

Twelve Detailed Foes for *Four Against Darkness*
for characters of all levels

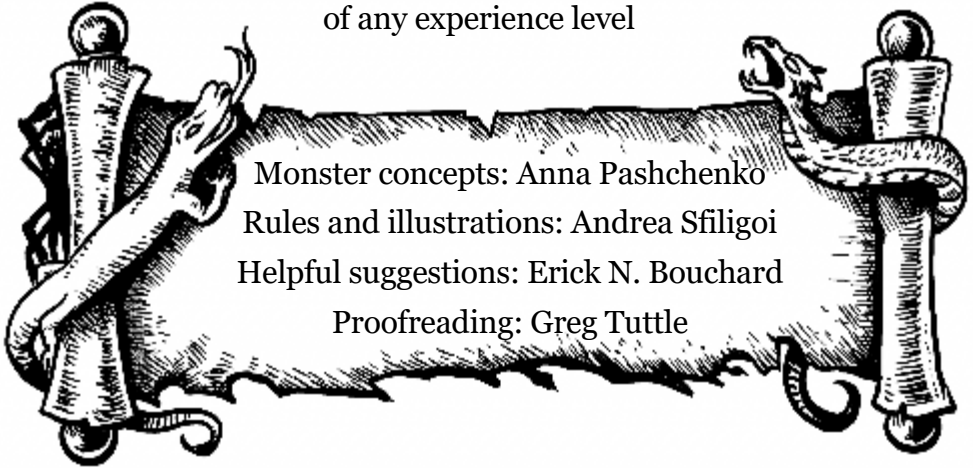
The Dreadful Dozen



by Anna Pashchenko and Andrea Sfiligoi

The Dreadful Dozen

Twelve Detailed Monsters for *Four Against Darkness*, for characters of any experience level



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Introduction

This book describes *unusual* monsters that you haven't seen anywhere else. Each monster in this book has an illustration, a background story, a detailed description of its abilities, and Story Hooks that will tell you how to use it in your games. If this book is well received, we will publish other volumes in the *Dreadful Dozen* series.

Unique Creatures

If a creature is labelled as Unique, it may be encountered only once in the campaign. If that creature is killed, you may no longer encounter it. Of course, if you start a new campaign, you may decide to use it again, as if the events in the previous campaign did not happen. You may also decide that the new campaign is a direct continuation of your previous games.

If you design your own random tables for encounters and include Unique monsters in these tables, remember to remove them, replacing them with some other creature, when they are killed.

Legacy Creatures

If a creature is labelled as Legacy, it may be encountered multiple times until it is killed (or may even decide to hunt down the party,

chasing your party and reappearing multiple times as a final boss). Every time you encounter a Legacy creature after the first time, increase its level and its life points by 1.

A creature may have the Unique and Legacy labels at the same time. It will display its Legacy abilities while it is alive, but once killed, as it is Unique, it will no longer appear in the campaign.

Highest Class Level

Some monsters described in this book use the HCL formula. HCL simply means Highest Class Level. You use the highest level currently present in your party as a number in a formula to calculate the level or life points of a creature or the level of a save.

For example, if you meet a creature whose life point total is $HCL+3$, it means it has a number of life points equal to your characters' highest level +3. So, for example, if your party's highest level is your L8 rogue, the monster will have $(8+3)=11$ life.

HCL is calculated at the moment the monster is encountered, but once calculated it remains the same even if met again during the adventure. If your L8 rogue dies,

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and the next highest character level is 6, the monster's level and life continue to be calculated using the rogue's Level of 8, but another, non-Unique monster of the same type would use L6 as HCL.

Mundane Attacks

If a rule mentions "mundane" attacks, it means "non-magical". Any weapon or attack type that is not magical is mundane. Unless otherwise mentioned, unarmed attacks by supernatural classes (e.g., the succubus) are mundane. Spells are NOT mundane – they are magical, even if the character can cast a spell through divine powers or a natural ability.

Treasure Appropriate to Experience Tier

When the rules mention you can roll on any treasure table appropriate to your party's tier, it means you can choose a treasure table from any book that is recommended for your character's level. For example, if your party is L5 to L9, you may use the treasure tables from *Four Against the Abyss* (levels 5-9).

Reaction Tables

The monsters in the book have their own reaction tables that override the reactions normally found in *Four Against Darkness*.

Even when they are met as Final Bosses, you may chose to roll for reactions and use the result from their table, without assuming they will fight to the death because they are Final Bosses.

Anya of Kolomak

Anya is a young theratologist from the villlage of Kolomak in Northern Kardalok. Kolomak has been plagued by several monstrous creatures and this has prompted its inhabitants to study these unusual foes. Anya's father, Nikos, was a scholar who specialized in the behavior and weaknesses of lesser known beasts. Nikos disappeared while investigating some creatures sighted in a forest. Today Anya continues her father's tradition. She managed to turn it into a well-paid profession. Anya publishes the *Beast Bulletin*, an irregular publication aimed at professional adventurers that describes newly-discovered or rarely encountered creatures and suggests ways to deal with them.

Initially, when Anya stepped in and continued her father's profession, she was met with distrust and disbelief, but with just a few issues of the *Beast Bulletin* the 25-year old scholar has more than proven that she's able to continue her father's legacy.

Subscribing to the Beast Bulletin

A party may have a subscription to the Beast Bulletin by paying 15 gp per month or 10 gp if the party belongs to an adventurers' guild. If you play standard random dungeons, assume you have one dungeon exploration per week, so you must pay for your Beast Bulletin subscription once every 4 adventures.

The Bulletin is printed on paper, papyrus, or parchment, depending on location and locally available materials. In Kardalok it is printed using a sophisticated wood-block press system on handmade paper done from linen rags, withened with bleach and made bleedproof with rabbit glue. This papermaking and printing process has been invented by gnome engineers and has been in use for less than 45 years. The printed bulletin is delivered by messengers or through the network of Scholars' Academies. The Sphylis's School of Sorcery also distributes it and pays for local printing, paying a small royalty to Anya for every copy sold. Information about the rarest creatures detailed in the Beast Bulletin is not a strict requirement for would-be wizards, but it is a welcome addition to a student's array of knowledge.

All party members who can read are supposed to study the Beast Bulletin, or you can imagine that a well-read member of the party reads it carefully and explains all the details to others in their off hours. You **MUST** have at least one character who is able to read; a party of trolls and barbarians would not be able to use the Bulletin.

While the subscription is active, any party member may, at any moment, spend 2 Clues to reveal a specific monster's Beast Secret and act accordingly. Do not read the Beast Secrets if you do not have an active subscription and spend 2 Clues.

Characters without a subscription to the Beast Bulletin may reveal Beast Secrets by spending 4 Clues.

Unlike normal Secrets described in *Four Against Darkness* and other books, Beast Secrets represent specific knowledge about a specific creature and **do not give an XP roll** to the character.

The standard "weakness of a monster" Secret from *Four Against Darkness* and other books may NOT be used against monsters detailed in this publication. Only Beast Secrets may be used against monsters detailed in this book and in future volumes of *Dreadful Dozen*.

Tavshan, Zombie-Wereshark Hareman



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Background

Tavshan was a strong and reliable hare folk soldier from An-Mor. He was also a member of the White Eagles mercenary company. For these qualities and his fighting skills, he was tasked by his general to carry a chest containing gold and several important military documents over the sea to Kardalok. He immediately started a long journey across the ocean with a team of hare folk soldiers. On the fifth day, he couldn't sleep and went to breathe some fresh air on the deck, and a zombie shark jumped out of the waves and attacked him. He managed to dispatch the creature, but not before the undead fish bit him, infecting him with its curse. During the night, Tavshan experienced great pain as his rabbit teeth slowly transformed into protruding, razor-sharp fangs. But his mind remained focused on his mission and the chest he was carrying. He died of his wounds just as the wereshark curse was taking control of his body. He didn't stay for more than a few minutes in the Netherworld. His dogged determination and sense of duty brought him back to Norindaal as an undead.

Upon seeing his ghastly return from the dead, his companions tried to restrain and to bless him, but he was too strong for them. In

a bout of berserk fury, he slaughtered all his men, though not before a soldier managed to drop the treasure chest in the sea.

Tavshan swam into the dark waters, but the treasure chest was nowhere to be found.

Today, Tavshan still roams the land in search of his chest. He only knows he has to deliver this chest, but his undead mind is too feeble to understand where this treasure is.

Tavshan is gifted with great agility like most hare folk, and has well developed combat skills from his military background (he was a veteran axeman). His undead nature give him an unending resilience and immunity to Sleep spells and poison. He also has powerful natural attacks and superhuman strength from the wereshark curse. Tavshan is a terrifying foe, able to adapt to fight in any environment and against any opponent.

Story Hooks

- You may decide that Tavshan is your dungeon's Final Boss. He is especially appropriate if you are playing a dungeon with the Aquatic Tables from *Dark Waters*.
- When you find any hidden treasure with a complication (see *Four Against Darkness*),

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instead of a complication you will encounter Tavshan. If this is the case, you may at any point of the encounter choose to hand him the treasure to Bribe him off, which will work automatically.

- You may at any moment spend 3 Clues to find Tavshan's location in any adventure.

Game Stats

Tavshan, Unique Legacy wereshark-undead hare folk, HCL+4 Weird Monster. HCL+5 life, 4 attacks (1 bite for 2 damage, 1 axe attack for 1 damage, 2 kicks with 1 damage plus a knockdown effect).

Tavshan is a zombie and never tests morale. He is immune to poison, does not need to breathe or eat, and can travel and fight underwater with no penalties thanks to its wereshark nature. All abilities are described in more detail below.

Treasure: A party defeating Tavshan may spend 1 Clue to find the treasure chests that he has collected in his attempt to find the chest he was supposed to deliver. You will find 1 treasure chest for every surviving character in your party, including 5th characters and hirelings, up to a maximum of 5 chests. To determine the content of each chest, roll on a treasure table from any *Four*

Against Darkness book appropriate to your party's experience tier (if you have Expert characters, for example, you may roll on treasure tables from any adventure or book written for levels 5 to 9).

Alternatively, you may spend 3 Clues to find the original chest. This is equivalent to revealing a Secret in the game and lets one of your character gain 1 XP roll. The treasure is a single chest containing a number of gp equal to 50 times the total of levels in the party. Ignore hirelings, 5th characters, and other NPCs for purposes of this calculation.

For example, if your party has a 4th level character, a 3rd level character, and two 5th level characters, the total number of levels in the party is $(4+3+5+5=17)$ and the amount of gp is $17 \times 50 = 850$ gp.

In addition to the gold, there will be d3 gems, each worth $2d6 \times 10$ HCL gp, and a scroll of military plans. You may ignore the scroll or try to sell it on the black market (play **Microadventure 1** in the appendix if you choose to do so).

Bite Attack: Tavshan's bite opens gaping wounds. Every turn, until a character spends 1 turn and uses a bandage or some magical healing to staunch the wound, a

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wounded character must roll d8. If the result is equal to or lower than the amount of life points lost to this bite attack, the wound will bleed and the wounded character will lose 1 additional life. Repeat this roll every turn, with each failure causing the loss of 1 life. Bleeding will automatically stop at the end of the combat.

In addition, any character losing more than 4 life to this bite must save against an HCL+3 curse or be infected with wereshark lycanthropy. Elves (including any sub-races such as wood elves or fire elves) and halflings (including swamplings) are naturally resistant to this curse and add +1/2 L to the save. Halflings may also use their Luck to reroll the save. A character failing the save will become a wereshark as soon as the character's Madness score surpasses the character's L. A wereshark is a L8 boss monster with 3 attacks: two claw strikes for 1 damage each, plus 1 Bite that inflicts 2 Damage AND the wereshark curse. In wereshark form, the character will attack the party and will have as many life points as the character had at the moment of transformation +3. The wereshark fights until death. Weresharks are NOT affected by wolvesbane but are affected by silver weapons. For other rules, see Lycanthropy in *Four Against the Abyss*.

Axe Attack: Tavshan's axe attack will destroy any non-magical, non-masterwork shield if a character rolls a 1 on a Defense roll against the axe. Magical or masterwork shields are dropped instead and may be recovered at the end of the combat. They are lost if the party flees from the fight.

