



The Lantern

The Four Against Darkness Zine, Issue One





The Lantern

Issue One

A Four Against Darkness Zine

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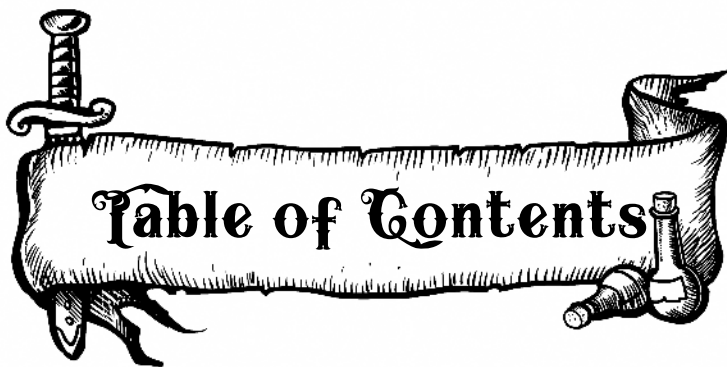
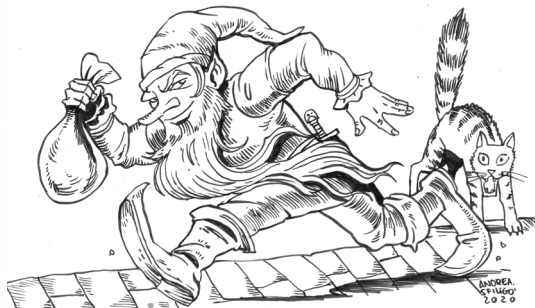
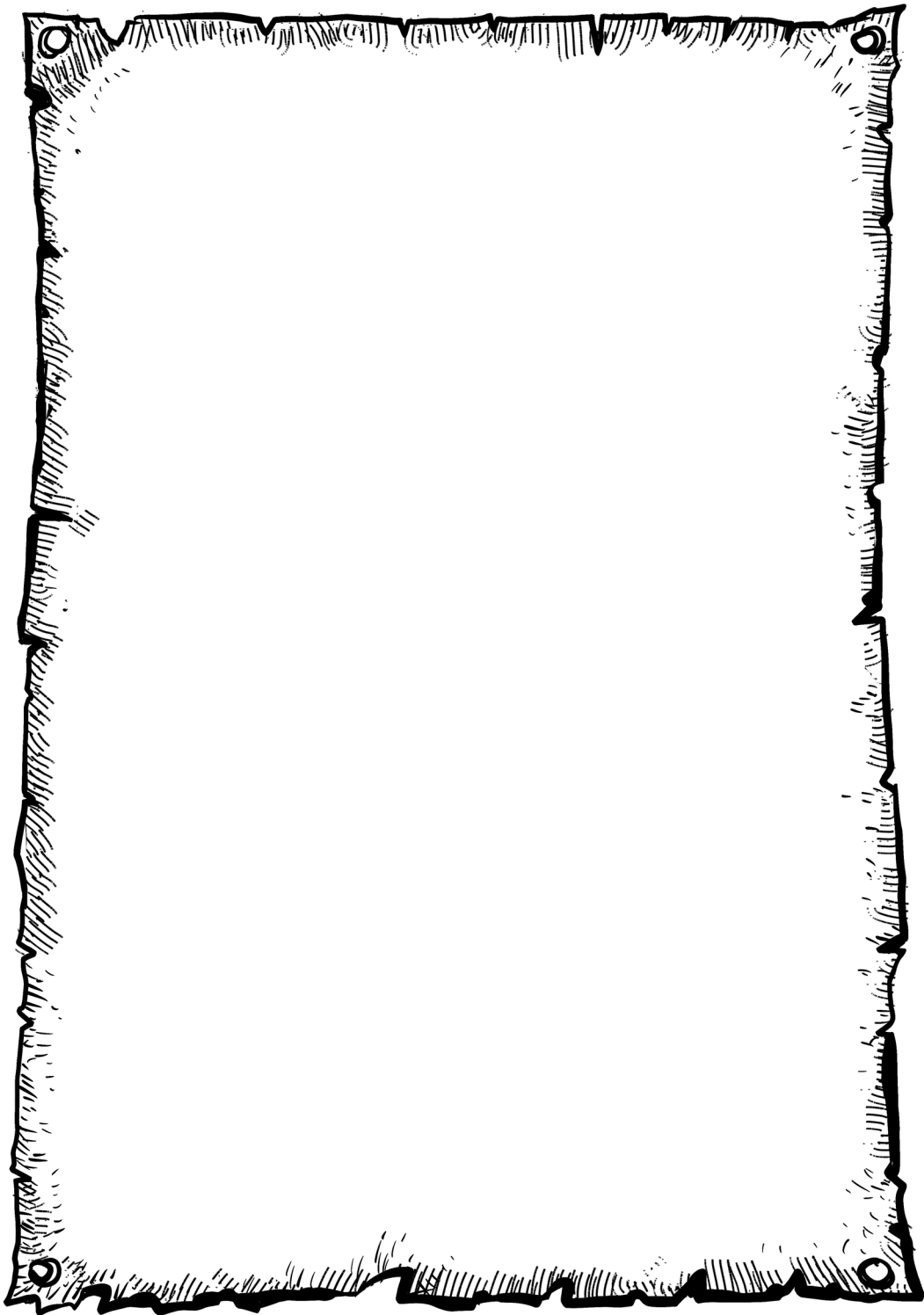


