10 feet fallen). The falling hero gets a chance to catch himself by making an immediate Climb check (DC 25).

Climbers can't avoid blows, so attackers get a +2 bonus to their attack rolls to hit a climbing character. Climbers lose their Dex modifiers to their AC while climbing, and they can't use shields.

A climber who is unlucky enough to sustain damage while climbing must make an immediate Climb check. Failure means that the character falls from his current height and sustains falling damage (1d6 points of damage per 10 feet fallen). The falling character gets a chance to catch himself by making an immediate Climb check (DC 25).

Menace in the Rocks

Holg's pet shocker lizard is hiding in the rocks near the wall. If an adventurer wants to get a good look at it, first make a Hide check for the lizard. The result is the DC for a character's Spot check. In the case of a tie, compare the hero's Wisdom against the lizard's Dexterity; the higher score wins the tie. The shocker lizard will not emerge from the rocks unless Holg is slain, but it will defend itself with its electric and bite attacks if harassed.

Cover

The lizard has one-half cover while it remains in the rocks, raising its Armor Class to 20. If it emerges from the rocks, its Armor Class returns to normal (AC 16).

Shocker Lizard: CR 2; Small Magical Beast; HD 2d10+2; hp 13; Init +2 (Dex); Spd 40 ft.; AC 16; Atk +2 melee (1d4 bite); SQ stunning shock; AL N; SV Fort +3, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 5, Wis 10, Cha 6. Skills: Climb +12, Hide +10, Jump +4, Listen +4, Spot +4. Feats: Alertness.

Special Qualities: Once each round, it can deliver an electric shock to a single opponent within 5 feet. The shock deals 2d8 points of subdual damage, but a successful Reflex save (DC 12) halves the damage.

Searching the Rocks

Adventurers who wish to inspect the lizard's rocky lair should make Search checks (DC 15). Success indicates that they discover a leather bag that Holg had secreted under some loose rocks. The bag contains 60 gp. If the shocker lizard is still alive when the heroes begin searching the rocks, it will emerge from the rocks and use its electric attack each round.

DM tipsheet

Combat Basics

Initiative (Player's Handbook p. 117)

Before each round, each player makes an initiative check for her character. The DM makes the initiative checks for the monsters and other foes. An initiative check is a Dexterity check (1d20 + initiative modifier, found on the character sheet). The check applies to all rounds of a combat: Don't recheck initiative each round.

Flat-footed (Player's Handbook p. 120)

At the start of a battle, before you've had a chance to act (before your first regular turn in the initiative order), you are flat-footed. You can't use your Dex bonus to AC while flat-footed, and you can't make attacks of opportunity.

Movement (Player's Handbook p. 117)

Each character has a speed measured in feet. You can move that distance on your turn and attack or cast a single 1-action spell. You can move before or after attacking or casting. One square on the map equals 5 feet.

Attacks (Player's Handbook p. 117)

You can move and make a single attack. To score a hit that deals damage, you must roll the target's Armor Class (AC) or better. Add your attack bonus to this roll. Making a ranged attack provokes an attack of opportunity from threatening enemies next to you (see below). Attack rolls are summarized here, and also appear on each character sheet:

Melee Attack Roll: 1d20 + total attack bonus for weapon = AC hit (Note that opponents must be within 5 feet of one another to make a melee attack.)

Ranged Attack Roll: 1d20 + total attack bonus for weapon = AC hit.

Spells

You can move and cast a single 1-action spell.

Death, Dying and Healing (Player's Handbook p. 127)

At 0 hit points, you are disabled.

At -1 to -9 hp, you are unconscious and dying; you lose 1 hp at the end of each round, but first roll percentile dice: 10% chance to stabilize (but still unconscious).

At -10 hp, you are dead.

Healing: Can stop a dying hero's loss of hp with a Heal check (DC 15) or with even 1 hp of magical healing.

Things to Remember: Character Classes

Barbarian—barbarian rage (once per day)

- gains +4 Str, +4 Con, and +2 bonus to Will saves; gains +2 on attack and damage rolls and +2 hp.
- suffers a -2 penalty to AC.
- Lasts for 3 rounds plus the barbarian's newly improved Con modifier.

Bard—songs

- Grants allies +1 morale bonus to attack and damage rolls.
- Lasts as long as bard sings, plus 5 rounds.
- Can sing and fight simultaneously, but can't sing and cast spells.

Cleric—cure spells

- Can "lose" any prepared spell in order to cast a cure minor wounds or cure light wounds spell.

Cleric—turning undead

- See cleric character sheet or the adventure booklet.

Druid—wolf companion

- Fights alongside druid.
- Roll wolf's initiative separately.
- See druid's character sheet for wolf stats.

Monk—fighting unarmed

- Does not provoke attacks of opportunity

Monk—flurry of blows (once each round)

- Can make 2 unarmed attacks each round at a -2 penalty on both attack rolls (can't move or take other actions with flurry of blows).

Monk—stunning attack (once each day)

- Must declare before attack roll.
- Foe takes normal damage if hit and makes a Fortitude saving throw (DC 12). Failure means opponent is stunned until next action.
- Stunned character can't act, loses Dex bonus to AC; attackers get +2 bonus on attack rolls vs. stunned character.
- Undead cannot be stunned.

Paladin—lay on hands

- Each day the paladin can cure a total of 3 hit points, divided among any number of characters, each day.

Paladin—lay on hands vs. undead

- Can inflict up to 3 hp damage against undead opponents with a touch attack.
- The attack ignores AC bonuses from armor.