Kick Attacks: Each turn, Tavshan leaps over the heads of his opponents and delivers two kick attacks. Any character hit by these attacks loses 1 life, is knocked down, and loses his next attack turn, using the action to stand up. Spellcasters may choose not to stand up and cast a spell while knocked down. Barbarians, monks, and martial mystics may save against Tavshan's Level to resist being knocked down (they add 1/2 L to the save). Trolls, minotaurs, ogres and other large characters are automatically immune to the knock down effect.

Special defenses: Tavshan is immune to Sleep, poison, and any attack performed with mundane, non-silver weapons. All ranged attacks and spells against Tavshan are at -1 due to his constant leaping.

Weaknesses: if you subscribe to the Beast Bulletin, you may read Beast Secrets 1, 2, or 3 in the appendix. You must spend 2 Clues for each Beast Secret you read. DO NOT READ Secrets in advance!

Tavshan's Reactions (d6)

1) Ignore: Tavshan ignores the party and goes on his own way, singlemindedly looking for his lost treasure chest. The party may decide to attack him anyway and will enjoy a +1 surprise bonus on all attacks on their first turn. In addition, as Tavshan will not be actively jumping and dodging, any ranged attacks or spells against him in this surprise attack will NOT be at -1 during the first turn.

2) Bribe (all the party's treasure, except silver coins and any items described as silver, which he will not touch; he may also be bribed with Tavshan's treasure chest, if the party has it);

3-4) Fight for a while. Tavshan never tests morale, but after killing 2 characters, roll d6; on a 1-3, Tavshan will continue to fight, and on a 4-6 he will lose interest, realizing the characters do not have the treasure chest and move away unless the party decides to attack him again;

5-6) Fight to the death.

Roll reactions at -1 if the party includes any clerics of Zur or necromancers.

Note: Despite being an undead, Tavshan does NOT hate clerics.



Lila, the Hellfire Girl



Background

Lila was a young girl living in a farm house in Kardalok. She was sleeping in her room while her parents worked in the fields when her house burned down. She woke up in a blazing inferno and called for help, but her parents were too far to hear her or to understand what was happening.

The legend tells that Lila did not accept her own death and she escaped the Gates of Zur, the God of Death. Zur smiled and said, “I let you go, child, because I reckon that you will bring many more to my realm.” And with these words, Zur bestowed its unholy gifts upon the girl and let her slip through the Gates of the Afterlife.

The first thing she did when she returned home was to kill her parents. She could not forgive them for not saving her. She still remembers that pain.

Lila hates everything and everyone. A destructive rage burns in her. Her soul is covered with darkness. She is a very powerful creature, able to control fire and smoke, even affecting the weather for miles around her body.

As soon as she claims enough souls, she will receive the key to Zur’s Gates and open them to release an army of darkness upon the world.

Still, maybe there is a little hope shining in the darkness of her heart, for she still wears the silver pendant that her mother gave her.

Story Hooks

- You may encounter Lila in any outdoor adventure whenever you roll an encounter with any undead major monster (Boss or Weird Monster). You may choose to disregard that undead and meet Lila instead.
- You may meet Lila as a Final Boss in any outdoor adventure or anywhere you could find the ruins of a village.
- Alternatively, during any outdoor adventure, you may find traces of Lila’s passage when you roll any peaceful encounter with any humans or humanoids or when you roll a success on a Search roll. People or the information you found will tell you of a village that lies ahead that was burned to ashes. If you go ahead and investigate, play microadventure 3 in the appendix.

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Game Stats

Lila, Unique Legacy undead boss monster, Level HCL+5. Life HCL+4. Never tests morale. Every turn of combat, roll d6 on Lila's attack table below to determine what she will do.

Treasure: Lila's only possession is a small silver pendant worth 2 gp. However, as soon as she is defeated and news of the monster's destruction are brought to the local authorities, the authorities will reward the party with a

scroll with 3 random spells (from any random table in any book appropriate to your party's experience tier), d6+3 vials of holy water, and 1 free Resurrection ritual.

Special Defenses: Lila is immune to sleep and poison. Despite being an undead, due to the flames surrounding her, she is immune to holy water.

Necromantic Aura: Due to Lila's connection to the god of Death, all healing spells cast in her

Lila's Attack table (d6)

- | | |
|---|---|
| 1 | Lila performs 2 melee attacks against 2 different characters, each inflicting 1 damage. Lila hates clerics (except clerics of Zur) and will treat them as favorite targets. |
| 2 | Lila performs 1 fire blast attack against all characters. All characters must save vs. fire magic equal to Lila's L or take 2 damage. All characters add +1/2 L to this save. Every potion, oil, elixir or other alchemical item and any scroll (unless carried in a dragonskin scroll tube) has a 1 in 6 chance of being destroyed each time the fire blast hits the carrier. |
| 3 | Lila does not attack, but dark clouds gather in the sky. From now on, unless an Alter Weather spell is cast to dispel the clouds, every time this result is rolled again all characters must save vs. HCL electricity or take 3 damage. Every time a character is hit by lightning, he drops one hand-held object of the player's choice OR a scroll the character carries is destroyed AND Lila, if wounded, heals 1 life. |
| 4 | If Lila has been wounded, she heals 2 life. If she is not, she spews a fiery blast at a single random character who must save as per 2, above. |
| 5 | Lila cries in pain and horror. All characters must save vs. her L or gain 1 Madness. All Madness points gained because of Lila are recovered at the end of the combat if Lila is destroyed. Paladins and clerics of Zur are immune to this. Necromancers and other clerics add +1/2 L to the save. |
| 6 | Lila grabs a random character with a fiery hand. The character must make a Defense roll against Lila's melee attack or lose 1 life. In addition, if hit, the character must also save vs. Lila's L or lose 2 additional life from the fire. All characters add +1/2 L to the save. |

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presence will heal only half the normal amount of life, rounded down. Potions will have their normal effect.

Special Weakness: if your party subscribes to the Beast Bulletin, you may spend 2 Clues to play Microadventure 4 in the appendix.

Vengeful and Angry: If the party fights Lila and then decides to run away, there is a 4 in 6 chance that Lila will chase the characters. If the characters remain together, they will automatically avoid pursuit if they have mounts, use flight or teleportation-type spells or other forms of superior movement. In all other cases, if Lila chases them, she will keep up with them, and the combat must continue to the bitter end.

If the characters run away and split up, Lila will chase only one of them (chosen at random), but each separate character that is not chased by Lila will have to roll a 1 in 6 chance of encountering wandering monsters before reuniting with the rest of the party.

If Lila chases and kills a character, the others may regroup and attack her again later or continue with their adventure.

In any case, if a combat encounter with Lila ends with any other

result than the party's total destruction or Lila's destruction, Lila will haunt the party (as long as at least one character from the party that attacked her is still alive). Every time the party meets a Final Boss in an adventure, you must roll a 2 in 6 chance that Lila will be that Final Boss (disregard any other Boss you rolled). If encountered in this manner, Lila's level and life points will increase by 1. Repeat this process until Lila or the party are utterly destroyed.

Lila's Reactions (d6)

- 1) Ignore the party.
- 2-3) Attack the party for 1 turn and then move away if the characters do not strike back.
- 4-5) Fight.
- 6) Fight to the death.

Roll reactions at -1 if the party includes any necromancers, undead characters, or clerics of Zur. This modifier is not cumulative: it is just a -1 to the reaction roll if at least one of these character types is with the party.

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Chabuma, the Guardian of the Forest



Background

One day a witch walked near a field with different plants. She wanted these plants to become her servants and to watch over her little cabin in the woods. She plucked a stalk from a green bush and cast a spell. This stalk turned into a living person, whom she dubbed Chabuma. The witch wanted him to be her eyes and ears and report on everything that happened in the forest around her house. She let eyes and mouths grow all over the creature's body. But the creature, Chabuma, turned out to be kind and refused to serve the witch, which it considered evil. Chabuma escaped from the witch. Now it lives on its own in the forest and walks through the fields, looking at travellers with curiosity and empathy.

The witch is still looking for Chabuma because she invested plenty of magical energies into it and because she's a bitter, angry sociopath. But it is easy for Chabuma to hide in the forest, and multiple times she passed nearby without noticing it.

Chabuma started to reproduce, like plants do. Its seeds, carried by the wind, created more beings like it in other parts of the world.

If you are lost in the forest, Chabuma will help you find the right path, and if it's necessary, it

will place a magical protection on you by tearing out one of its eyelashes, making you invisible to your enemies. In return, all it wants is a bit of food and water.

If you burn or cut down trees, however, Chabuma will be angry and can be a terrible foe. It will attack you relentlessly until you leave the forest.

Story Hooks

- You may spend 2 Clues to meet Chabuma while crossing any type of forest or jungle terrain. You will have to roll for Chabuma's reactions when you meet it.
- A druid may, once per adventure, call for Chabuma's help by sacrificing one of his/her spells and 2 Food points. The spell and the food are spent, and the party automatically meets Chabuma in the next forest tile. You will have to roll for Chabuma's reactions when you meet it.
- You may meet Chabuma as a Final Boss during any outdoor adventure. If you cut or burned any trees, or killed any treeman/dryad creature during the current adventure, Chabuma will fight. In all other cases, make a Reaction Roll to determine its attitude

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to the party, even if it is a final boss.

spend 2 Clues to read Beast Secret #4.

Chabuma's Game Stats

Chabuma, HCL+3 vegetable Weird Monster, HCL+6 life, 3 attacks, damage 1. Morale +2. No treasure.

Hard bark: all mundane attacks hitting Chabuma have a 4 in 6 chance of bouncing off its hard, bark-like skin. A masterwork axe or battle-axe would reduce this chance to 2 in 6.

Magic weapons and spells affect it normally. Fire-based attacks and spells hit it at +2.

Many Eyes: No character may perform sneak attacks or Stealth rolls against Chabuma. Chabuma can even see invisible creatures.

Immunities: Sleep can affect Chabuma, but the spellcasting roll would be at -3. Poison does not affect Chabuma.

Regeneration: If Chabuma is wounded, starting from the third turn, roll a d6 at the beginning of each of Chabuma's turns. On a 1-3, nothing happens. On a 4+, Chabuma heals 1 life.

Weakness: If you have a druid, conservationist, or wood elf in the party and your party subscribes to the Beast Bulletin, you may

Chabuma's Reactions (d6)

1-2) Help the party, offering 1 Clue to the party or 2 life points healing to everybody. Alternatively, Chabuma can place a temporary invisibility spell upon the party that will work for three tiles/areas, allowing the party to avoid any encounters in these areas, if they want. The party may turn off the invisibility if desired, but in that case, it won't come back.

3) Ignore the party, but leave d6 Food rations (in nuts, fresh fruits and vegetables) for them to pick up if they want.

4-6) Fight.

Roll reactions at -1 if the party includes any wood elves, druids, dryads, and at -2 if it includes any conservationists. These modifiers do not stack if more of these characters are in the party: just use the best modifier. Add a +1 modifier if the party destroyed any trees or killed any treeman or dryad so far in the adventure.

Neriya, the Ghastly Fiddler



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Background

Neriya was a very talented fiddler. She was blind, and she wore a blindfold as customary for blind people in Kardalok. Once she went out to play the violin in the mountains. She wanted to feel the freedom of music with no one around. It's not clear why she wanted to do that. Maybe she hoped that she could play so well that a mountain spirit would restore her eyesight.

What is known is that the girl stumbled and fell off a cliff.

The body was never found. After a couple of years, people began to talk about a mysterious, sad but entrancing violin music that could be heard near the cliff.

With her music, Neriya, now a bitter undead creature, lures people where flying violin strings will wrap around their victims' necks and slit their throats.

It appears that in death the spirits of the mountains listened to her plea and restored her sight, at least partially. She now has grown one scary, inhuman-looking eye on her forehead. But she can't see everything. Scholars say that this eye lets her see only the things that make her bitter and angry about the life she can no longer enjoy.

She can't touch anything, because in her fall on the sharp rocks, both her feet and hands were torn off. Her violin animates through her force of will, and she floats in mid-air, her torn dress billowing in the eerie wind.

