

Free Game

DUNGEONS DRAGONS



Caves of Shadow



Monte Cook



WHAT IS THIS?

This game allows you and your friends to experience the DUNGEONS & DRAGONS game in an easy-to-learn format. In this game, you use your imagination to take the role of a fantastic hero and to fight against horrible evil. If you like the idea of mighty warriors, powerful magic, and fantastic monsters, you will like this game.

This Fast-Play game is designed to give you a feel for playing the DUNGEONS & DRAGONS® game. The full game contains all sorts of options that will help you create your own fantasy characters and play many swords-and-sorcery adventures.

We call this a Fast-Play game because you can begin playing right now. Just gather your friends and get ready for adventure!

HOW DO WE PLAY?

Unlike other games, the DUNGEONS & DRAGONS game doesn't have a board or playing pieces, and you don't play it on a computer. In this game, you take the role of a hero in your imagination. Your imagination is where this game takes place. And the DUNGEONS & DRAGONS game involves not only your imagination, but those of your friends at the same time.

LET'S GET GOING!

Your first step is to get everything you need to play:

- Your friends (up to four of them, not including you).
- This booklet.
- A pencil or two.
- And at least 3 six-sided dice.

Second, decide who will be the Dungeon Master. The Dungeon Master ("DM" for short) controls the events of the game and gets to play the monsters that the other characters fight. The DM is like a storyteller, so think about that as you choose who fills this role. The rest of the information in this booklet is for the DM, so hand the booklet to that player now if it's not you.

The DM coordinates the actions that take place in the game. If you're the DM, you're the moderator and the referee. You tell the other players what their characters see and hear. You help them resolve the success or failure of actions they want to undertake.


You also choose actions for the other characters in the story. Usually, these are the "bad guys." So, if a player's character gets into a fight with a wolf, you help



CREDITS

Design:	Monte Cook
Editing:	David Noonan
Cover Illustration:	Todd Lockwood
Cartography:	Todd Gamble
Typesetting:	Cynthia Fliege
Creative Director:	Mike Selinker
Graphic Design:	Sean Glenn, Cynthia Fliege
Thanks:	Jeff Grubb, Jonathan Tweet

Based on the original DUNGEONS & DRAGONS game by E. Gary Gygax and Dave Arneson.



the player determine whether she hits and how serious the wound is. At the same time, you decide what the wolf does, and you resolve its actions.

Third, the other players pick characters from the center of the booklet. Take the center four pages out of the book and cut them apart so that each player has one. It's OK for someone to take more than one character if there aren't enough players.

Like the characters of a book, Regdar, Miale, Jozan, and Lidda are the heroes who go out and experience the events of the story. They're the stars of the show, and the DM is the director.

Each player gets to decide what her character does at any given moment. When the DM tells the players that their characters see a dark, damp cave filled with ferocious trolls, the players get to decide whether to attack the trolls, attempt to talk to them, run away, or do anything else they can think of. The characters usually act as a group, but each player portrays her character individually. Each character tries to defeat evil monsters, gain treasure, and do good deeds.

THE CHARACTERS

For this game, the characters are provided on character sheets in the center of the booklet. The character sheets tell what each character can do (such as strike with a sword, pick a lock, or cast a spell), and they show what each character looks like.

The DM doesn't get a character sheet. Instead, the rest of this booklet works like a character sheet for you, because it describes what happens in the adventure and what characters and monsters you get to play.

The players should look at their character sheets for a few minutes. The DM should keep reading this booklet.

THE GAME SESSION

This Fast-Play game leads you through a game session—an adventure just like one in the D&D game. You will find the rules explained as you need them, so there's no need to memorize anything.

The adventure is divided up into encounters. Each encounter has a number that corresponds to an area of the map. Each encounter has its own directions and rules, so you don't need to read ahead to other encounters. But if you have time, it's helpful to skim ahead to get a sense of what happens in each of the seven encounters.

For each encounter, follow the directions, describe each situation as it occurs to the players, and feel free to add your own details. If you decide that an area has a spooky wind blowing through it, that's OK. You're the DM, so you can decide such things.

When the players tell you what they want to do, you tell them whether they are successful and what happens when they try something. The directions and rules for each encounter help you make these decisions.

The game is based on dice rolling and discussion. There's no need to run around and act out the events, although gestures and facial expressions might help convey what you're trying to say. Players can speak in the voice of their character ("I attack the orc") or refer to their characters in the third person ("Miale casts her spell"). You can use different voices as you play the monsters (a gruff, low voice for the orcs, or a kindly but shaken tone for the old man), or you can simply describe the scenes like a narrator in a movie.

