

DGS40 Infiltrating Dark

By Dan Hass



An orc concerned about her community presents an opportunity for adventurers. Can heroes execute a raid into Gehenna to thwart the diabolical plans of evil agent? A Dungeons & Dragons® 5th Edition adventure for 1–8 10th to 12th level characters (optimized for 11th level characters).

Contents

Adventure Summary.....	2
Preparing the Adventure.....	2
Running the Adventuring Days.....	2
Shargaas' Vault.....	3
Infiltrating Dark.....	4
Infiltrating Dark Notes.....	5
Orc Culture.....	5
Shargaas' Strongholds.....	5
Placement in a Campaign.....	5
That's a lot of Shadows.....	5
Consequences.....	5
Treasure.....	5
Appendix 1: NPCs.....	6
Burzog, Orc Influencer.....	6

Credits:

Editor: Brandon Twyford

Cover Art: Fernando Olmedo

You can join the Dimgaard community (get additional content, contribute to the campaign, play in Dimgaard games, etc.) at dimgaard.com. There is also a Patreon (patreon.com/Dimgaard). You can also find volumes of Dimgaard modules and supplements on kickstarter.com and indiegogo.com by searching for "Dimgaard" from the main pages.

DGS40 Infiltrating Dark
By Dan Hass

PREVIEW

Adventure Summary

DGS40 Infiltrating Dark is a Dungeons & Dragons® 5th Edition adventure designed for 1–8 10th to 12th level characters. It requires a *Player's Handbook*® (*PHB*), a *Monster Manual*® (*MM*), and a *Dungeon Master's Guide*® (*DMG*).

The encounters include scaling for 1–8 characters; parties of 1 or 2 PCs and 7 or 8 PCs are fringe circumstances that may play oddly. Ideally a party will be 3–6 PCs.

A digital map is available on imgur.com.

Campaign Choice

DGS40 Infiltrating Dark is designed according to Dimgaard principles (**low prep time, strong themes, smooth presentation, highly scalable**), and is strongly influenced by the Dimgaard campaign. The Dimgaard campaign guide can be found free at dimgaard.com. However, with some adaptation, other settings can use the adventuring days.

Preparing the Adventure

It is always a good idea for the DM to read through an adventure before running it. The adventuring days presented are no different.

Depending on the inclinations of the players and the DM, the adventuring days can be run with a lot of interaction between the PCs and the NPCs, or a little, and the content deliberately gives *just enough* information about NPCs to move the plot along. This leaves flexibility for the DM to individualize these interactions to their campaign. It makes things smoother if the DM spends a few minutes deciding how they will deliver the NPCs' interactions. Some DMs revel in the opportunity to assume the personas of multiple NPCs over the course of a session while others prefer a summary approach. The decision is a matter of style and showmanship. Similarly, many players look forward to opportunities to interact "in character" while others prefer to summarize. Neither approach is "correct"; both are valid ways to collaboratively build a story, but the DM should try to anticipate their players' preferences (and decide their own) and prepare accordingly.

A battlemat or dungeon tiles may be helpful, but not necessary.

Parties of a Different Level

While the adventure is optimized for a party of 11th level characters, using the encounter building process from XGE 88–90, it is appropriate to present it to parties of both 10th and 12th level characters.

Running the Adventuring Days

Each adventuring day is composed of 6–8 encounters and hazards (which is an adaptation of a trap to meet the definition of an encounter). An encounter is "something significant that happens" (on average an encounter should take 20–40 minutes of game time). Generally, these will fall into three categories: roleplaying, combat, or hazards. Sometimes a combat encounter may evolve into a roleplaying encounter when misunderstandings, mistaken identities, or action based on false assumptions are corrected, thus ending the violence. Other times conversations, interrogations, or negotiations erupt in violence, changing a roleplaying encounter into a combat encounter.

Hazards almost always impose a "hit point tax" with possible lingering effects. They are expected to be brief but notable events that resolve in a few minutes without extensive roleplaying or entering initiative. Often, PCs will want to enter initiative or otherwise expand a hazard beyond the fast-moving event it is presented as. While the DM may indulge these desires, it is counter to the purpose and design of hazards. Hazards are presented as they are to consume the necessary PC resources to fulfill the expectations of the adventuring day in a three- to four-hour session.