Her beautiful music is mesmerizing. If someone hears it, even from a distance, the person's legs will start to walk towards the cliff.

Mostly she plays at night, where no one should wander on mountain paths because it is so easy to slip and fall.

Story Hooks

- You may meet Neriya in any crag /mountain adventure as a Final Boss.
- You may meet Neriya by spending 3 Clues. When you do so, a random character must save vs. her L (paladins, druids, wandering knights, spellcasters and clerics add +1/2 L to the save; satyrs automatically fail) or be mesmerized by her music. If the mesmerized character is alone, s/he will automatically plunge to death on Neriya's cliff. To recover the body, the party will have to perform a L6 climbing save (barbarians, rangers, assassins and rogues add +L, halflings, elves and

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dwarves add +1). If the mesmerized character has any friends, the friends may automatically restrain the mesmerized character and prevent him/her from following the music and falling from the cliff.

Neriya's Game Stats

Neriya, HCL+2 undead boss monster, HCL+1 life, 1 attack per character from violin strings.

Treasure: A party that climbs down to the bottom of the cliff will find the remains of many travelers and adventurers who fell foul of the undead's mesmerizing music. Roll 3 times on a treasure table from any *Four Against Darkness* book appropriate to your party's experience tier.

Undead Abilities: Neriya is a semi-corporeal undead. She is immune to Sleep and Poison and can be hit only by spells and by attacks performed with silver, gilded, masterwork, and magic weapons. A vial of holy water thrown at her automatically causes 2 damage, but Neriya will become semi-ethereal upon receiving this damage and only the first vial of holy water will affect her fully. Other vials will inflict a single point of damage.

Mesmerizing Music: At the end of the encounter, all characters must save vs. Neriya's L or be mesmerized by her music. Paladins, druids, wandering knights, spellcasters, and clerics add +1/2 L to the save; satyrs automatically fail. Any character failing will have -1 on Attack rolls against Neriya. The modifier lasts until a Blessing is cast or Neriya is destroyed.

Violin Strings: if the party encounters Neriya, a violin string will appear around each character's neck. This attack automatically hits. The characters must perform a L6 Strength save at the beginning of each turn or automatically take 1 damage. Barbarians and large creatures (trolls, minotaurs, ogres) add +1/2 L to the save. Warriors and dwarves add +1. The violin strings disappear immediately if Neriya is killed or otherwise leaves the area.

A character being strangled may choose to forfeit the strength save and attack Neriya instead.

Dangerous Cliff: Any encounter with Neriya will happen with limited visibility, caused either by a supernatural fog or by darkness, and will take place next to the cliff where she died. Any character rolling a 1 on a Defense roll must save vs. L6 danger or fall down the cliff, losing d6 life in the fall.

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Characters with the Danger Sense Skill roll at +3. Elves and halflings roll at +1. Rogues and swashbucklers add +L. Characters falling down the cliff and surviving will need either friends with a rope to help them climb out, or will have to pass a L6 Climbing save to climb out. In this case, a failure will simply mean the character does not manage to climb out and a roll of 1 will cause the loss of another life point.

Neriya's Secret: If you subscribe to the Beast Bulletin, you may spend 2 Clues to read Beast Secret #5. If the party does not subscribe, you can still discover this Beast Secret by spending 3 Clues. In both cases, revealing this Secret does NOT give you 1 XP roll.



Neriya's Reactions (d6)

1) Flee to the bottom of the cliff. If the party wants to fight with her, they will have to climb down with a L6 climbing save, losing d6 life on a failure. Once they reach Neriya, her reaction roll will change to Fight to the Death.

2) Ignore the party, unless attacked.

3) Fight. If Neriya fails a morale test, she retreats to the bottom of the cliff, as result 1 above.

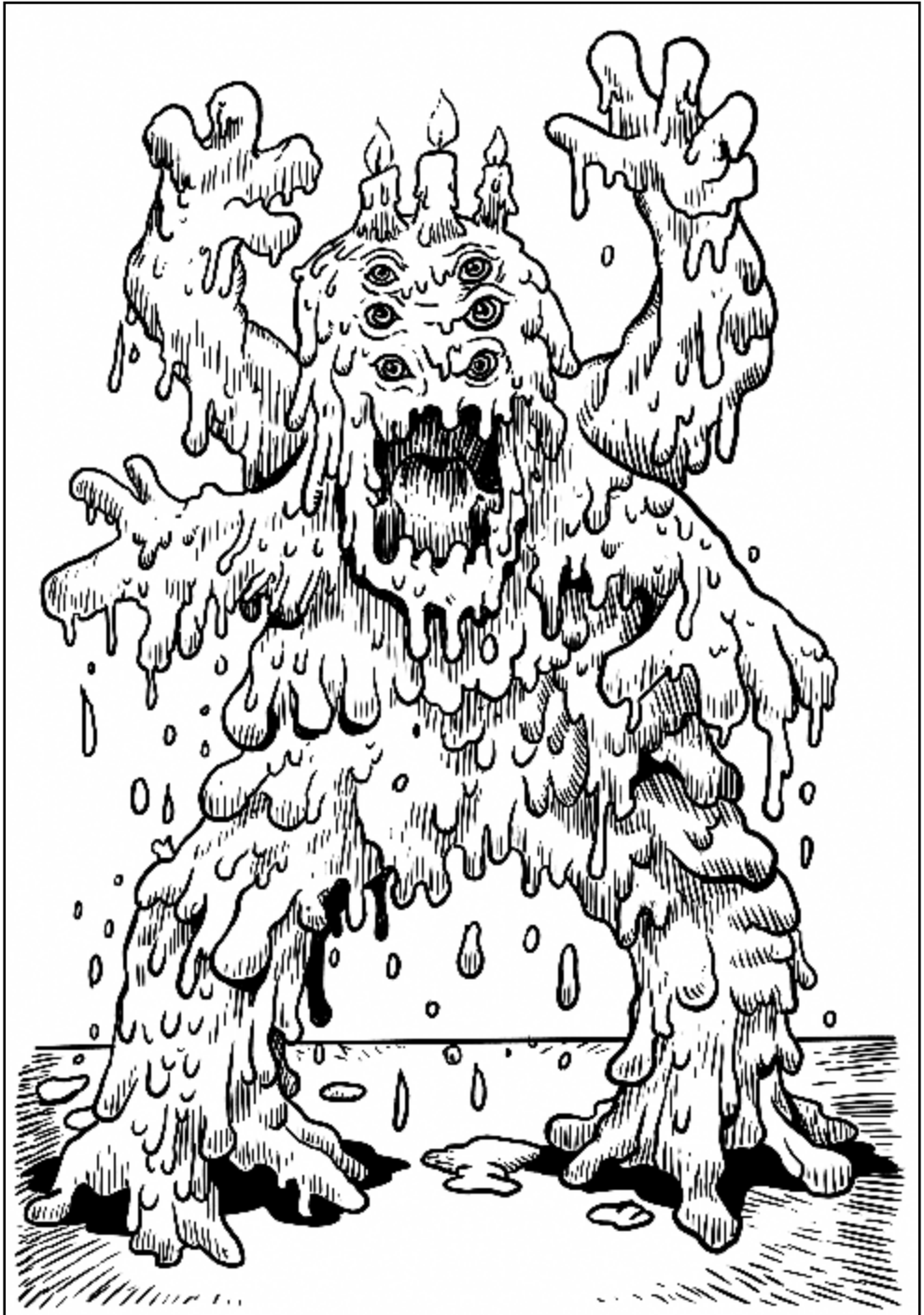
4-6) Fight to the death.

Roll reactions at -1 if the party includes a bard or any character with a magical musical instrument. This modifier is not cumulative: you roll at -1 if you have either a bard or a magical instrument or both.

A bard may also use his song or music to neutralize Neriya's music. This requires spending one turn and rolling a successful music save (add the bard's L to the save) against Neriya's Level.

The Dreadful Dozen

Candle-Wax Golem



Background

The candle-wax golem was an artificial creature of wax and flame created in order to protect the Princess Talilastra of House Goram. The golem was designed to be her faithful guard and companion, lighting the dark rooms of the Goram Manor. But anyway, one fateful evening the Princess disappeared, probably kidnapped by political enemies. Goram III, Talilastra's father, ordered the golem to find his daughter at all costs, or it would be destroyed.

Years went by and Princess Talilastra was never found. The Candle-Wax Golem scours the world, ready to fight with anyone who might know where the Princess is.

Story Hooks

- You may encounter the candle-wax golem when you encounter another type of golem or as a weird monster when you must encounter a Weird Monster as a wandering monster.
- You may actively search for it, spending 3 Clues (or 2 Clues if you subscribe to the Beast Bulletin) to encounter it in the next room your party visits. It may be encountered both indoors or outdoors.

- Every time you rescue any female prisoner in any adventure (if you are not sure about the prisoner's gender, roll randomly), you may roll a 2 in 6 chance that the prisoner is Princess Talilastra. As soon as you arrive to the next settlement and are ready to deliver the rescued prisoner, the candle-wax golem arrives on the scene. Perform a Reaction Roll for the golem to see what it thinks of the event. It may mistakenly think that the party members are the kidnappers and attack the party.

Candle-Wax Golem Game Stats

Level HCL+2 artificial Weird Monster, HCL+6 life, 2 attacks, 2 damage per hit, fire blast, never tests morale.

Fire blast: once per encounter, as its first attack, the candle-wax golem will release a blast of flame from its candles equivalent to a Fireball spell. All characters, hirelings and animal companions must save vs. HCL+2 flames or lose 1 life. After performing the fire blast, the golem will use its fists, striking twice per turn for 2 damage for each attack that hits.

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Immunities: The candle-wax golem is immune to Sleep, poison, chaos taint, and disease. It also takes no damage from acid.

Weakness: Despite being able to emit bright flames, its body is largely composed of wax and takes double damage from all fire-based attacks.

Treasure: The candle-wax golem carries no treasure, but its smelly body may be sold to any church as wax to make candles (it will have a resale value of 20 gp). If you have an alchemist in the party, you may sell it to a guild of alchemists for 100 gp as study material. Alternatively, the alchemist may study the body to discover the formula to create a candle-wax golem. This will require 3 successful saves vs. L8 alchemy. Add the alchemists's L to the roll. Each roll will require spending 250 gp in materials, but having the golem's destroyed body cuts these costs to 100 gp per attempt. If the 3 rolls are successful, the alchemist has discovered the formula to create another candle-wax golem. If one or more of the rolls fail, the process must be started over. The formula may be sold for 1500 gp, or the alchemist may use it to create a candle-wax golem that will accompany the party as a fifth character. As soon as the golem is completed, the alchemist gains 1

XP roll. From that moment on, the alchemist can automatically create a new candle-wax golem with a total expense of 750 gp in materials. This can only be done to replace a destroyed candle-wax golem, as no alchemist may control more than a single candle-wax golem at once.

The Candle-Wax Golem as a Character: The candle-wax golem has a bonus to its Attack and Defense rolls equal to half its Level. Its level will be HCL+2, but with a cap equal to the alchemist's L-1. In other words, the candle-wax golem will never be higher in Level than the alchemist who built it. The candle-wax golem will have a number of life points equal to HCL+6 and will never grow in experience or learn any skills. It cannot use XP rolls in any way, nor it can gather Clues. It can speak and read and may use scrolls to cast spells like a L1 character. The candle-wax golem has always lit candles on its head and back and can easily turn them off or on again as it sees fit, so a party with a candle-wax golem does not need a lantern. The candle-wax golem's hand-to-hand attacks inflict 2 damage each, and it can attack twice per turn. Once per encounter, it can use its flames to cast the equivalent of a Fireball spell.

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It counts as an ogre-sized character for all rules giving Save modifiers to characters based on their size or physical strength. In all other cases, it saves like a warrior.

The candle-wax golem takes double damage from all fire-based attacks, including Fire spells and melee attacks from fire elementals, phoenixes, salamanders, flaming skeletons, and other creatures made of fire.

It may not drink potions of any kind and does not heal, but its wounds can be repaired by its maker by spending 20 gp in material per life point lost. If not enough money or materials are available, the golem's maker may choose to repair it partially. Repairs must happen in rest periods or between adventures.

