

# ARMY of WINTER

12+ 30 min 3-4

## OVERVIEW

In ages past the dark necromancer Vorl was exiled from the land, becoming simply a story told to frighten children. Elders of the remote community of Svard-ilk however, are convinced there is an imminent threat. They deeply believe in his prophesized return with his undead Army of Winter.

You have been hired to patrol their borders and have sighted two skeletal warrior scouts. You must destroy them here before they can report back. You are all that stands in the way of Svard-ilk and certain destruction.

# 1

**ONE-SHOT MISSION:** The scouts may be dead, you may hear the rattle of bones as they walk, but that does not mean they are easy prey. They are powered by the dark magics of their king. They are weak against fire and you luckily have one such talent among you. Protect your sorcerer, for they may be all that stands in the way of certain death for you all and for Svard-ilk.

**PLAY:** Designate one player to be the Game Master (GM), they will control the skeletons and parameters of the game. Players can create Level 1 characters for this Level 1 adventure or use pre-generated characters. Printable character cards available with this download. This game is compatible with the rules of your favourite dungeon crawling role playing game.

## CREATURES

### SKELETONS: MEDIUM EVIL UNDEAD

Skeletons are rather stupid, and are bad at strategy. They require the direction of their dark master. Left to their own devices they tend to rush in with no regard to their own safety. They are incapable of speech, but understand it. They can see in the dark quite well. As minions, they are easy to replace as most enemies have one inside them.

10 STR +0  
14 DEX +2  
15 CON +2  
6 INT -2  
8 WIS -1  
5 CHA -3

INIT

HP 13 +4 AC 13 (armor scraps)

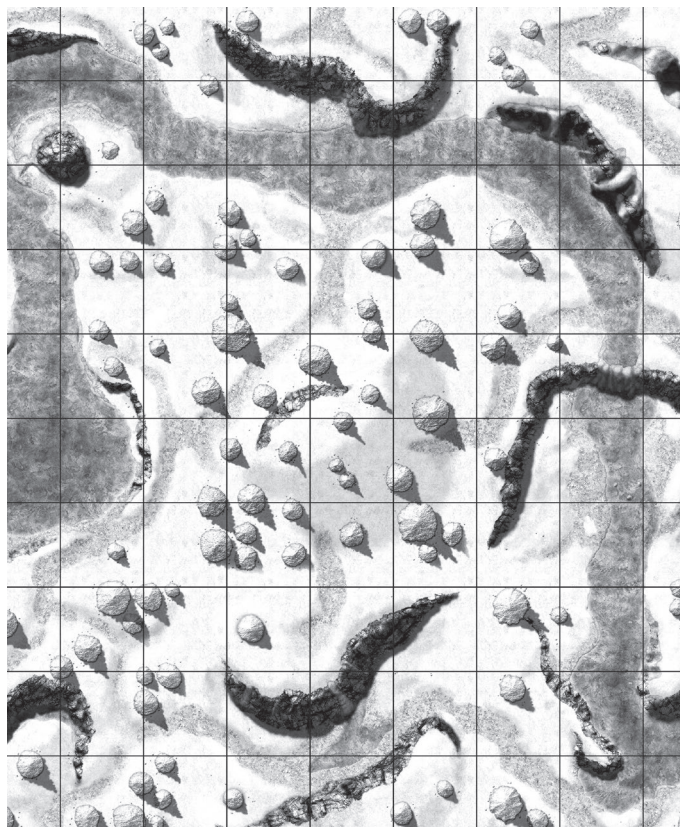
Speed 30 ft

**SHORTSWORD**  
**Piercing**  
MELEE (5 ft)

+4  
 +2

**SHORTBOW**  
**Piercing**  
RANGED (80 ft)

+4  
 +2



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# REFERENCE TABLE



	<p>Six Abilities provide a quick description of every creature's physical and mental characteristics: <b>Strength (STR)</b>, measuring physical power, <b>Dexterity (DEX)</b>, measuring agility, <b>Constitution (CON)</b>, measuring endurance, <b>Intelligence (INT)</b>, measuring reasoning and memory, <b>Wisdom (WIS)</b>, measuring perception and insight, and <b>Charisma (CHA)</b>, measuring force of personality. These statistics are each associated with a number in a square and a <i>modifier</i> in the circle below. The DEX modifier is also your initiative modifier (see below).</p>
	<p><b>Armour Class (AC)</b> Armor protects its wearer from attacks. The AC number represents how difficult it is to do damage to you. Wearing additional or better armor or using a shield can increase your AC.</p>
	<p><b>Hit Points (HP)</b> Hit points (HP) are used to specify the amount of damage a character can withstand before it is defeated. As you take damage the hit points number is reduced.</p>
	<p><b>Level Indicator</b> This indicates the level of a character, monster, creature, or spell (if used).</p>
	<p><b>Passive Perception</b> Perception is a skill based on Wisdom. <i>Passive</i> perception represents your natural ability to spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.</p>
	<p><b>Hit-point Dice (HD)</b> Hit-point dice determines your starting Hit Points (HP) and HP when levelling up. It is also used to heal after a rest.</p>
	<p><b>Initiative Modifier</b> Before the first round of combat in an encounter, all players and creatures roll to determine initiative (who goes first). The Initiative modifier is added to the number rolled to determine a player or creature's place in the combat order.</p>
	<p><b>Movement</b> Every character and monster has a speed of movement, which is the distance in feet that they can walk in 1 round. Running, jumping, climbing, etc. may require additional ability checks. A standard movement space on a map (roughly a 1" square or hex) is five feet. Five spaces is 25 feet.</p>
	<p><b>Languages</b> Level 1 characters usually know at least two languages. Use these to communicate with creatures and other players. Check your character sheet.</p>
	<p><b>Proficiency/Abilities</b> There is a specific sets of skills that a character or a creature can be proficient in. A proficiency bonus is used on Ability Checks, Saving Throws, and Attack Rolls. For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, or to stay hidden. Some characters have specific abilities given to them by way of their class or species, etc. You can find more information on using proficiencies and abilities in your RPG rule book.</p>
	<p><b>Attack</b> An attack roll determines if you hit a target, but not the damage you do. To attack, roll the dice indicated next to the attack icon and add the modifier number. For example,  +5 tells you to attack by rolling a D20 die and then add five to the number rolled, and if the number is bigger than the enemy AC, you hit them.</p>
	<p><b>Damage Dealt</b> This icon indicates the damage you will do to your target when you hit them with your attack, weapon or spell. You do not roll for damage unless you succeed in your attack roll. To do damage, roll the dice indicated next to the damage icon and add the modifier number. For example,  +3 tells you to roll a D8 die and then add three to the number rolled, this number is deducted from the HP of the creature you hit.</p>
	<p><b>Poison</b> This icon indicates the damage you will do to your target with poison. Perhaps you hit a creature with a poisoned dart or dagger. To do poison damage, roll the dice indicated next to the poison icon. For example,  POISON tells you to roll a D4 die. This poison damage is deducted from the creature's HP on each turn for the duration of combat, or until the creature is healed. More detailed rules for types of poisons, etc. can be found in your RPG rule book.</p>