DUNGEON MASTER ADVICE

In this booklet, you can find many things to help you manage the adventure. First, the map on the next page provides a visual aid for the setting. It shows where the important locations are, and how big each room is. You can also use the illustrations throughout this booklet to help describe the monsters or the setting, just like the illustrations on the character sheets help you visualize each character.

If you flip through the booklet, you'll see text in shaded boxes. This is called "read aloud" text because it's meant to be read to the players to describe the setting and the situation.

Boxed text tells you how to handle the battles that occur as the characters explore. Don't read it aloud to the players. It's information to help you manage the fights.

The Caves of Shadow



THE CAVES OF SHADOW

Once the players have looked over their character sheets, you can start to play. Begin by reading the boxed text to the players. Once you start the numbered encounters, the read-aloud text often ends with a question posed to the players. Their answer to this question helps them decide what their characters do.

Remember that not every character must do the same thing. Jozan can attack an orc while Mialee casts a spell and Regdar tries to open the door. You tell them the results of their actions: "Jozan hits the orc, Mialee's spell blasts another orc, and Regdar can't seem to get the door open." It's easiest if the players take turns telling you what their character is doing. That way you can handle each action individually.

When something isn't covered in the rules, make up your own answer. That's the job of the DM. If Mialee's player wants her to climb up the side of a wall so she can leap down on a foe, you need to decide whether that works. It's challenging, but it's what makes role-playing such a great experience. The characters can do anything the players can think of.

Read the following text to the players:

Each of you controls a character—a fighter, a rogue, a wizard, or a cleric. These characters live in a fantasy world where magic works and evil monsters threaten the lives of innocent people. Fortunately, this dangerous world has defenders who fight against the forces of evil and keep them at bay. As valiant heroes, each of your characters is dedicated to ridding the world of evil.

As we play, I describe the setting and the action as it occurs. Tell me when your character wants to do something.

First, let's have everyone introduce your characters.

Have each player briefly describe his or her character so that each player knows what everyone else can do. Then read the following text to the players:

Long ago, the forces of darkness rose up and threatened the land. In those ancient days, the evil forces carved out the Caves of Shadow and dwelled within them, often striking out to raid nearby villages. Powerful heroes eventually drove away the creatures that populated the Caves of Shadow. But now orcs, vile humanoids who hate humans and elves, have begun attacking the villages again. There's only one place the foul creatures could be coming from: the Caves of Shadow!

The villagers have asked you to investigate the caves and destroy or drive off the evil creatures that might live within. If you can succeed, the people of the surrounding countryside can resume their peaceful lives.

Proceed to the start of the adventure, Outside the Caves.

1: OUTSIDE THE CAVES

Read the following text to the players:

You've made your way through dark woodlands. The clear summer sky is obscured by the clawing branches. A light breeze stirs the undergrowth. Up ahead you see the rocky crags that hide the Caves of Shadow. As you approach, you can see the mouth of the cave, but there seems to be some sort of activity in front of it. As you watch, two large, bestial figures menace a frail-looking old man. The creatures carry nasty-looking spears and seem to threaten the man, who cowers on the ground. The creatures have flat faces marked by narrow eyes and small tusks.

The creatures are orcs. They've just attacked the old man, a merchant who was making his way through the woods with a small cart of trade goods. Other orcs have taken the cart into the caves while these two orcs tormented the old man.

The characters have many options at this point. Some common choices are detailed below.

Attack the Creatures and Help the Old Man

This is the most heroic thing to do. The orcs immediately move to fight back, and the old man cowers out of the way. Refer to Handling the Fight, at right.

Watch

If the characters decide to watch from where they are, the orcs continue to torment and bully the old man for quite some time. Ask the players if they want to do anything. If the characters still don't intervene, tell them that it seems obvious that the orcs are going to kill the old man. Ask them again if they want to do anything. If the answer is still no, then the orcs kill the old man, and the characters aren't being heroic. They've also lost an opportunity to discover some important information from the old man.

Leave

The characters can turn tail and leave the caves. That decision isn't heroic. Until they decide to come back, the game is over.

Attack the Old Man

This is a terrible course of action, and you should discourage it. Ask the players again whether they're sure

they want to do such an evil thing. The old man is weak and hurt, so even a single swing from a character brings him down.

HANDLING THE FIGHT

When the characters get into a fight with the orcs, proceed through the combat by taking turns. First, let each character do one thing, such as attack an orc or cast a spell. Then let each orc do one thing, such as attack a character. Go back and forth between the characters and the orcs until the battle is over. Ask each player what his character does, one at a time. When they're all done, tell them what the orcs do.