Candle-wax golems will have a natural distrust for all other golem types and may not be used by a party that already has a golem. No party may have more than 1 candle-wax golem in its ranks.

If all the party except the candle-wax golem are killed, the golem will do its best to save its maker, possibly collecting the alchemist's dead body and bringing it to town to be resurrected.

Candle-wax golems are artificial creatures with no feelings other than their sense of duty to their

maker. They may not woo or be seduced, do not need food, sleep or drink, are immune to madness, chaos taint, and disease of all kinds, including the Dark Plague. They may not roll to solve puzzles, play games, engage in theological discussion or other forms of debate, or perform other intellectual activities that go beyond following simple orders.

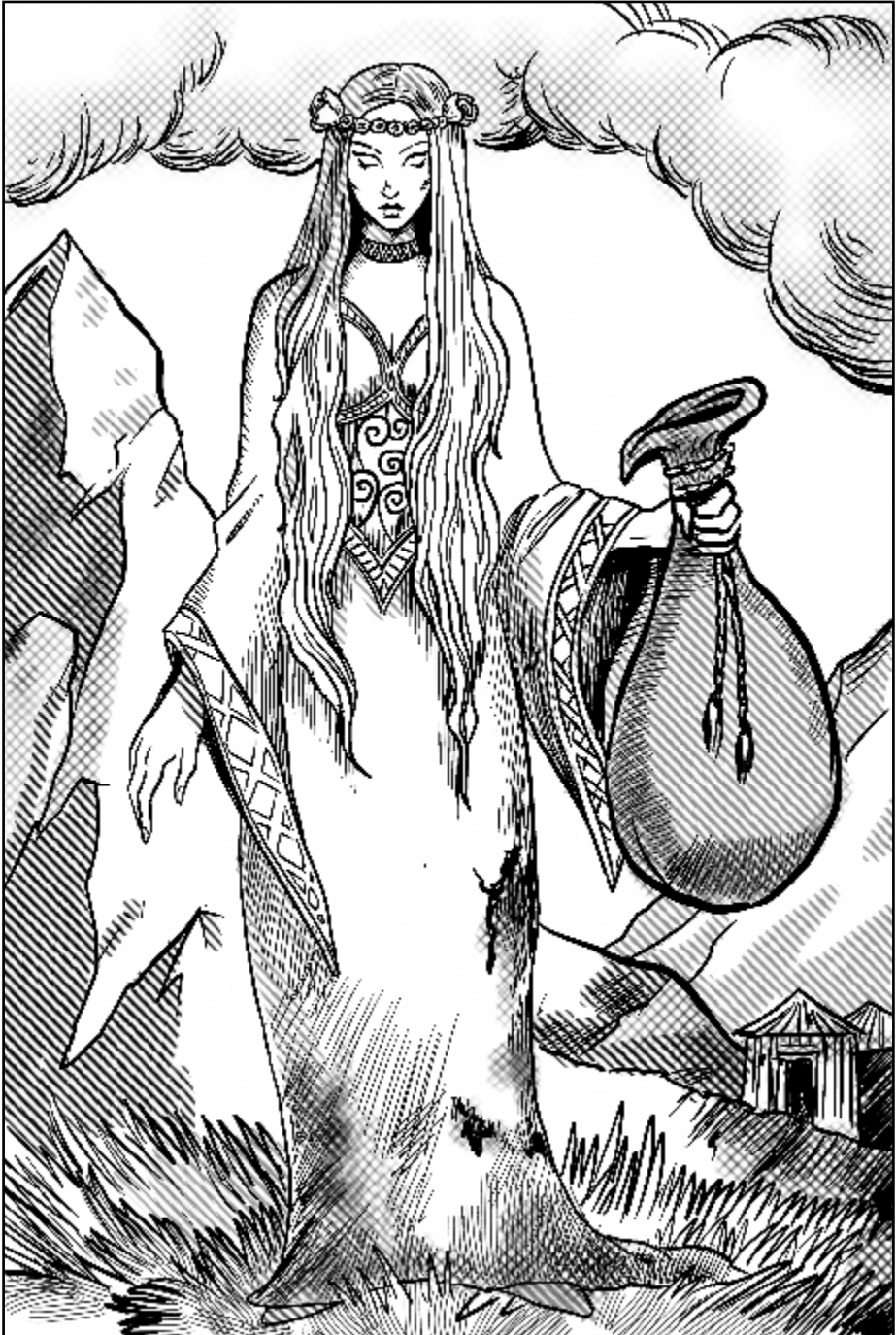
Candle-wax Golem's Reactions (d6)

- 1) Ignore the party.
- 2) Question the party: if they have a princess or princess-in-distress with them, or any similar female figure (use your dramatic sense!), roll d6. On 1-2, it thanks them for rescuing the Princess; on a 3-6, it attacks the party, thinking they are the kidnappers.
- 3) Fight. If the party HAS a Princess (see 2, above) and let the golem take her, it will stop fighting and bring the Princess to the nearest settlement.
- 4-6) Fight to the death.

If you have a wandering alchemist in the party, s/he may spend 1 Clue to alter the candle-wax golem's reaction by +1 or -1 AFTER the roll.

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Deyar, the Lady in Yellow with the Burgundy Bag



Background

Deyar is a ghost girl. She appears as a beautiful woman in her mid-twenties, wearing a once-beautiful, golden-hued dress that is now torn and splattered with blood. She is always seen holding a large burgundy bag in her hands. She wears a golden choker around her thin neck and a golden tiara with porcelain roses on her forehead.

Deyar used to be fun and positive when she was alive, but then something happened to her. Something incredibly painful. She died, and in death, madness took over her.

Now she is an unpredictable ghost. If you meet her on your way, do not show her that you are afraid. She will often offer you a gift from her burgundy bag. It can be some terrible gift like a head of newborn baby or a dry vampire frog. Something innocuous like a flower or a cookie, or something useful like a lantern or a healing potion. You should just accept her present anyway. If you refuse it, you will make her angry and she will call down lightning on you and may break your bones with her eldritch touch.

Story Hooks

- You may encounter Deyar any time you roll a “Lady” encounter in any adventure (such as a Lady in White, Lady in Green, etc.). Just substitute that result with Deyar and play through the encounter.
- You may actively look for her if you are a subscriber to the Beast Bulletin and spend 2 Clues. When you do so, you will automatically meet her in the next tile, room, or area you visit.

Deyar’s Game Stats

Unique Level HCL+3 undead boss monster, with HCL+3 life, 2 attacks inflicting 1 life each. Her cold touch forces any living creature hit to save vs. HCL+1 poison or lose the use of an arm or leg (barbarians and halflings add +1/2 L to the save; see below for details); Deyar never tests morale. Treasure: 3 rolls at +3 using any treasure table from any *Four Against Darkness* book appropriate to your party’s experience tier or 3 rolls on Deyar’s Bag table, as you prefer.

Immunities: Deyar is immune to all non-magical ranged attacks: javelins, arrows, bullets, and slingstones simply fly through her. She is immune to

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Sleep, poison, and to Electricity-based attacks like the Lightning spell.

Bone Breaking: If a living character hit by Deyar fails to save vs. her HCL+1 poison, a bone in the character's arm or leg (player's choice, or roll randomly if you prefer) will shatter. This causes the loss of 2 life. In addition, the limb will be crippled until it is magically healed by a cleric, spell, or by a healing potion. A crippled arm may not be used to attack or to wield a shield. A character with a crippled arm may not use two-handed weapons, bows, firearms, slings, or any other weapon requiring both hands. A crippled arm may still be used to hold a lantern or a torch in a barely functional way and may still be used to draw a potion or scroll from a belt or backpack. Any other action requiring the use of the limb is impossible.

A character with a crippled leg will have a permanent -1 to all Defense rolls and may not run away from the encounter, and will automatically fail all Saves based on dodging, climbing, swimming, or jumping. The modifier disappears if the character is healed completely. A character with both legs crippled will fall to the ground and will always be hit if attacked, but s/he will still be able to cast spells if required.

Calling the Storm: As soon as the party inflicts 3 or more damage to Deyar over multiple turns, she will summon a storm above the characters. This is a free action for her and will not use up one of her attack turns. Every turn, each character in the encounter (including hirelings, animal companions, mounts, etc.) must roll a 1 in 6 chance of being hit by lightning for 2 damage. A spellcaster may sacrifice a Lightning spell to absorb one such lightning strike. A caster may use an Alter Weather spell to dispel the storm. If this happens, Deyar will NOT be able to summon the storm again until the end of the encounter.

Undead weaknesses: Deyar takes 2 damage from a vial of holy water thrown at her. A Blessing spell can be used to automatically inflict 2 damage to her.

Deyar's Reactions (d6)

- 1) Quest (roll on any Quest table);
- 2-5) Deyar offers a gift from her bag (each character must roll once on Deyar's Bag table; if a character refuses to accept the gift for any reason, her reaction becomes Fight to the Death);
- 6) Fight to the Death.

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Deyar's Bag table (d12)

All gifts are unique. If a character gets the same gift as another character, reroll until s/he gets something different.

- 1** A cursed but beautiful necklace with a flower-shaped pendant. It can be sold for 35 gp, but it must be worn until the character finds someone that will buy it or the character will be cursed and be at -1 on all Defense rolls. While the necklace is worn, the character feels light-headed and distracted and may NOT transcribe spells or read scrolls. The character can sell the necklace only in a settlement or if the party meets a merchant or jeweller during the adventure.
- 2** A dead animal that counts as 1 Food ration. However, there is a 2 in 6 chance the animal is a long-lost pet that belonged to the character. If this is the case, the character must save vs. a L6 flashback or gain 1 Madness. Beastmasters and druids automatically fail this save. Characters who could NOT have any childhood pet (e.g. artificial characters and golems, necromancers, demons, and undead) must not save.
- 3** A coiled rope. It is perfectly functional, but it is covered in blood.
- 4** A cape shaped like moth wings. Wearing this cape will give the wearer the ability to alter the reaction roll of any moth people encountered by +1 or -1. Decide how to alter the roll BEFORE rolling.
- 5** 2d6 pots of elvenbee honey. These can be used as 1 food ration each. However, they may not be eaten by goblins, orcs, and trolls.
- 6** Tavshan's Treasure chest (see Tavshan, first monster entry in this book).
- 7** A beautifully decorated, but useless shield which will give NO bonus to Defense rolls. The character MUST use it, even if not allowed to do so by his class or has a better shield, or Deyar will be offended, appear out of thin air and attack the party, wherever they are. On characters who cannot use a shield, this will simply have the effect of keeping one of their hands occupied with the useless shield.
- 8** A painting, representing the character when s/he is much older.
- 9** A decorated club made from an elephant tusk. It is a blunt hand weapon that strikes cats and cat-people (lion-men, tiger-men, weretigers, hellcats, panther-men and any cat-like monsters) at +2. Wielding this weapon will give +1 on all Reaction Rolls performed by elephant men.
- 10** A talisman. The wearer will have +1 on all Saves vs. poison and disease but take 1 additional damage every time s/he is hit by an electrical attack. A spellcaster wearing this talisman may not use the Lightning spell.
- 11** A scroll with a random spell. When the spell is cast, the caster has the option of gaining 1 Madness and losing 1 life but not lose the scroll. If the reader refuses the sacrifice, the scroll is destroyed as usual.
- 12** An earthenware pot with a beehive motif on its lid.

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The Yadal, the Faithful of Pandalatra Telemvii



Background

Yadals are diminutive, fey creatures that are hybrids of mouse, leopard, and avians. They were created by the goddess of flying things, Pandalatra Telemvii during a bet with Xichtul, the god of chaos. The reason for the bet are lost in the mists of time. Yadals protect temples and shrines to Pandalatra and generally avoid contact with adventurers unless they enter their territory or offend their goddess.

Yadal society is matriarchal. The females are leaders and have fey-like magic powers, while the males are tasked with gathering food, building tree nests, and hunting with tiny poisoned javelins.

