

in darkest day



in darkest day—a fifth edition adventure

in darkest day

Author

Dave McAlister

Editor

Jude McAlister

Art

Dave Zajac (Swordfin Games),

Lord Zsezse Works,

Peter Szabo Gabor,

The Forge Studios

Dave McAlister

Cartography



5th Edition Fantasy Logo used with permission of Fat Goblin Games



www.DnD5e.info

© Fortiter Games 2018. All Rights Reserved.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

In Darkest Day Copyright 2018, Fortiter Games; Author Dave McAlister

introduction

In Darkest Day is a 5th Edition adventure for a group of 1st-level characters. It is intended as a short side trek in an ongoing campaign and should provide for a session's worth of play.

Statistics for the adversaries described in the keyed encounters are listed at the back.

background

Ralf Ragnarsson, a cleric of a death deity, has been studying an ancient text that describes a powerful ritual in which a maiden must be sacrificed while the “sun is black” on the day after her betrothal. After months of waiting for the right time, he has been able to set his plan in motion. He intends on marrying the daughter of an impoverished farmer, having paid an impressive dowry, and carrying her off in the night to an area he has previously prepared to carry out the sacrifice.

setup

While travelling along the road, the heroes rest for the night in a nearby village. The village they have stopped at is coming to the end of a wedding feast and the heroes are treated as guests and offered all the hospitalities available.

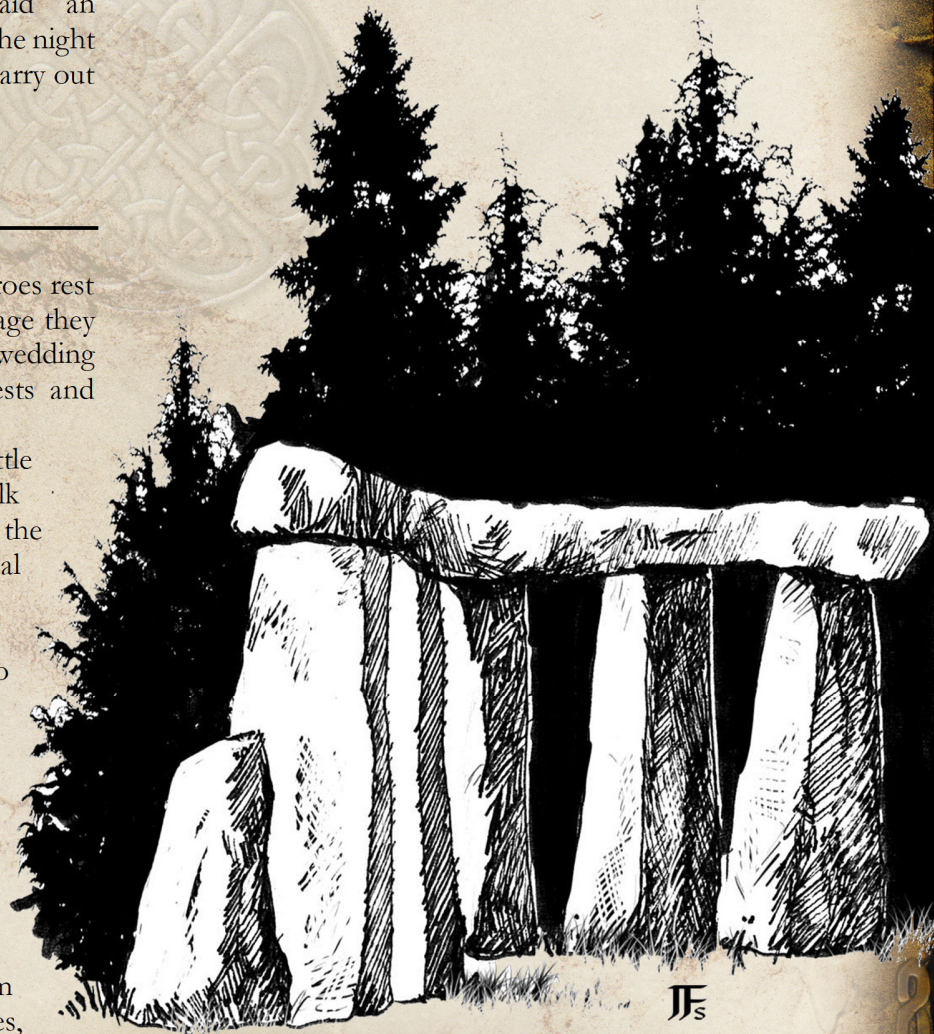
It is obvious to all that this village is a little run-down. However, this doesn't stop folk enjoying themselves and celebrating the wedding of Enid, eldest daughter of a local farmer Gildas, to Ralf Ragnarsson.