First, make an Attack roll. When a character attacks an orc, the player rolls 3 dice and adds the Attack bonus indicated on his sheet. If the player gets a 13 or better, his or her character hits. If the player got less than 13, it's a miss. Move on to the next character.

If a character hits, the player rolls for damage. Determine how much damage the character deals by rolling the dice listed on the character sheet as "damage." Mialee and Lidda roll 1 die for damage. Jozan rolls 1 die and adds +2. Regdar rolls 2 dice and adds +2. Mark off the amount of damage from the orc's hit points, shown below. An orc who has lost some (but not all) of its hit points is wounded. If an orc loses all its hit points, it is dead. When both orcs are dead, the battle is over.

Orc #1: ○ ○ ○ ○ ○ ○

Orc #2: ○ ○ ○ ○ ○ ○

Mialee and Jozan can cast spells. If a character casts a spell, follow the spell's instructions on the character sheet. Mialee and Jozan can cast a spell instead of attacking.

When all the players have acted, it's the orcs' turn. Each orc attacks one of the characters. For each orc, roll 3 dice and add 1. If the result is equal to or better than the Armor Class of the character it is attacking, the orc hits. If the orc hits, roll 1 die damage. Have the player whose character was hit mark off the hit points. That character is now wounded. Characters who lose all hit points are dead and can no longer act. (Remind the players that Jozan's *cure light wounds* spells can restore lost hit points.)

Tell a good story. As you play through the battle, describe the action as if you were all watching a fantasy action movie. Tell the players about the howling, ferocious orcs stabbing with their cruel spears. Describe how the orcs die, clutching their wounds.

Once the orcs are defeated, the characters have more options to choose from.

Talk to the Old Man

The old man's name is Jeffries, and he's very grateful to the characters who saved him from the orcs. As DM, you play Jeffries for the short time that he's involved in the game. You decide his actions and speak for him. He's got some important things to say to the characters. He has information that will help them during the rest of the adventure.

Jeffries is so grateful that he'll be glad to answer any questions, although he's pretty shaken up. Here are some answers to questions the characters might ask:

- Who are you?

"My name is Jeffries. I'm a merchant from the village across the woods."

- What are you doing here?

"I was taking my cart through the forest with goods to trade when these orcs attacked me and took all of my belongings. They even took my cart!"

- What are those creatures?

"Orcs! Terrible creatures, aren't they? I think they were going to kill me. I saw their leader as well. It was a huge ogre!"

- Why were they attacking you?

"They stole my cart and everything I was carrying to town to trade. I even had a box with some magical potions and a magical sword. I think they took it all in the caves."

- What do you want to do now?

"I've got to get out of here. If you go into the caves, you can have my potions and sword if you want. Just promise me that you will rid us of these evil creatures!"

At the end of their conversation, Jeffries goes off into the woods. Nothing can convince him to go into the caves with the characters or to help fight orcs. He's an old man and not a good fighter.

No matter what questions the characters ask, Jeffries should relate two pieces of the information to the characters:

- Orcs live in the cave, and an ogre leads them.
- There are magic potions and a magic axe hidden within the caves somewhere. The characters can keep the treasure if they defeat the orcs and their leader.

Examine the Creatures

Up close, the characters can see that the orcs wore tattered clothing and armor, and each orc carried a spear. The characters are free to take these things, but none of them are worth much. Each orc also has 5 gold coins in a pouch at its belt, however.

Look into the Cave

Read the following text to the players:

You can see a flickering light at the end of a long tunnel that leads into the cliff-face. The cave looks empty.

Enter the Cave

If the characters enter the cave, go to Area 2: Empty Cave.

2: EMPTY CAVE

This long tunnel has obviously been carved out of the earth long ago with tools. The Caves of Shadow, it appears, are not natural caves at all, but worked passages created years ago. The floors and walls are smoother and flatter than they would be in a natural cave.

The tunnel ends where an old torch has been mounted to the wall. Its lazy flame lights the area dimly. From here, you see one passage leading off to the left and another leading off to the right. You can't see much either way. From the left passage, you hear bestial grunting noises. From the right passage, you hear the faint dripping of water.

This room is just an empty intersection. The characters can take the torch from the wall if they want.

The main decision that the characters need to make is whether to go left or right. The choice is up to them. If they're eager to get into a fight, they may want to go toward the bestial noises that the orcs down the left passage are making. If the characters go to the left,



REGDAR

Human Fighter

Regdar is a champion of good, pledging his mighty sword to the cause of justice. He fights to cut down evil and to gain skill and experience for his crusade. Of all the weapons he has been trained to use, Regdar prefers a two-handed greatsword, even though it keeps him from protecting himself with a shield.