Story Hooks

- You may meet Yadals as a wandering monster (minion, d6+1 in number) in any adventure that mentions Pandalatra Telemvii and/or in any outdoor adventure that features any flying creature. As soon as you encounter a flying creature in a wilderness setting (forest, mountain, jungle, swamp) or Pandalatra Telemvii is mentioned in the text of the adventure, every time you roll for wandering monsters, you must roll a 2 in 6 chance that a group of d6+1 Yadals will appear instead.
- Any flying character or cleric of Pandalatra may also spend 1 Clue to summon a group of d6+1 Yadals in any wilderness adventure. This may be done once per adventure. There is no guarantee that they will be friendly (you still have to roll on their Reactions table), but the Yadals will come as soon as you spend the Clue.
- Once per campaign, you may sacrifice 1 Blessing or 1 Druid spell while you are in a forest to call for the Yadals' help. Yadals will either give you 2 Clues, lead you to a hidden cache of food and treasure (d6+4 Food rations, replacement weapons for any weapon lost or destroyed in the current adventure, and a pouch containing d6x3 gp), or give you 1 pouch of rainbow lotus pollen that you can use to cast a Sleep spell on any opponent (you must use it within the current adventure; it works like a Sleep spell scroll, but the pouch has enough dust for 3 uses, and since it's a plant product and not real magic, it may also be used by character types that cannot use magic, like barbarians). After helping you, the Yadals will also ask you to complete a Quest for them (roll on any Quest table appropriate to your adventure and to the party's experience tier).

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There will be no reward except XP for completing this Quest. If you do not complete the Quest, any further encounter with the Yadals in the future will automatically be hostile (a Fight reaction).

Yadal Game Stats

D6+2xHCL, Level HCL+2 minion, 1 life, damage 1, 1 attack, damage 1, normal morale, treasure: see below.

Treasure: Yadal females wear thick golden necklaces. These are so small that may not be worn by any character, not even the smallest ones like lutins, but they can be sold for d6 gp each.

Male yadals will carry d3 food rations each.

Mesmerizing Aura: Anyone encountering a group containing at least one female yadal will have to save vs. the creature's L (clerics, conservationists, elders and spell-casters add +1/2 L) or be transfixed and miss their next attack turn. The character must save only once, at the beginning of the encounter. Male Yadals do not have this ability.

To determine if a group of Yadals comprises any females, roll d6. If the result is lower than the number of Yadals in the group, half of the Yadals, rounded down, will be females.

Wilderness Ambushers: If met in forests, Yadal have 3 in 6 chance of surprising the party and are hit at -1 by mundane ranged attacks.

Poisoned Javelins: If you encounter a group of 4 or more Yadals, two of them, invariably males, will wield a poisoned javelin. This will be thrown at a random character (but never at a winged character or at any flying animal companion or winged hireling) as the creature's first attack before the beginning of the combat encounter. Any character struck will lose no life points but will have to save vs. L6 Sleep or instantly fall in a deep slumber that will last until the end of the encounter. Barbarians and ogre-sized characters add +1/2 L to the save. Halflings add +1.

If the javelin wielder is defeated before he manages to use the weapon, a human-sized character may pick it up and use it to the same effect. In the hands of a PC, it counts as a mundane light weapon (-1 to Attack roll). Roll the character's tier die vs. the target's L. On a success, the target falls asleep. On a failure, nothing happens. The javelin will have no effect on artificial, elemental, and undead monsters, or on all creatures that are immune to poison and/or Sleep.

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Yadals' Reactions (d6)

1) Flee. If the Yadals flee, the party has the equivalent of $d6+3$ tiles/areas to leave the area. Leaving the area means exiting the current sheet of paper or map or completing the party's mission. If at the end of this period the party is still in the current adventure, the Yadals will return in force ($2d6+2$ Yadals, plus a female leading them) and attack the party.

If before this happens the party encounters another group of Yadals, assume it to be an unrelated group (so it will comprise the standard number of $d6+1$ Yadals).

2-3) Help the party. The Yadals will do one of the following (choose):

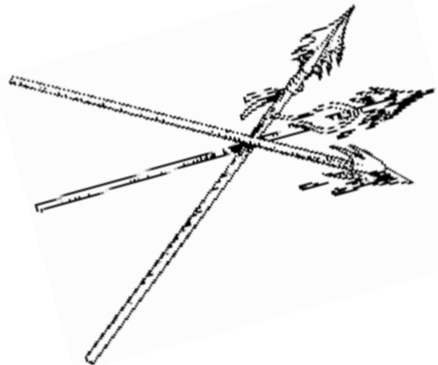
- Give the party 2 Clues to find any location in a forest or in the wilderness for which you need to spend Clues; this includes revealing secrets like the hideout of a target you are bounty hunting;
- Heal 2 life points to each wounded character;
- Give $d6$ Food rations per character;
- Scout for the party. This means that the next three encounters in the current adventure will have NO chance of surprising the party. This includes any

wandering monsters encountered.

- Sell gems to the party (the party can trade gp for gems of the same value, with a maximum value of 500 gp per gem. Gems are easier to carry, and if there is a dwarf in the party, you get their customary 20% bonus on any gem bought);

4) Bribe (any magic item). Any time you give them a magic item (you may choose to give more than one), roll $d6$. On any roll of 1, the Yadals will give the party 1 pouch of rainbow lotus pollen. This can be used to cast a Sleep spell on any opponent. You must use it within the current adventure; it works in all ways like a Sleep spell, but the user's L is NOT added to the roll, no matter what the user's class is; the pouch has enough dust for 2 uses. Since it's actually a plant product and not magic, it may also be used by characters that may not use magic, like barbarians.

5-6) Fight.



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Kabuk, Half-Tree Undead



Background

One day, a 11-year-old boy named Darithar saw a gang of thieves hiding loot under a large tree in the forest. They caught him and killed him.

Kabuk cried as the evil men cut his throat. The spirits of the forest listened. A strong wind rose and put the boy's soul into the tree. He became an unusual mixture of undead and tree creature that wilderness guides today call Kabuk ("the half-tree").

Story Hooks

You may encounter Kabuk in the following circumstances:

- Every time you encounter a dryad, treemen, or other vegetal creature (any monster described as a plant, tree, bush, or similar), you may choose to meet Kabuk instead.
- You may look for Kabuk when you adventure in a forest. You may spend 2 Clues to meet him if you subscribe to the Beast Bulletin or 3 Clues if you don't.
- Kabuk's bad luck ravens wander around, scouting the territory around his location. If you meet any flying Vermin as wandering monsters, you may decide that you spot his ravens instead and automatically meet

Kabuk in the next tile (without having to spend any Clues to do so). Kabuk himself does not wander around. You will never meet him as a wandering monster, only his ravens. Once Kabuk's location is known in your campaign, mark the hexagon, tile or area where he is found. He will always be found in that location, within a few yards from the tree where the 11-year-old boy was killed.

- If you subscribe to the Beast Bulletin, you may spend 2 Clues to read Beast Secret #6.

Kabuk's Game Stats

Kabuk, HCL+3 Unique undead/tree weird monster, HCL+2 life (minimum 5), immune to Sleep spells and poison. Kabuk is hit at +2 by fire-based attacks. Despite being an undead, Kabuk takes no damage from being splashed by holy water and cannot be turned by clerics. Clerics and druids DO get a full +L Attack bonus against him.

When you encounter Kabuk, roll d6. On a 4+, the creature is alone. On a 1 to 3, Kabuk is accompanied by as many ravens. These ravens (HCL+1 Vermin) bring bad luck: no character may use Luck points during the encounter until all the ravens are killed. Killing a raven

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requires using a ranged spell attack (Sleep, Lightning, Fireball, or any other ranged attack spell) or a successful attack against L6 with a ranged weapon.

In combat, Kabuk strangles with vines or lashes out with bramble-covered branches. 4 Attacks: 1 Attack is a strangle (save vs Kabuk's L or lose 1 life/turn until 2 life points are inflicted on the creature severing the vines with a slashing weapon), 3 are crushing blows with branches inflicting 1 Damage each.

Treasure: Defeating Kabuk will give you access to whatever has been hidden under the roots of the large tree. You gain 2 random treasure rolls on any Treasure table appropriate to your party's adventuring tier. Alternatively, you may find d3 masterwork weapons of your choice buried under the tree instead. Masterwork weapons are mundane weapons that increase by 1 the chance to get an explosive result on an Attack roll and can be sold for d6+4 times their normal cost.

Kabuk's Reactions

1-3) Peaceful guardian. You may ask him to watch over your belongings, even treasure or magic items. Your treasure will be there when you return to this location, and you may take it back with no ill effect. Kabuk will also guard bodies of slain/paralyzed friends, prisoners, animal companions, mounts, or characters turned to stone by medusas and similar monsters.

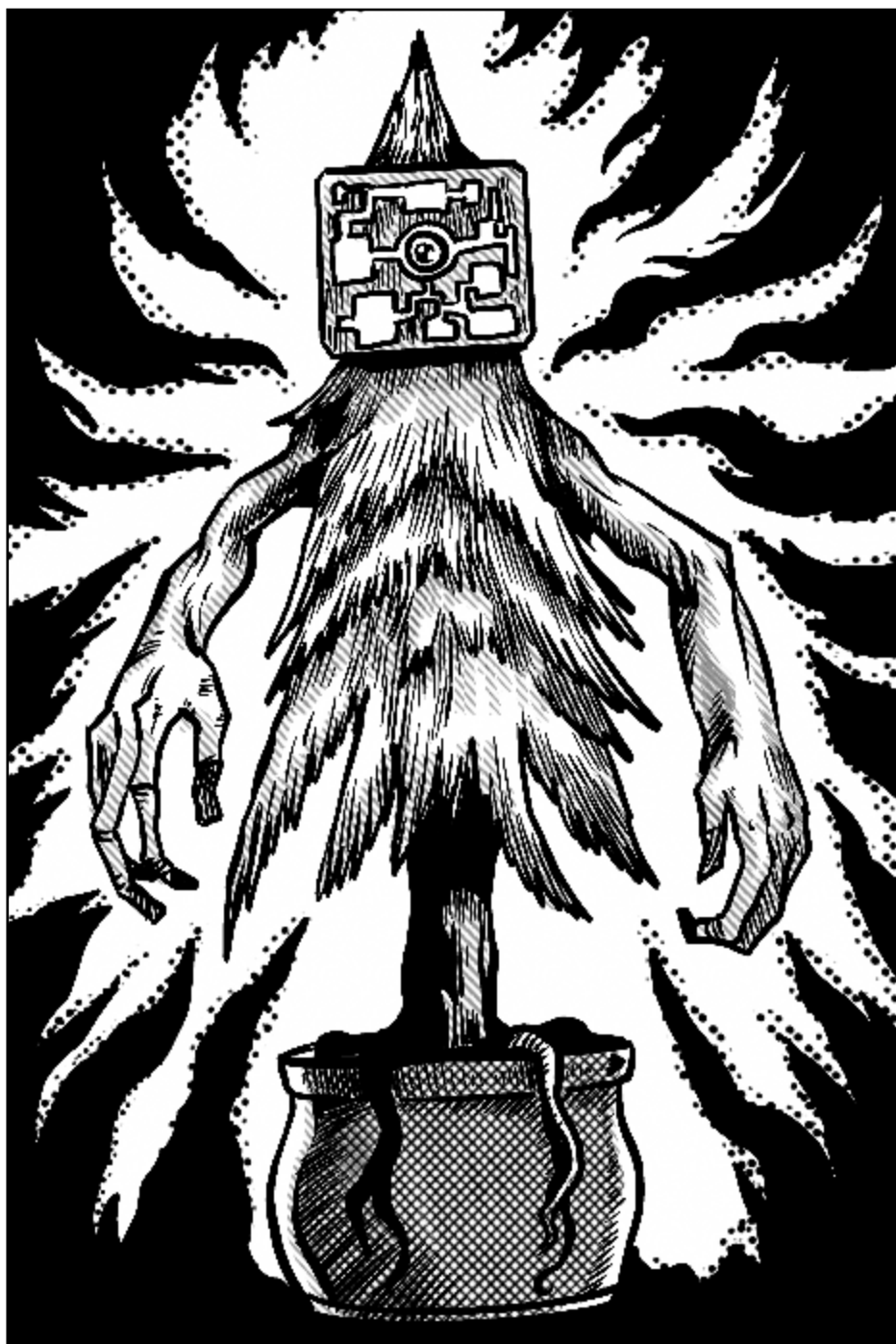
4) Sell information: If you get this reaction, you may give Kabuk a Blessing (either a scroll or a spell cast by a character or through a magic item). The Blessing will momentarily suspend his curse, making him feel alive for about one hour. He will be very thankful and will speak about the many things he saw in the forest (the party gains 2 Clues that may be used ONLY inside the forest and during the current adventure). If you can't bless him, he will be Peaceful.