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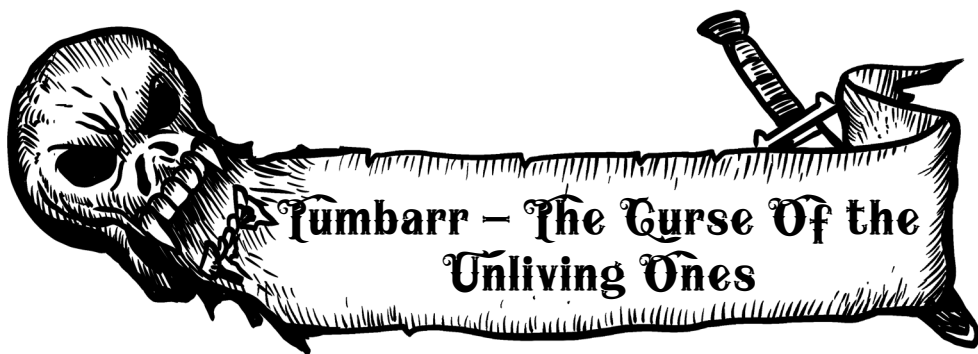
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This is an official 4AD rule. The possessor of this zine is the only 4AD player allowed to use it.



Tumbarr – The Curse Of the Unliving Ones

An Introductory Adventure for Four Against Darkness for Level 1 characters

This simple adventure was originally published in Italian on issue #10 of the magazine IoGioco, coinciding with the first edition of the Italian language Four Against Darkness at the Play Modena convention. The first print run of the game sold out quickly and that issue of the magazine is also sold out.

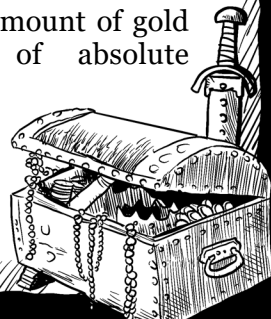
It is presented here in English, in a slightly expanded version, for the first time.



Introduction

Four brigands have robbed crates containing the wages of town militiamen. The authorities call for the help of bounty hunters to recover the money.

It sounds like easy coin for your party. The bounty on the four brigands, dead or alive, is 200 gold pieces, plus one tenth of the stolen wages. Not a bad amount of gold for your band of absolute beginners!