Regdar's job on an adventuring team is to kill the monsters and protect his teammates.

ACTIONS

Regdar may attempt any of the following types of actions. When he does, roll 3 dice and add or subtract the indicated bonus or penalty. The DM will tell you whether your total was high enough to succeed.

Attack:	+3 bonus	Climb:	+2 bonus
Jump:	+4 bonus	Knowledge:	-1 penalty
Open Lock:	-10 penalty	Push/Pull:	+2 bonus



MIALEE

Elf Wizard

Mialee discovered her magic powers when she was young, and she's been learning how to cast spells ever since. Her goal is to become a master wizard, so she's always eager to test her magic against enemies.

Elves are short, slender people who live in the woods. They're renowned for the arts of magic, sword-fighting, and song.

Mialee's job on an adventuring team is to cast her spells to support her teammates and help them deal with the monsters. As an elf, she's also a good shot with a bow.

ACTIONS

Mialee may attempt any of the following types of actions. When she does, roll 3 dice and add or subtract the indicated bonus or penalty. The DM will tell you whether your total was high enough to succeed.

Attack:	+1 bonus	Climb:	-1 penalty
Jump:	-1 penalty	Knowledge:	+2 bonus
Open Lock:	-10 penalty	Push/Pull:	-1 penalty

DAMAGE

1 die with bow

If the DM tells you that Mialee's bow hits, roll 1 die. That's how much damage the bow deals.

ARMOR CLASS

Armor Class: 12

If a foe attacks Mialee, it must roll a 12 or better to hit her.

HIT POINTS

○ ○ ○ ○ ○ ○

Mark off these boxes as Mialee suffers damage and wounds. Mialee dies if all the boxes are filled in.

SPELLS

Mialee can cast any one of these spells instead of attacking:

Magic Missile

This spell fires an energy arrow that automatically hits and deals 1 die of damage.

Mialee can cast this spell twice during the adventure. Mark off the spell each time Mialee casts it.

○ ○

Detect Magic

This spell allows Mialee to know when magic is nearby and whether any item she looks at is magical.

She can cast this spell twice during the adventure. Mark off the spell each time she casts it.

○ ○

STRATEGY

Mialee is not a strong combatant but she is very good at casting spells. This means that it's probably smart for her to stay behind the front lines and use her spells and bow. Mialee is the smartest member of the group.

DAMAGE

2 dice+2 with greatsword

If the DM tells you that Regdar's greatsword hits, roll 2 dice and add 2 to the result. That's how much damage the greatsword deals.

ARMOR CLASS

Armor Class: 14

If a foe attacks Regdar, it must roll a 14 or better to hit him.

HIT POINTS

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mark off these boxes as Regdar suffers damage and wounds. Regdar dies if all the boxes are filled in.

STRATEGY

Regdar is tough, and he deals mighty blows with his greatsword, so he should protect the other characters by going into danger first. Regdar is the strongest member of the group.



JOZAN

Human Cleric

Jozan is a loyal follower of Pelor, a mighty sun god devoted to the cause of good and justice. Pelor expects Jozan to serve him by fighting evil monsters wherever Jozan finds them. In return, Pelor grants Jozan the ability to cast powerful spells.

Jozan's job on the adventuring team is to heal his teammates with spells and help kill the monsters.

ACTIONS

Jozan may attempt any of the following types of actions. When he does, roll 3 dice and add or subtract the indicated bonus or penalty. The DM will tell you whether your total was high enough to succeed.

Attack:	+2 bonus	Climb:	+1 bonus
Jump:	+1 bonus	Knowledge:	+1 bonus
Open Lock:	-10 penalty	Push/Pull:	+1 bonus



LIDDA

Halfling Rogue

Lidda is a halfling. Halflings are about half as tall as humans, and they tend to be sneaky. Lidda is no exception.

Lidda's job on an adventuring team is to handle tricky things, such as locked doors or potential traps. In combat, she does well if she can make a sneak attack against her opponents.

ACTIONS

Lidda may attempt any of the following types of actions. When she does, roll 3 dice and add or subtract the indicated bonus or penalty. The DM will tell you whether your total was high enough to succeed.

Attack:	+1 bonus	Climb:	+3 bonus
Jump:	-1 penalty	Knowledge:	+0 bonus
Open Lock:	+4 bonus	Push/Pull:	+0 bonus

DAMAGE

1 die with short sword.

If the DM tells you that Lidda's short sword hits, roll 1 die. That's how much damage the short sword deals.