The revelry continues long into the night and the heroes are encouraged to partake in many feats and games on offer (which include, but are not limited to, drinking games, feats of strength, songs and poetry, and minor “magic” tricks (sleight-of-hand rather than true magic)).

The heroes are also introduced to both Enid and Ralf. Enid is a plain looking girl of 18 bursting with happiness. She never takes her eyes from her beloved and scarcely looks at the heroes,

except to offer the slightest hint of hospitality (for which her father profusely apologises). Ralf, on the other hand, is a young man in his mid-20s. He would be considered handsome were it not for his pasty white skin—it is obvious that he is not a man used to working under the sun in the fields. A jovial young man, Ralf happily talks with the heroes for a short while, asking about their journey and past exploits before making his excuses and returning to his new bride as they are escorted to their bridal “chamber.”

The next morning sees everyone awaken, some with slightly heavier heads than others but otherwise none the worse for wear. As the heroes shake the cobwebs from their minds a scream pierces the air—it is coming from Gildas' home. Upon investigation the heroes find Gildas frantic with worry and obvious tracks through the morning dew into a nearby wood. Gildas asks that the heroes follow the tracks and try to find out



what has happened to his daughter and her husband.

into the woods

Ralf has a head start on the heroes but tracking him isn't difficult as he is carrying Enid. His tracks take a direct route into the wood and as the heroes enter, they start to notice that the sky is darker than usual for this time of year. Looking up they can see that something is moving across the sun. A DC 15 Wisdom (Religion) or Wisdom (Survival) roll (clerics of moon deities can have advantage on the former roll) determines that this is a solar eclipse and it will reach its zenith in a couple of hours.

the stones

After a couple of hours trekking through the wood, and with the sky almost black, the heroes come across a series of standing stones. As they arrive they see Ralf who is now bedecked in the robes and holy symbol of his deity and surrounded by zombies (1 per hero). Before him, in the middle of a stone circle, is Enid, staked out into the ground. Ralf laughs as the heroes approach, chiding them for taking so long: "At last, I couldn't finish until you were here!"

It was part of Ralf's plan for the heroes to be here as well. This is because the ritual requires the blood of those who have killed in addition to the blood of a maiden.

Ralf will command the zombies to attack while he continues the ritual. Should the heroes defeat the zombies, or attempt disrupt the ritual, Ralf will defend himself at the expense of completing the ritual immediately.

The exact nature of the ritual's effect should the heroes fail is left to individual DMs to decide as best suits their campaign.

Ralf Ragnarsson, acolyte

Medium humanoid (human), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	14	11
(+0)	(+0)	(+0)	(+0)	(+2)	(+0)

Skills Medicine +4, Religion +2

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st-level (3 slots): *bless, cure wounds, sanctuary*

actions

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

treasure

Wand of Animate Dead (see below), chain shirt, club, 3d8gp

zombies

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13	6	16	3	6	5
(+1)	(-2)	(+3)	(-4)	(-2)	(-3)

Saving Throws Wis +0

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

wand of animate dead

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *animate dead* spell from it.