5-6) Fight.



The Dreadful Dozen

The Maze-Maker



Background

Nobody knows where this dreadful creature comes from, or when it was created. Sages say it is as old as dreams themselves. Some say it is one of the original beings that can be found in the Forsaken Depths in the bowels of Norindaal, where the six subterranean rivers flow and cyclopean tombs to ancient beings older than the gods themselves can be found.

This monster appears like a small, man-sized tree, its roots firmly planted in a large, black stone pot. It has two large humanoid arms covered in bark-like skin with which it can grab its victims. But hand to hand combat is a last resort for the creature. Its real power lies in a red eye which is located in the center of a stone maze on its head. Any beings looking at the red eye will find themselves prisoners of the maze itself. Only by exiting the maze will the victims have a chance to regain their freedom. If they die in the maze, their souls will turn into ectoplasm and drip into the flower pot, feeding the Maze-Maker.

Every time the Maze-Maker manages to kill someone, its power increases.

The Maze-Maker is vengeful and never forgets those who hurt it. If it is not destroyed, it will eventually grow to such power that it will

be able to haunt explorers in every dungeon of Norindaal, gaining more and more power with every victim that ends up in its pot. It uses teleportation to move.

Story Hooks

From the moment you read this sentence, the Maze-Maker becomes an integral part of your campaign.

You may not avoid it. Sooner or later, you will have to face it.

- You may choose to meet it as a Final Boss in any randomly-generated dungeon. After determining that an encounter is a Final Boss, simply replace that encounter with the Maze-Maker.
- If you are playing a scripted adventure that has already a Final Boss and you choose to meet the Maze-Maker, you will meet the Maze-Maker AFTER defeating the Final Boss. It will appear in the same area as soon as the Final Boss is defeated.
- From now on at any moment of any adventure, you may spend 2 Clues to meet the Maze-Maker. As it is a Weird Monster (a major foe), if you are playing a random dungeon you may roll normally the

The Dreadful Dozen

chance that the Maze-Maker is that dungeon's Final Boss.

Maze-Maker's Game Stats

Maze-Maker, HCL+5 Unique Legacy Weird Monster, HCL+6 life, 2 attacks, 1 damage. Never tests morale, but will try to flee (see below) as soon as it is reduced to 2 life points.

Increasing Powers: The powers of the Maze-Maker scale up with the powers of its opponents. Add +1 to its damage and to the XP roll gained by defeating it if your party is at Expert experience tier (levels 5 to 9), +2 to Damage and XP rolls if the party is at the Heroic tier (level 10-14), +3 at Legendary tier (levels 15 and above).

Legacy: If the Maze-Maker is not destroyed when encountered, it will be encountered again. Its Level and life points will increase with the HCL of the party, as per its formula above. In addition, it will have healed all damage suffered in previous encounters and will have 1 additional life point per every character, animal companion or hireling that died in its maze or that the Maze-Maker killed in hand-to-hand combat.

Once the party has encountered the Maze-Maker without killing it, in each adventure following that encounter you must roll a 2 in 6

chance of the Maze-Maker returning. The Maze-Maker will attack the party in the first room AFTER the party has dealt with that adventure's Final Boss. It does not matter if that room has already been visited. If it is a new room, do not roll for its content. Write the keywords HUNTED BY THE MAZE-MAKER (2 in 6, after dealing with Final Boss) on your play sheet as a reminder.

Repeat this process every time the Maze-Maker is encountered and not killed, but every time the Legacy rule is used, the chance to meet the Maze-Maker increases by 1 in 6. So the second time you meet it, there will be a 3 in 6 chance, then a 4 in 6 chance, and so on. When you have a 6 in 6 chance, do not roll the die: the party will automatically meet the Maze-Maker.

Treasure: Defeating the Maze-Maker allows you to perform 3 treasure rolls at +2, using a treasure table from ANY book in the 4AD line, even one for an experience tier higher than the party. In addition, if the party was trapped in the Maze-Maker's extradimensional dungeon, the characters may keep any treasure found there.

Special Abilities: the Maze-Maker has a 2 in 6 chance of surprising the party. If the party is not surprised, the party has a single

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turn to reduce the Maze-Maker to 2 life, thus causing it to flee.

If this does not happen, the Maze-Maker will use its red eye on the party and all the characters will find themselves trapped into an extra-dimensional dungeon. At this point, you must generate a random dungeon for the party, using the standard dungeon room shapes in *Four Against Darkness*. Use the Maze table in this book to generate the contents of each room. Roll for contents in each room, including the first room. Each room (not only those rolled as Empty) may be Searched for Clues. Rooms occupied by monsters may be Searched after the monsters have been dealt with.

The party will not manage to exit this dungeon until they spend 3 Clues to reveal the Secret: Exit from the Maze-Maker's Dungeon. As usual, revealing this Secret will give 1 XP to the party.

When the exit is found, the party may exit the dungeon and will have to fight with the Maze-Maker. If the Maze-Maker was wounded before, it will have healed 2 life. Once you are out of its extra-dimensional maze, the Maze-Maker may no longer use its red eye on you and is forced to fight with its hand-to-hand attacks.

Maze-Maker's Escape: If the Maze-maker is brought to 2 life

points, it will immediately try to escape during the party's turn. It will focus on its teleport powers and start to shimmer and vibrate. All characters who still didn't have a chance to attack it can still do so, but only if they succeed in a Save vs. the Maze-Maker's Level (add each character's L to the roll). If the save is successful, the character may perform a single attack against the Maze-Maker before it teleports away. If the remaining 2 life points of the Maze-Maker aren't depleted, it will teleport away and return to torment the party in the future after healing all its wounds.

Maze-Maker's Secret: if you subscribe to the *Beast Bulletin*, you may spend 2 Clues to read *Beast Secret #7*.

Maze-Maker's Reactions (d6)

1-2) Quest (use any Quest table from any book appropriate to your party's adventuring tier);

3-6) Fight.

Roll at +1 on this Reaction table if the party has encountered and wounded the Maze-Maker in the past.

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Maze Content Table (d6)

1	The maze room is Empty. It may be searched as normal.
2	The maze room contains a HCL+2 trap that attacks a random character, inflicting 2 damage of a failed save; a rogue gets a chance to disarm the trap (add +L to the save) before the trap hits, but on a failure the rogue, and not a random character, is hit. Elves add +1, halflings add +1/2L, rogues add +L to save vs. these traps.
3	Encounter with a group of random Minions, increasing their number by 1 and their treasure, if any, by 10%.
4	Encounter with a random Weird Monster.
5	Maze within the maze: You will have to add another d6 rooms to the maze and mark them. You may NOT find the exit until you have visited all these additional rooms.
6	The Red Eye Room: There is a 1 in 6 chance that you meet another Maze-Maker (actually, a “shadow” of the real one in this extra-dimensional maze). This is less powerful (use HCL for life and Level) but for all other purposes you must treat it as another encounter with the Maze-Maker, possibly leading to mazes-within-the maze in a never-ending loop. If you do not encounter a shadow of the Maze-Maker, you encounter a random Boss Monster instead.

You do not need to roll for a Final Boss in the Maze-Maker’s maze, but you may do so if you want. If you choose to meet with a Final Boss, this will be a creature appointed with guarding the Maze.

If you have one or more minotaurs in the party, you may reroll once each result on the Maze table.

You may keep any treasure or object found in the Maze.

If you find any scroll in the Maze, you may turn it into 1 Maze Clue. This is a Clue that you may use ONLY to pay the cost for the “exit from the Maze” Secret.

The souls of all characters killed in the maze become food for the Maze-Maker. They cannot be resurrected, and their souls do not go to any Afterlife.

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Palrocs, the Octopus-Men



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Background

The Palrocs are octopus-elf hybrids that live in the sea of the Blossoms' Demesne (see *The Courtship of the Flower Demons* for additional information). They travel inter-dimensionally through pools of water. You may find their pools when you adventure in remote places and reach their home through them, but this is dangerous, for the pools dry up quickly and many are one way only.

Story hooks

If you subscribe to the Beast Bulletin, you may spend 2 Clues and find a Palroc pool whenever you find a fountain or pool in an enclosed space, room, tile, or hex. You may do so only once per adventure. The pool will be guarded by d6+1 Palrocs. Choose one of the following:

- The pool leads just outside the dungeon (if you jump through the pool, you'll appear just a few feet from the entrance). This doesn't count as leaving the dungeon and doesn't end your adventure unless you want to: you can teleport out of the dungeon and then re-enter from its entrance.
- The pool leads to an underwater dungeon in the Blossoms' Demesne. In this case,

jumping through the pool will adapt your characters to breathing water for the duration of your stay in the elemental plane of water. To generate this underwater dungeon, use the normal rooms from *Four Against Darkness* and the underwater content tables from *Dark Waters*. When you exit that dungeon, if you have *The Courtship of the Flower Demons*, you may explore the Blossoms' Demesne.

Game Stats

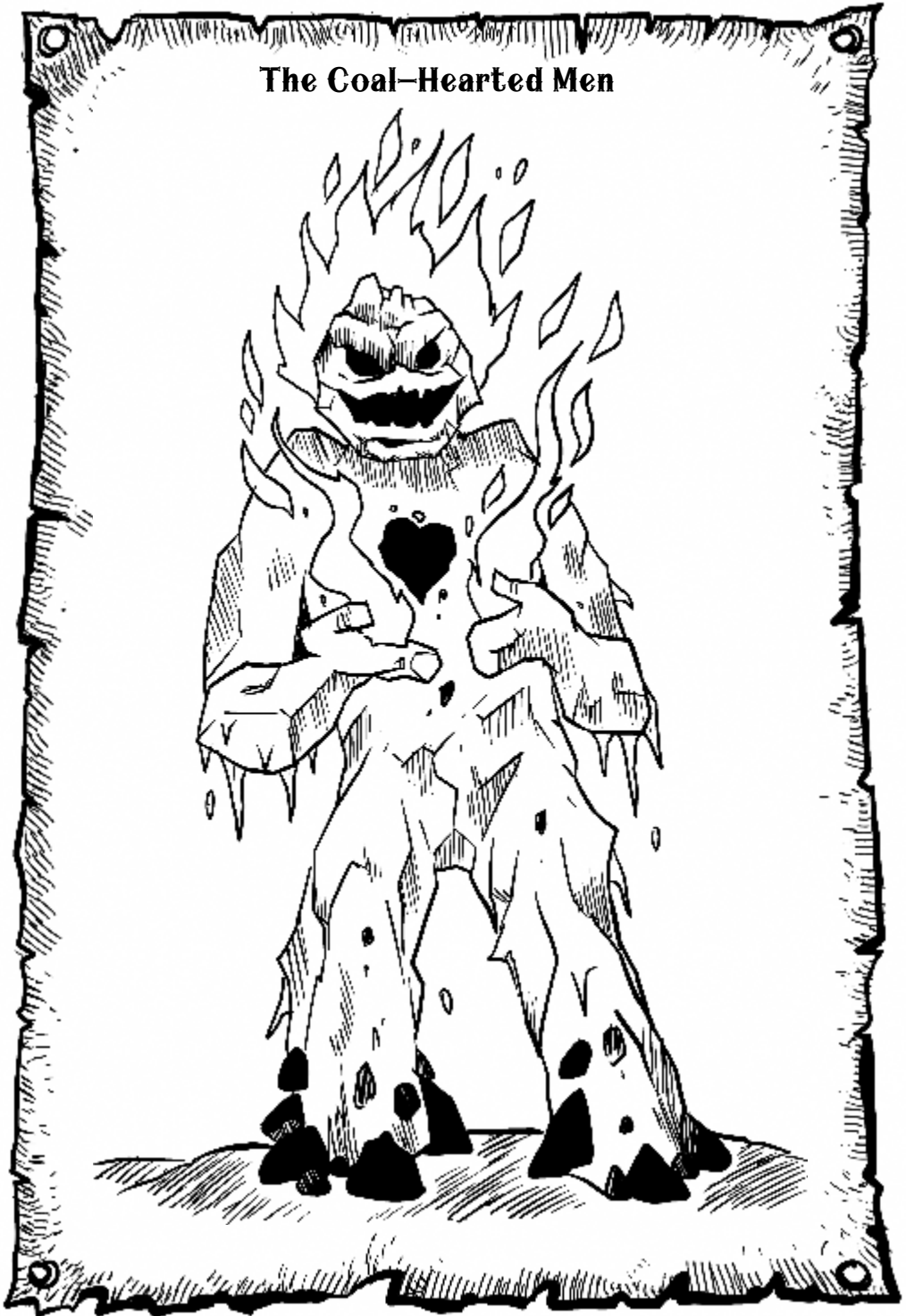
D6+1 Palrocs, HCL+2 minions (minimum L4, maximum L10), 1 life each, 2 attacks, damage 1, morale +1, treasure +1.