SNEAK ATTACK

One time during each fight Lidda can make a sneak attack that deals 2 dice of damage rather than just 1 die. When Lidda makes her sneak attack, she rolls 2 dice for damage.

ARMOR CLASS

Armor Class: 13

If a foe attacks Lidda, it must roll a 13 or better to hit her.

HIT POINTS

○ ○ ○ ○ ○ ○ ○ ○

Mark off these boxes as Lidda suffers damage and wounds. Lidda dies if all the boxes are filled in.

STRATEGY

Lidda is sneaky, so she can sneak ahead and look around. If Lidda rolls 3 dice and gets a 10 or better, she can see into a room without any foes seeing her. She can return to tell her friends what she sees. If she gets less than 10, she's spotted and her friends must rush up to help her fight the foes (unless there was no one in the room to begin with).

Lidda is the quickest member of the group.

DAMAGE

1 die+2 with mace

If the DM tells you that Jozan's mace hits, roll 1 die and add 2 to the result. That's how much damage the mace deals.

ARMOR CLASS

Armor Class: 14

If a foe attacks Jozan, it must roll a 14 or better to hit him.

HIT POINTS

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Mark off these boxes as Jozan suffers damage and wounds. Jozan dies if all the boxes are filled in.

SPELLS

Jozan can cast any one of these spells instead of attacking:

Cure Light Wounds

This spell restores hit points to anyone Jozan wishes. Erase all the marks inside the boxes on that character sheet.

Jozan can cast this spell twice during the adventure. Mark off the spell each time Jozan casts it.

○ ○

Bless

This spell adds 1 to their Attack bonus of each of Jozan's friends for one fight.

He can cast this spell twice during the adventure. Mark off the spell when he casts it.

○ ○

STRATEGY

Jozan is a strong combatant and can cast spells. He can run forward to attack his enemies or cast his spells to help others. Jozan is the wisest member of the group.

describe the connecting passage for them and go to Area 3: Guard Post. If they go to the right, go to Area 4: Crossing the Crevice.

3: GUARD POST

As you reach the end of the passage, you see into a room with a closed wooden door on the opposite wall. In the middle of the room are a small table and a few chairs. It looks like someone was eating here. Remnants of a nasty dinner remain on an iron plate on the table.

Standing near the table is an orc, its spear at the ready. A horrible, bristle-haired rat the size of a large dog sits next to the orc. Its yellow teeth glisten with saliva as it glares at you.

What do you do?

No matter what the characters do, this orc and his pet rat attack.

HANDLING THE FIGHT

Play through the combat by taking turns, just like before.

ATTACKS: When a character attacks a foe, the player rolls 3 dice and adds the Attack bonus indicated on her sheet. If a character attacks the orc, the player needs to roll a 13 or better to hit. But if a character attacks the rat, he needs 14 or better to hit it.

DAMAGE: Determine how much damage the character does by rolling the dice listed on the character sheet. Mark off the amount of damage from the hit points of the orc or rat, below.

HIT POINTS: The orc has 6 hit points, and the rat has 5 hit points. If the orc or rat loses all of its hit points, it is dead and can no longer act. When both Foes are dead, the battle is over.

Orc: ○ ○ ○ ○ ○ ○

Rat: ○ ○ ○ ○ ○

MAGIC: If a character casts a spell, follow the spell's instructions on the character sheet. Mialee and Jozan can cast a spell instead of attacking.

THE MONSTERS' TURN: When all the players have acted, it's the monsters' turn. First, pick a character for the orc to attack. Roll 3 dice and add

1. If the result is equal to or better than the Armor Class of the character the orc attacks, the orc hits. If it does, roll 1 die for damage. Have the player whose character was hit mark off the hit points. If a character loses all of his or her hit points, the character is dead and can no longer act.

Next, pick a character for the rat to attack. The rat is trained to attack a different character from the one attacked by the orc. Roll 3 dice. If the result is equal to or better than the Armor Class of the character it attacks, the rat hits. If it does, roll 1 die for the rat's damage.

DESCRIPTION: As you play through the battle, describe the action as if you were all watching a fantasy action movie.. Tell the players about the sneering, devious orc and the vicious, mangy rat with razor-sharp teeth.

After the fight is over, the characters have a few options.

Examine the Orc and the Rat

The orc has a spear and a small pouch containing 5 gold pieces. The rat has nothing, of course.

Check the Table

There's some half-eaten food on the plate. It's also obvious that the orc threw scraps on the floor for the rat. The whole scene is a little disgusting.

Check the Door

The door is made of sturdy wood. It's locked. Any character can attempt to pick the lock or bash down the door.