Rogue—sneak attack

- When the rogue can catch an opponent when it is unable to defend himself, such as when it is flat-footed (see advanced rules), she can make a sneak attack. She can also make a sneak attack when flanking an opponent.
- Sneak attacks inflict extra +1d6 damage (do not multiply if sneak attack is a critical hit).

Rogues—flat-footed

- Doesn't lose her Dex bonus to AC when flat-footed.

DM tipsheet

Advanced Rules

Attacks of Opportunity (see diagram; #1)

You threaten the area next to you, even when it's not your action. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from you. This is a single attack, and you can only make one per round.

- If you move within or out of a threatened area, you provoke an attack of opportunity (unless all you do is move during your turn).
- If you move into another threatened space, enemies get attacks of opportunity for leaving the first threatened space and for moving into the second threatened space.
- Attacking with a ranged weapon provokes attacks of opportunity from threatening enemies next to you.
- Casting a spell provokes attacks of opportunity from threatening enemies next to you.
- You can take a 5-foot adjustment at any time during your action. Doing so does not provoke an attack of opportunity.

Flanking (see diagram #1)

When two allies are in positions that are directly opposite one another, with an opponent directly between them, the allies are flanking their enemy. They get a +2 flanking bonus on their attack rolls as long as they are flanking. Both characters and monsters can flank one another.

Charge

Characters and monsters can make charge attacks on their action. When making a charge, you move in a straight line for up to double your speed and then make one attack with a +2 charge bonus on your attack roll. You suffer a -2 charge penalty to your AC until your next action.

Critical Hits

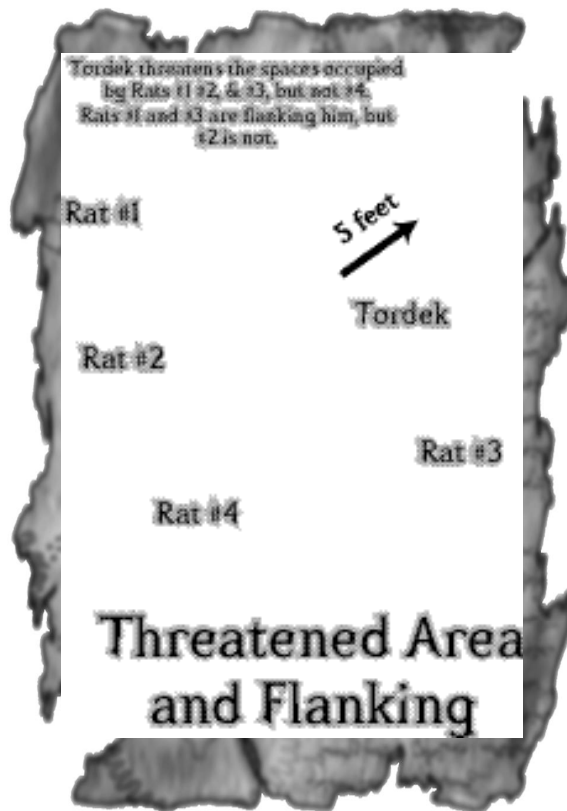
When you roll a natural 20 on your attack roll, you hit regardless of your opponent's AC, and you score a threat. To confirm the critical hit, make a critical roll—another attack roll with all the same modifiers as the roll you just made. If the critical roll hits, your original roll was a critical hit, and you can roll damage twice (add both rolls together to get the total damage). If the critical roll misses, you still get a normal hit.

Some weapons have a threat range greater than 20 and allow you to score a threat on a lower number.

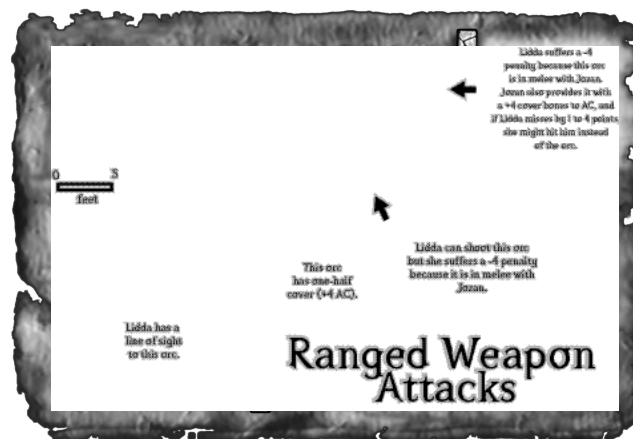
Some weapons deal better than double damage on a critical hit.

Firing into a Melee (see diagram #2)

You suffer a -4 penalty to your ranged attack roll when firing into a melee.



(diagram #1)



(diagram #2)

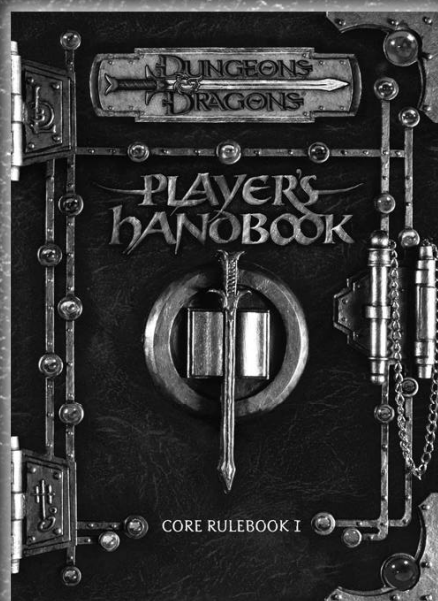


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August 2000

Time to Play.