Disarm: Every time an attacker rolls a 1 on a melee attack against a palroc, the creature's tentacles disarm the character. The weapon may be recovered by spending 1 action to do so as soon as the palroc is killed. If palrocs run away, they will take with them any weapons they grabbed from the party.

Palroc Reactions (d6)

- 1) Flee;
- 2-3) Bribe (50 gp; the Palrocs will let the party use the pool if desired, as described under story hooks, above);
- 4-6) Fight.

The Coal-Hearted Men



Background

The coal-hearted men are man-sized, ice-and-fire elementals created by elementalists as guards and minions. A humanoid ice body is built around a lump of quintessential coal, a rare mineral from the Everflame volcano in Andamon, which gives the creature the power to emit and control flames. While the coal-hearted men typically carry no treasure, their hearts are valuable to alchemists.

Story Hooks

You may encounter coal-hearted men as replacements for any minions, especially in any adventure that features any fire or ice elementals or other creatures made of fire, snow, or ice, or any adventure with a theme involving ice or fire. This is up to you! If you have decided that it is the case that coal-hearted men may be present, give a 2 in 6 chance to any minions encountered to be coal-hearted men instead.

If you subscribe to the Beast Bulletin, you may spend 2 Clues to read Beast Secret #8.

Game Stats

d6+3 Coal-Hearted Men, HCL+2 elemental minions (minimum L4,

maximum L12), 1 life, damage 1, morale +1, treasure: see below.

Elemental creatures: As elementals, the coal-hearted men are immune to poison, disease, and Sleep. Lightning spells are cast at -1 against them. Fireballs and other fire-based spells have a 2 in 6 chance of having no effect (roll a d6 when the fire-based spell is cast; on a 1 or 2, the spell has no effect).

Flames: Any character rolling a 1 on a melee attack against a coal-hearted man loses 1 life due to the flames sheating the creature.

Hard as Ice: arrows hit them at -1. Bullets and slingstones do not suffer this modifier.

The Coal Heart: To preserve the coal heart, each coal-hearted man must be slain with a non-explosive attack. Every explosive attack or attacks with fire-based spells will destroy the heart. Any preserved heart can be sold for 20 gp in any large settlement.

Coal-Hearted Men's Reactions (d6)

1-3) Protect the room (they will not attack if the party retreats from the room and takes another path).

4-5) Fight.

6) Fight to the death.

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Cactus-Men, Rangers of the Desert



Background

Cactus men are a species of nomadic, intelligent, humanoid plants living mostly in Ruk-Ru, the land of the Sand Goblins on the Andamon continent. A few smaller communities are also found near the Everflame volcano or in the desert trading for water and food with the Warring Principalities of An-Nur. More rarely, a few individuals adventure in other continents and may be encountered as lonely, silent travellers.

Cactus men are a traditional enemy for sand goblins, but in recent times there are cases of tribes of both kin cooperating against other species.

Story Hooks

In any desert-themed adventure, you may encounter a lone cactus man ranger or merchant when you roll a special event, or a group of $d6+3$ cactus men as minions. Give each group of minions a 2 in 6 chance of being an encounter with cactus men. On positive reactions, they will sell/buy food and basic weapons. A lone ranger or merchant will have a 2 in 6 chance of having a masterwork weapon or a scroll with a random spell to sell at the standard price.

You may also choose to play Microadventure #2 at any moment you visit a village.

Game Stats

D6 +4 cactus men, HCL+2 plant minions, damage 1, normal morale, treasure: see below.

Living plants: cactus men are living plants that are unaffected by Sleep, disease, and poison. They are affected by any spell that affect plants.

Experience: Count an encounter with cactus men as TWO encounters with minions.

Thorns: before the melee, each cactus man releases a cloud of sharp thorns that count as a ranged attack. If met in wilderness adventures, they release TWO clouds of thorn before the melee.

In melee, any character performing unarmed attacks against a cactus man loses 1 life on any Attack roll of 1 or 2.

Any character hit by thorns, either as ranged attack or in melee, will be in excruciating pain and will be at -1 on all Defense rolls and all saves until 1 bandage is used to pick out the thorns from the character's body. Note that magical healing or rest will heal the damage but will not remove the thorns; only the application of 1 bandage per character (which also

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heals 1 life point if the character didn't use bandages already in this adventure) will remove the thorns.

Treasure: normally cactus men are equipped with cheap, blunt hand weapons (stone-headed maces). Roll on a treasure table from any *Four Against Darkness* book appropriate to your party's adventuring tier to determine what they carry, and double the result if they are merchants. Half of the gp value of this treasure will be in food rations.

If used by the party, cheap weapons break on an Attack roll of 1. They may not be sold.

Impressed by Metallurgy: Cactus men come from areas where metal is rare, and are culturally in awe of people who excel in metallurgy. If at least 2 characters in the party are wielding masterwork or magic weapons or shields, the cactus men will have -1 to their morale rolls.

Cactus Men Reactions (d6)

1-2) Merchants: they buy or sell, 50% chance of each, common weapons and tools, using standard prices from the equipment section of any *Four Against Darkness* book, including holy water and potions; the encounter will not be violent as long as you are

willing to buy or sell something. Roll a 1 in 6 chance of the merchant having a potion of your choice to sell or a scroll with a random spell (from any book appropriate to the party's experience tier) if you prefer.

3) Bribe (5 gp each). The cactus men are scouting the territory. They are not particularly aggressive, but they need food and equipment and they will accept a bribe to avoid violence. The bribe may also be paid in Food rations, bandages, shields, and weapons, using the weapon's full cost as bribe value. They will not accept armor as they cannot wear it.

4) Scout: The cactus men are scouting the territory. They are alerted and are expecting trouble. They will perform a single ranged attack with their thorns (one attack per cactus man) and then run away unless the party attacks in melee or counterattacks with ranged weapons and spells; if they run away after a ranged attack, they do not count as defeated for XP purposes. If the party presses, they will fight and, if defeated, will count for XP purposes.

5-6) Fight.

Beast Secrets

Beast Secrets are specific secrets that let the party know a specific weakness or other interesting detail about a creature. You may read them **ONLY** if your party subscribes to the Beast Bulletin **AND** you pay the secret's Clue cost (normally 2 Clues).

It is possible to discover Beast Secrets just by spending 4 Clues, even if you do not read the Beast Bulletin, unless a monster's description tells you that the Secret is available only to subscribers of the Beast Bulletin. In any case, **discovering Beast Secrets does NOT give you an XP roll.**

Beast Secret #1

This monster may be hit at +3 by any ranged attack, even a mundane one, if a Blessing spell is cast on the weapon in the same turn. The effects of this Secret may be used as many times as desired as long as the party has Blessings to use.

Beast Secret #2

If presented with a full chest of treasure containing at least 50 gp, the monster will be distracted as it opens the chest and checks its content. For 2 turns, all attacks against it are at +2, there is no

modifier to ranged attacks, and any magical weapon attack rolling an explosive result against it will hit it in the brain, causing the creature to die immediately.

Beast Secret #3

Any Illusion-type spell may be used to recreate a scene of the monster's past. This will distract the creature, bringing back painful memories of its former life. For 2 turns, all attacks against the monster will be at +3. After these 2 turns, the creature will snap out of its stupor and defend normally. The effect of this secret may be used only once per combat with the creature.

Beast Secret #4

A druid may use Shatter Wood to inflict 4 damage to this monster. A druid, wood elf, or conservationist knowing this Secret will inflict 3 damage to Chabuma every time they roll an Explosive attack with a melee, ranged, or spell attack. The attack has **NO** chance to bounce off the creature's bark-like skin.

Beast Secret #5

Neriya's weakness is her "new" eye in the middle of her forehead. This eye is not real, but is an ectoplasmic manifestation. Any cleric may spend 1 Blessing (from

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his own personal spell slots, from a scroll, or from a magic item) to make this ectoplasmatic eye disappear. To do so, the cleric must win a successful save vs. Neriya's Level. Add the cleric's L to the roll. If the save is successful, Neriya becomes blind and all characters gain a permanent +2 on Attack and Defense rolls against her. If Neriya is blind, characters can now hit her with mundane weapons. The violin strings are weaker and all characters can add +L to their Strength saves to get rid of the strings around their necks.

Even if she's blind, her mesmerizing power works normally.

If the save fails, the cleric may try again by spending an additional Blessing. This may be repeated any number of times as long as the cleric has Blessing spells to use.

A wizard or other spellcaster with the Blessing spell (or with a Blessing scroll) may do the same but must also spend 1 Clue at the same moment. This represents some additional secret knowledge that replaces the cleric's theological skills and direct relationship with his/her deity. The spellcaster must perform a successful spellcasting roll against Neriya's Level to disable her ectoplasmatic eye.

Beast Secret #6

Kabuk's family lives not far from his location. You can reach the family by traveling 3 tiles/areas away from its location. Add a hut to the tile/map to mark the location of their house.

You can ask a family member to accompany you, or you may ask them to give access to some objects that belonged to the boy. If Kabuk sees a family member or an object that belonged to him when he was a boy (such as a childhood toy), his Reaction roll will be at -2. The family member will not be attacked. For rules purposes, treat the family member as a 0-level character with 3 life points and no bonuses.

Beast Secret #7

The pot is the weak spot of the Maze-Maker. You may attack it at +2 with blunt weapons if you know this Secret. If you inflict a number of damage equal to at least half the creature's total life points, the Maze-Maker will not be able to use its Legacy ability to increase its life point total with the number of victims killed – this time only. Once you know this Secret, you can use it indefinitely and always attack the Maze-Maker at +2 with blunt weapons. For purposes of this rule, unarmed attacks count as blunt weapons.

Microadventures

These short missions can take place only because of events or choices in this book. Play them ONLY when instructed to do so by the text.

1) Selling Military Secrets on the Black Market

You found a scroll with military information. Many spies of Norindaal would be more than happy to put their hands on the document, so you decide to sell it on the black market.

You may spend 1 to 3 Clues to find a suitable contact in the underworld. Choose a single character to sell the document. Roll d6, adding +1 for every Clue spent in finding a contact. If a rogue, assassin, or spy try to sell the information, they can add half their Level to the roll. Use the exploding die mechanic for this roll. On a 6 or better, multiply the final result by 100, and that's the final selling price for the information. However, for every 1 rolled (on the first die or on any additional die rolled for an explosion), the character must save vs. an HCL+4 assassination attempt or be killed. If the character saves, he or she barely escapes an assassination attempt and the document is lost (you may come up with details on how this

happens, but the idea is you will not be allowed to try to sell the document again in the future).

If you roll any other number (not a 1, and not high enough to be a success), you do not find suitable acquirers for the secret information. You may roll again, but this time rolls of 1 and 2 will trigger the assassination attempt. You may repeat this process once again with 1, 2 and 3 indicating an assassination. After a third attempt you automatically give up.