To pick the lock, a player should roll 3 dice and add the Open Lock bonus listed on her character sheet. If she gets a 15 or better, the lock opens with a click. Only Lidda has a chance to pick the lock.

If Lidda can't open the lock, the characters can attempt to push the door in. If a character tries to break the door down, have the player roll 3 dice and add the character's Push/Pull bonus listed on the character sheet. (Mialee should subtract her Push/Pull penalty instead.) If the result is 15 or better, the character smashes open the door. The characters can keep trying until they succeed.

Once the door is open and the characters move on, go to Area 7: Ogre's Den.

4. CROSSING THE CREVICE

This passage leads you into a large cave. This chamber is split down the middle by a wide crevice. At the crevice's narrowest point, it spans 10 feet. At one time, a rope bridge connected both sides of the 20-foot deep crack, but it now hangs down from this side, apparently cut from the other side.

The orcs in room 5 cut the rope bridge to keep the players from getting across. This is a defensive strategy that they take whenever the caves are attacked. The characters need to come up with their own way to get across. Some options are listed below.

Jump Across

To leap over the crevice, a player rolls 3 dice and adds the Jump bonus listed on the character sheet. (Mialee and Lidda should subtract the Jump penalty instead.) If the player's total is 14 or better, the character gets across. If the total is less than 14, the character falls and takes damage. Roll 1 die and mark off that many hit points on the character's sheet.

Climb Down, Then Up

To climb safely, a player rolls 3 dice and adds the Climb bonus listed on the character sheet. (Mialee subtracts her Climb penalty instead.) If the player's total is 12 or better, the character climbs down own side and up the next successfully. If the total is less than 12, the character falls and takes damage. Roll 1 die and mark off that many hit points on the character's sheet.

Fix the Bridge

If one character climbs down (as described above), grabs the end of the rope bridge, and carries it up the other side, he can tie it off. Other characters can then cross safely and easily.

FALLING: Characters who fall into the crevice need to score 12 or better on Climb checks to get out of the crevice. Once the characters are all across the chasm, they can proceed to Area 5: Orc Lair.

5. ORC LAIR

This dimly-lit, smelly cave is obviously the orcs' sleeping quarters. Five beds are on the floor. On two of the beds, orcs are sleeping. Another orc is awake and ready for you. It holds a knife in its hand.

What do you do?

In this fight, the orc with the knife attacks the characters, but it also yells for its sleeping comrades to wake up and help in the fight. After the characters have each had two turns in the fight, the other orcs wake up, grab their spears, and attack.

HANDLING THE FIGHT

Proceed through the combat by taking turns, just like before. Remember that the sleeping orcs don't attack until after every character has acted twice.

ATTACKS: When a character attacks an orc, the player rolls 3 dice and adds the Attack bonus indicated on his or her sheet. If the player gets a 13 or better, he or she hits the orc.

DAMAGE: Determine how much damage the character deals by rolling the dice indicated on the character sheet. Mark off the damage from the orc's hit points below. If an orc loses all its hit points, it is dead and can no longer act. When all orcs are dead, the battle is over.

Orc with knife: ○ ○ ○ ○ ○ ○

Sleeping Orc #1: ○ ○ ○ ○ ○ ○

Sleeping Orc #2: ○ ○ ○ ○ ○ ○

MAGIC: If a character casts a spell, follow the spell's instructions on the character sheet. Mialee and Jozan can cast a spell instead of attacking.

THE ORCS' TURN: When all the players have acted, it's the orcs' turn. First, pick a character for each awake orc to attack (each orc should attack a different character). For each orc, roll 3 dice and add 1 to the result. If the orc's total is equal to or better than the Armor Class of the character it attacks, the orc hits. If it does, roll 1 die for damage. Have the player whose character was hit mark off the number of hit points inflicted on the character.

DESCRIPTION: As you play through the battle, describe the action. Tell the players about the startled orcs stabbing with their sharp spears or slashing with a knife.

Once the fight is over, the characters have options to choose from again.

Examine the Orcs

These orcs have nothing other than their weapons.

Search the Beds and the Garbage in the Room

The contents of this room are disgusting. Anyone examining the room learns only that orcs are foul creatures. But if a player states that their character looks under the beds, the character finds a small golden statue of an orc. The characters can sell the statue at a nearby village for 20 gold pieces.

Examine the Door on the Opposite Wall

The door is made of sturdy wood and is locked. A player can try to pick the lock by rolling 3 dice and adding her character's Open Lock bonus. If she gets a 15 or better, the lock opens with a click. Only Lidda has a realistic chance to pick the lock.