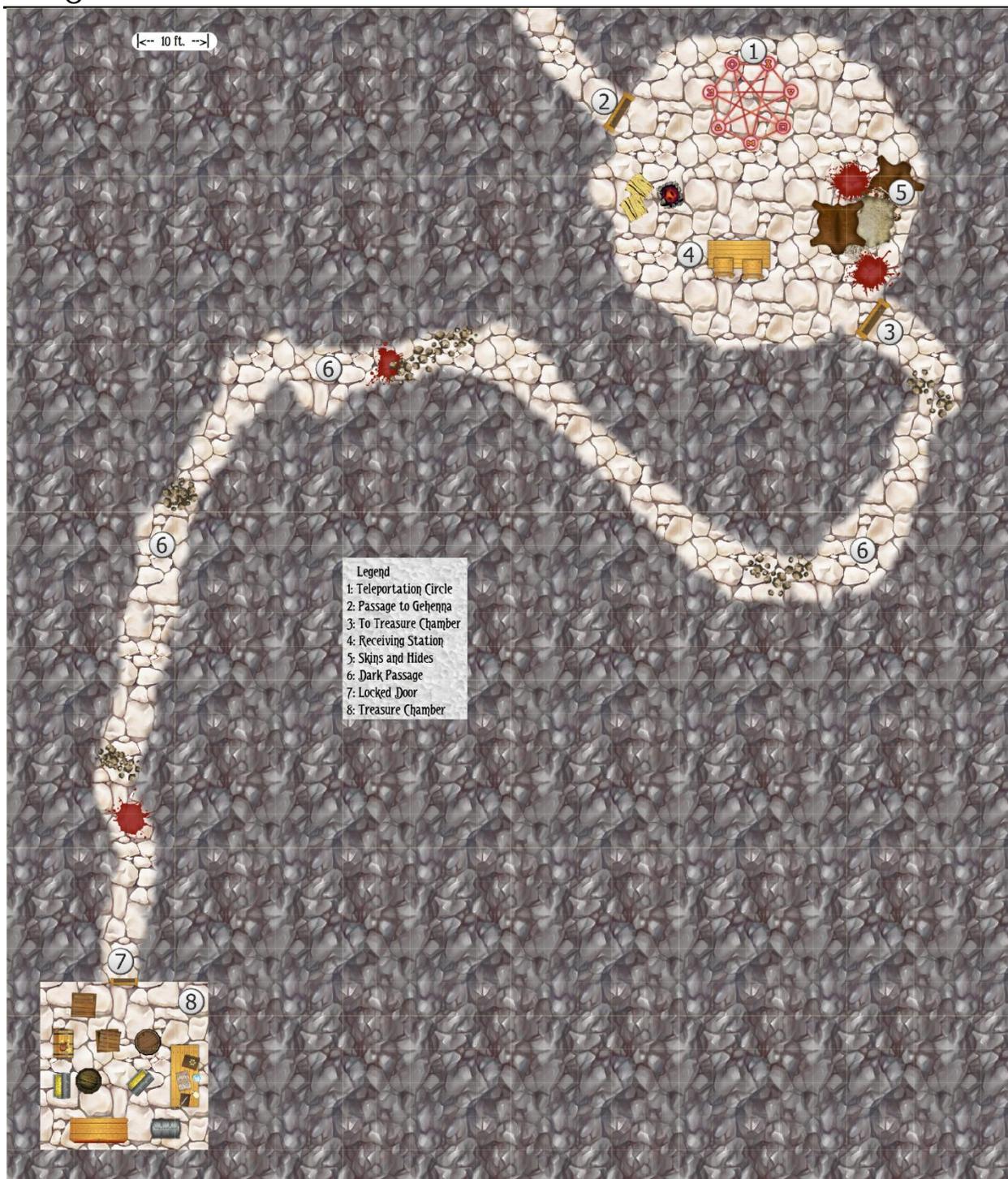
Rests

The PCs are expected to complete 6+ medium or hard combat encounters without taking a long rest. Short rests should be limited since many PCs' resources recharge on a short rest. Each adventuring day begins with the PCs completing a long rest, and PCs can benefit from only one long rest in a 24-hour period (*PHB* 186). The adventuring days as presented should preclude a long rest—either because a key event occurs or the nature of the activity won't allow for a long rest.

PREVIEW

DGS40 Infiltrating Dark By Dan Hass

Shargaas' Vault



- Legend**
- 1: Teleportation Circle
 - 2: Passage to Gehenna
 - 3: To Treasure Chamber
 - 4: Receiving Station
 - 5: Skins and Hides
 - 6: Dark Passage
 - 7: Locked Door
 - 8: Treasure Chamber