An assassinated character disappears from the campaign and may not be resurrected. All his equipment is lost. If the rest of the party wants, they may spend 3 Clues within the next 3 adventures to discover who killed their friend (this is a Secret that gives you 1 XP roll), and then fight against a Final Boss in a dungeon. The Final Boss will be an HCL+3 assassin with HCL+4 life, normal morale, 1 treasure roll at +2. His lair will automatically be found in the twelfth room of the dungeon and it will be protected by an HCL+3 trap that inflicts 2 life damage on a failed save (rogues add+L, halflings +1).

If the other characters avenge their friend, they will find its equipment among the assassin's possessions, but it will be too late to resurrect the character.

2) The Coming of the Cactus Men

A gang of cactus men is getting dangerously close to a village bordering a semi-desertic area. Are they just travelers, merchants, or scouts for a plant-men invasion force?

The party is tasked with discovering what the cactus men's intentions are. The party will be paid 50 gp plus 10 Food rations by the worried villagers. Choose one of the following strategies:

- Approach the cactus men peacefully and talk to them;
- Attack the cactus men straight away;
- Scout around their area and try to understand what they are up to.

Continue playing by reading *Microadventure #5*.

3) The Village Burned to the Ground

You arrive at what probably was a small village of farmers. Acrid smoke fills the air, making you cough. All buildings are burned down. Amidst the smouldering ruins, the skeletons of animals and humans grin at you behind layers of charred flesh.

The wind lifts some ashes that quickly form the features of a dark-haired girl. Her skin is pale and covered in ashes, her eyes two pools of abyssal darkness. A heart-shaped silver necklace hangs from her neck, but apart from this expensive jewel, her ragged clothes reveal she comes from a peasant family.

If you have a necromancer or a cleric of Zur in the party, you may roll reactions at -1. In all other cases, Lila bursts into flames and attacks screaming.

During the first 3 turns, your characters may find shelter from the flames behind the ruins of the village. If they do so, they gain +2 to their saves against Lila's flame attacks, but may attack her only with spells or ranged weapons. After 3 turns, Lila's raging flames will destroy everything and no cover will be available anymore.

4) Lila's Secret

If you grab Lila's silver jewel and confront her, the guilt that she feels deep in her soul for killing her own parents will give you a chance to persuade her.

To grab the jewel, perform a successful weaponless attack (normally at -2, but your character may have skills that mitigate this modifier) against Lila's Level.

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Each failed attempt will cost the character 2 life as Lila's flames will engulf the character. Each attempt counts as the character's attack roll for that turn.

A rogue may gain a +2 on his first attempt if the rogue succeeds in a stealth save (add the rogue's L) against Lila's L. If the stealth attempt fails, however, Lila will spew flames at the rogue, automatically inflicting 3 damage.

Once the character grabs the pendant, roll d6, adding +1 if the character who grabbed the jewel is a swashbuckler and +2 if s/he is a bard. On a 5+, Lila remembers her mother, accepts that her own death was accidental, and disappears forever.

If the roll is a 1, however, no matter what modifiers are applied, the Gates of Zur will open and Lila will attack the party leading a group of $3d6+3$ undead (use the zombie stats from 4AD).

5) Encounter with the Cactus Men

There are 9 cactus men in the group. Make a reaction roll for the cactus men to determine their intentions.

If you were scouting around them, perform a Stealth save vs. their L, using the best modifier in your

party (rangers, wood elves and rogues add +L, elves add +1, halflings add $+1/2$ L; characters with heavy armor roll at -2). If the save is successful, you may attack with a +1 bonus to Attack rolls on your first turn or simply detect their intentions. After fighting or detecting their intentions, you may return to the village and report to cash your reward.

If you fail your Stealth roll, the cactus men will think the party is a band of ill-intentioned adventurers and will attack, no matter what their initial reaction.

If you chose to attack, just resolve the combat as usual. However, since you are in open ground, the cactus men will get to fire their thorns at the party TWICE before the melee can begin. Your shooters can also attack twice before the melee starts.

If you approach them peacefully, you may reroll their reaction roll. Roll at -1 if you have a druid, conservationist, wood elf, or any plant-based character in the party. After the reroll, resolve the encounter as normal.

In addition to any rolled treasure, the cactus men will have 5 food rations each. This food may be normally consumed by your party.

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Monster Summaries

Name	Type	Level	Life	Morale	Treasure
Tavshan	Unique, Undead, Legacy, Weird Monster	HCL+4	HCL+5	Never	Spend 1 clue to find 1 treasure chest per character (up to 5).
Abilities: Undead, bite (roll d8, if roll is lower than life inflicted, wound bleeds for 1 life pt). Any hero losing 4+ life must save vs. HCL+3 curse or become a wereshark. Axe attack destroys shields on Def roll of 1. 2 Kick attacks with knockdown effect. Immune to Sleep, poison, and weapons unless silver or magic. All ranged attacks vs. Tavshan are at -1.					

Name	Type	Level	Life	Morale	Treasure
Lila	Unique, Undead, Legacy, Boss Monster	HCL+5	HCL+4	Never	Silver pendant, reward for slaying
Abilities: roll d6 on Lila's attack table to determine what she does: 1) 2 melee attacks, 2) 1 fire blast, 3) calls dark clouds, 4) heals 2 life if wounded or spews flames, 5) cries in horror causing Madness, 6) grabs a target with a fiery hand. Immune to Sleep and poison. Immune to holy water. Healing spells heal 1/2 life. 4 in 6 chance of chasing fleeing party.					

Name	Type	Level	Life	Morale	Treasure
Chabuma	Vegetable, Weird Monster	HCL+3	HCL+6	2	None
Abilities: mundane attacks bounce off its skin (4 in 6 chance), magic attacks affect it normally. Fire-based attacks hit at +2. Sleep spells are at -3. Immune to poison. From 3rd turn, roll d6, on a 4+ regenerates 1 life. Druids, wood elves, conservationists who subscribe to Beast Bulletin may spend 2 clues to know secret weakness.					

Name	Type	Level	Life	Morale	Treasure
Neriya	Undead, Boss Monster	HCL+2	HCL+1	Normal	3 rolls
Abilities: Immune to Sleep and poison. May be hit only by silver, masterwork, gilded, or magic weapons. Holy water causes 2 damage (first vial, other vials 1 damage only). All characters are attacked by L6 violin strings (every turn, save vs. L6 or take 1 damage, barbarians and large characters add +1/2 L). On a Defense of 1, character must save vs. L6 danger of fall down cliff for d6 damage (add +3 if Danger Sense, elves and halflings add +1, rogues and swashbucklers add +L).					

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Monster Summaries

Name	Type	Level	Life	Morale	Treasure
Candle-wax Golem	Artificial, Weird Monster	HCL+2	HCL+6	Never	Body may be sold or used to learn formula.

2 attacks (2 damage each). Fire blast once per encounter (all characters must save vs. HCL+2 flame or lose 1 life). Immune to Sleep, poison, chaos taint, disease, acid. Takes double damage from fire-based attacks.

Name	Type	Level	Life	Morale	Treasure
Deyar	Unique, Undead, Boss Monster	HCL +3	HCL+3	Never	3 rolls at +3 or 3 rolls on her table.

Abilities: 2 attacks (1 damage each). Cold touch; save vs. HCL+1 poison or lose 2 life and use of arm or leg (barbarians and halflings add +1/2 L). Immune to all mundane ranged attacks. Immune to Sleep, poison, and electrical attacks including Lightning spell. If she loses 3+ life, she will summon storm, every turn every character has 1 in 6 of being hit by lightning for 2 damage. Deyar takes 2 damage from holy water or from a Blessing spell.

Name	Type	Level	Life	Morale	Treasure
Yadal	Fey, minion	HCL+2	1	Normal	Females: necklaces worth d6 gp each. Males: d3 food each.

Abilities: Met in groups of d6+ 2xHCL. Roll d6, if result is lower than number encountered, half will be females. If group includes females, save vs. their L (clerics, conservationists, elders and spellcasters save at +1/2 L) or forfeit 1st turn. 3 in 6 chance of surprise in wilderness. Hit at -1 by mundane ranged attacks. If group has 4+ yadals, 2 will throw poisoned javelins at random characters (never at winged targets). Targets hit must save vs. L6 Sleep of fall asleep until end of encounter (halflings add +1, barbarian and large characters add +1/2L).

Name	Type	Level	Life	Morale	Treasure
Kabuk	Unique, Undead, Vegetal, Weird Monster	HCL+3	HCL+2 (minimum 5 life)	Normal	2 treasure rolls or d3 masterwork weapons of your choice

Abilities: No damage from holy water. Hit at +2 by fire-based attacks. Clerics and druids add +L in melee against Kabuk. Immune to Sleep and poison. Roll d6, on 1-3 it is accompanied by as many ravens (HCL+1 Vermin, as long as they are alive no Luck points may be spent; they may be killed with ranged attacks vs. L6 or spells). 4 melee attacks (1 strangle, save vs. its L or lose 1 life/turn until 2 damage is used to sever the vine; 3 crushing attacks with branches, 1 damage each).

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Monster Summaries

Name	Type	Level	Life	Morale	Treasure
Maze-Maker	Unique, Legacy, Weird Monster	HCL+5	HCL+6	Never, but flees when reduced at 2 life	3 rolls at +2 from any treasure table, plus all treasure found in its Maze
<p>2 attacks (1 damage). At Expert tier, +1 damage. At heroic tier, +2 damage. At Legendary tier or above, +3 damage. Legacy: 2 in 6 chance of attacking party AFTER Final Boss in next adventure. 2 in 6 chance of surprise. If not reduced too 2 Life in 1 turn, it will trap party in its extra-dimensional maze (create random dungeon using the Maze table for contents). Party may not exit the maze until they spend 3 clues to find secret exit. If brought to 2 life, it attempts to teleport away. All characters must save vs. its L (add +L to the save) if they want a chance to perform 1 last attack before it disappears.</p>					

Name	Type	Level	Life	Morale	Treasure
Palrocs	Minions	HCL+2	1	1	1 roll at +1
<p>Every time an attacker rolls a 1 on an Attack roll, tentacles grab the weapon and disarm the character. If palrocs run away, they take with them all grabbed weapons. Armed with spears and knives. Meeting them may give access to their magic pools and an entry point to underwater dungeons in the Blossoms' Demesne.</p>					

Name	Type	Level	Life	Morale	Treasure
Coal-Hearted Men	Elemental, Minions	HCL+2, minimum L4, maximum L12	1	1	Hearts may be sold for 20 gp each.
<p>Encountered in groups of d6+3. Immune to poison, disease, Sleep. Lightning spells hit them at -1. Fire-based spells have 2 in 6 chance of being nullified. Any attacker rolling a 1 on a melee Attack roll loses 1 life due to the flames around them. Arrows hit them at -1. Bullets and sling stones hit them normally. Hearts are destroyed if the creatures are slain by explosive results on Attack rolls.</p>					

Name	Type	Level	Life	Morale	Treasure
Cactus Men	Plant, Minions	HCL+2	1	Normal	Cheap, blunt hand weapons. 1 treasure roll if merchants (with ½ gp value in food).
<p>Encountered in groups of d6+4. Unaffected by Sleep, disease, poison. Affected by spells that affect plants. An encounter with them count as TWO minion encounters. Before melee, they release thorns (ranged attack). They release TWO ranged attacks if met in the wilderness. Any character hit by thorns takes 1 damage and is at -1 to Defense rolls until 1 bandage is used to remove thorns. If 2+ characters have magic or masterwork weapons or shields, cactus men have -1 to morale.</p>					



Foes Like You Have Never Seen Before

This book includes statistics, background info, tactics, and secrets of twelve of the most unusual creatures of Norindaal, suited for parties of all experience levels. Each monster has an illustration, unique reaction tables, loot, and story hooks to bring them into your games of *Four Against Darkness*.

You will meet zombie wereshark harem men, cactus men, forest guardians (like the Yadals, Kabuk and the Chabuma), elemental minions like the fire-and-ice wielding Coal-Hearted Men, Candle-Wax Golems, undead terrors like Lila the hellfire girl and Neriya the handless fiddler, or the haunting Maze-Maker.