If Lidda can't open the lock, the characters can attempt to break the door down. To break the door down, a player rolls 3 dice and adds the character's Push/Pull bonus listed on the character sheet. (Miale should subtract her Push/Pull penalty instead.) If the total is 15 or better, the character smashes open the door. The characters can keep trying until they succeed.

Once they open the door, the character can proceed to Area 6: Storeroom.

6. STOREROOM

This room is dark. If they enter, the characters must take a lit torch (perhaps from the wall in Orc Lair) with them to see. Once they can see, read the following to them:

This appears to be a storage room. The only exit is the door you came through. Inside, you see four wooden crates in the middle of the room. There's also a wooden barrel with metal bindings against the nearest wall, an iron box against the far wall, a sack sitting on a shelf on the right wall, and a wooden cart in the far corner.

Do you wish to examine anything here, or would you like to move on?

There's plenty to search here. The players could choose to have their characters take any of the following actions.

Search the Crates

The crates contain a 50-foot coil of rope, two empty sacks, clothing, unused torches, and some bread, cheese, and dried meat.

The characters can take the contents of the crates if they want. A character who examines the crates finds a crossbow and 10 crossbow bolts (small arrows designed for crossbows). Any character can use this weapon to attack monsters. If a character uses the crossbow, she deals 1 die of damage when using it, instead of whatever damage is listed on the character sheet.

Look in the Barrel

The barrel is filled with water. The water is normal in every way, but the players don't know that until the characters test it.

Open the Box

Inside the box are 3 green flasks stuffed amid straw padding. Blue liquid fills one flask, while the second has green fluid and the third has orange fluid.

Each flask contains a magic potion, but don't tell the players that right away! If Miale casts detect magic the spell tells her the fluid is magical. A character looking at the potions can examine them closely. Have the player roll 3 dice and add the character's Knowledge bonus. (Regdar subtracts his Knowledge penalty instead.) If the result is 14 or better, the character recognizes the potion as magical and knows what it does.

A character that drinks a potion without knowing what it is still gains its benefits.

- The blue potion heals a wounded character. Roll 1 dice, and remove that many points of damage marked off from that character's hit point boxes earlier in the adventure.
- The green potion makes a character stronger. If a character drinks this potion, add 1 to the character's Attack bonus and add 1 to the damage listed on his character sheet. The potion lasts for the rest of the adventure.
- The orange potion protects a character, making her skin strong like steel. Add 2 to the Armor Class of the character who drinks the potion. This potion lasts for the rest of the adventure.

Look in the Sack

The sack is filled with gold pieces. If a character investigates it, he finds 50 gold pieces in the sack.

Check out the Cart

If anyone tells you that she looks at the cart, she finds a greatsword strapped underneath it. The huge sword looks too heavy for the orcs to use. If Regdar uses the greatsword in a fight, he adds 1 bonus to his Attack bonus and adds 1 to the damage listed on his character sheet, increasing those scores to a +4 Attack bonus and a damage of 2 dice + 3. The greatsword is too heavy for the other characters to use.

Once the characters are done here, they should decide what to do next. If they haven't been to guard post (Area 3) or ogre's den (Area 7), they need to backtrack to empty cave (Area 2) and proceed from there. What they found in this room will help them as they take on those challenges.

If they've already been to the guard post and the ogre's den and defeated the ogre, then this room is the last part of the adventure. The potions and sword are their reward for defeating the evil of the Caves of Shadow.

7. OGRE'S DEN

Once past the door from guard post (Area 3), read the following text to the players:

You stand on a ledge, looking down into a large, dimly-lit cave. A staircase cut into the rock leads down to the main level of this chamber. Below you, you see a huge, brutish creature talking with an orc. The larger creature is no orc, although it is humanoid in shape. It stands 8 feet tall and has long, black hair. It clutches a massive axe in its meaty hands.

The figures in the room are Jezer the Ogre, leader of the orcs, and his orc bodyguard. If the characters stand on the ledge and look down, Jezer and the orc do not see them as long as they stay off the steps. The characters are free to look into this room and back away without drawing any attention to themselves. If the characters still haven't found the sword and potions Jeffries told them about, they might be better off going to storeroom (Area 6) before taking on the ogre. Jezer the ogre is very tough. Nevertheless, let the players decide for themselves what the characters do.

Sneak Away

If the characters haven't attacked or attracted the monsters' attention by talking, they can escape easily and safely.

Go Down to the Lower Level

Characters can run down the stairs and attack the ogre and orc. Characters could also jump down. To jump down, a player rolls 3 dice and adds the character's Jump bonus. (Mialee and Lidda should subtract the Jump penalty instead.) If the total is 13 or better, the character jumps safely and can attack. If the total is less than 13, the character falls badly. Roll 1 die and have the player mark off that many hit points on his character sheet.

Attack From the Ledge

Mialee can use her bow to fire from the ledge, and any character who has the crossbow from the storeroom can do likewise. Mialee can also cast a magic missile spell from atop the ledge. Characters using other weapons (such as Regdar's greatsword, Jozan's mace, or Lidda's short sword) must go down to the lower level to attack.

If characters attack from the ledge and no one goes down to where the ogre and the orc are, the monsters come up to the ledge and fight.

The Monsters Come Upstairs

If the characters do not go down to the lower level but do something to attract the attention of the ogre and orc, the monsters come up to the ledge to attack them.

Push Someone Off the Ledge

If the fight occurs on the ledge, a character can attempt to push a foe off the ledge. Pushing a foe is a two-step process. First, a player rolls 3 dice and add the character's Attack bonus. If he hits, he deals damage just like a normal attack.

If the attack succeeded, the player rolls 3 dice again, this time adding the character's Push/Pull bonus. (Mialee subtracts her Push/Pull penalty instead.) If the total is 15 or better, the character pushes the foe off the ledge. Roll 1 die and mark off that many hit points from the monster's total.

If still alive, the orc and ogre come back up to the ledge to fight some more.

HANDLING THE FIGHT

Proceed through the combat by taking turns, just like before.

ATTACKS: When a character attacks an foe, the player rolls 3 dice and adds the Attack bonus indicated on her sheet. If the player gets a 13 or better, she hits the orc. If a character attacks Jezer the ogre, she needs a total of 14 to hit it.

DAMAGE: Determine how much damage the character deals by rolling the dice indicated on the character sheet. Mark off the damage from the ogre's or orc's hit points below. If the ogre or orc loses all its hit points, it is dead and can no longer act. When the ogre and orc are dead, the battle is over.

Ogre : ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○ ○

Orc: ○ ○ ○ ○ ○ ○

MAGIC: If a character casts a spell, follow the spell's instructions on the character sheet. Mialee and Jozan can cast a spell instead of attacking.

THE MONSTERS' TURN: When all the players have acted, it's the orc's and ogre's turn. First, pick a character for the orc to attack. The orc picks a character on the lower level unless all the characters are on the ledge. Roll 3 dice and add 1. If the orc's result is equal to or better than the Armor Class of the character it attacks, the orc hits. If it does, roll 1 die for damage. Have the player whose character was hit mark off the number of hit points inflicted on the character. If a character loses all of his or her hit points, the character is dead and can no longer act.

Next, pick a character for the ogre to attack. The ogre chooses a different character than the one chosen by the orc. The ogre also prefers characters on the lower level, if any are available. Roll 3 dice and add 5. If the ogre's result is equal to or better than the Armor Class of the character it attacks, the ogre hits. Roll 2 dice for the ogre's damage.

DESCRIPTION: As you play through the battle, describe the action as you have in previous fights. This is the titanic battle with the biggest monster in the adventure, so make it dramatic. Describe the sneering, devious orc and the huge, vile-smelling ogre as they attempt to defeat the valiant heroes.

After the fight, the characters can choose from any of the actions described below.

Check the Orc

Aside from its spear, the orc has a small pouch on its belt that holds 8 gold pieces.

Examine the Ogre

Jezer the ogre has a massive axe, some befouled armor made of animal hides, and a large gem hung around his neck on a chain. This necklace, if taken back to a nearby village, can be sold for 50 gold pieces.

Search the Rest of the Room

A character looking around the cave finds a large bed where Jezer sleeps. Under the bed is a small bag with 20 gold coins in it.

Congratulate the players on defeating the evil of the Caves of Shadow!

NOW WHAT?

The *DUNGEONS & DRAGONS® Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual* let you create your own characters and adventures.

Look for them at a book or hobby store near you, or check out www.wizards.com/dnd.

Find Yourself. Somewhere Else.

The Caves of Shadow game is only the beginning. In the DUNGEONS & DRAGONS® *Adventure Game*, your heroes will carry more spells and magical weapons into battle against villainous creatures. The only limitations of the game is your imagination.



Look for the DUNGEONS & DRAGONS® *Adventure Game* at a book or hobby store near you, or go to wizards.com/dnd.

U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



B0002181

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

Dungeons & Dragons and the Wizards of the Coast logo are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors.

Distributed in the United States to the book trade by St. Martin's Press.

Distributed in Canada to the book trade by Fern Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

©2000 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com