How To Play

This is a scripted adventure. Instead of randomly generating most of the content, the text of the adventure will tell you what your characters see and what dangers they face, and give you options. In some cases, the adventure will ask you to roll on tables from the core rulebook. You may also use any other alternative tables for treasures, monsters, etc., suited for a party of first level heroes.

Create four L1 characters from any *Four Against Darkness* book you own and keep on reading. If you already have a party of characters who are all L1 or L2, you can play with those. The adventure was tested with characters from the core rulebook, but there is no reason why other classes wouldn't work.

Do not spend money on equipment yet – you will have a chance to shop in the town market as part of the adventure.

Acronyms and Abbreviations

L means Level. A L1 character is a level 1 character. The formula "+L" means "add the character's Level to the roll". Likewise, $+1/2$ L means "add half the character's Level, rounded down, to the roll".

Who Are The Brigands?

Not much is known about the brigands, but there are rumors that they are led by Zaar-Thun, a spellcaster of sorts from some Southern lands.

Where are The Brigands?

You spend the day hunting for information in seedy taverns and asking questions in less than recommendable neighborhoods. After much chatting, some threats, a couple of well-thrown punches and some small coin in the right hands, you get some information. Spend 1 gp from any character to represent a bribe.

It seems the brigands are holed up in Tumbarr, an underground gnomish village that was abandoned over one year ago after it started being haunted by some undead creatures. It is not clear





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how dangerous the undead were, but the peace-loving gnomes didn't want anything to do with them and just left the settlement and went to live in villages.

An old gnome who used to live in Tumbarr sketched a map of the place, as he remembers it, and gives it to you.

Gearing Up

It's time for you to gear up and start your way towards Tumbarr, before other adventurers beat you to it. Rumors run fast in town, especially when there's the promise of gold.

Without reading any further, you may visit the market square and spend your characters' gold pieces to buy any desired equipment. In addition to the standard equipment described in *Four Against Darkness*, you can buy the following:

1) A **Scroll** with the Sleep or the Escape spell (your choice) if you have at least a wizard, elf or other spell-casting class in the party, for just 75 gp. There is only such a scroll available.

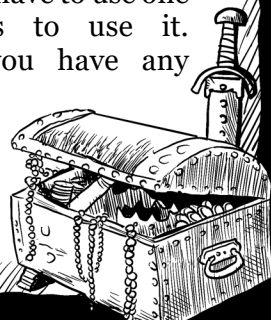
2) A **healing potion**, that heals all wounds suffered by the imbiber, for 50 gp. Two such potions are available.

3) A dwarf weaponsmith sells a **masterwork mace**. This weapon costs more than normal (50 gp), but it is perfectly balanced. Any Attack roll with this crushing hand weapon has an increased chance to roll an Explosion. If the unmodified Attack d6 roll is 5 or 6, the Attack explodes.

You have a chance to buy this mace now or immediately at the end of the adventure. If you do not do it during this adventure, some other adventurer will take it.

Masterwork weapons are rare and can sometimes be found as treasure. In some adventure you may meet some extraordinarily skilled smith who could create one for a fair price, but it won't happen frequently.

Remember to buy at least a **lantern** (4 gp) and assign it to a character, who will have to use one of his/her hands to use it. Alternatively, if you have any



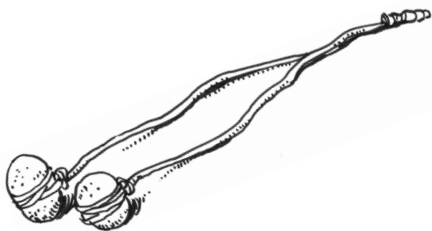


character with a shield, you may purchase a **lantern shield-hook** for 2 gp. This lets you carry the lantern hanging from the character's shield. However, if the shield is destroyed during a battle, the lantern is destroyed as well.

Remember that in any case you may buy additional lanterns and carry them in a backpack.

Buying equipment is not mandatory. You could choose to keep the gold instead, and use it to bribe someone or buy services later.

When you are finished with your purchases, read the next section.

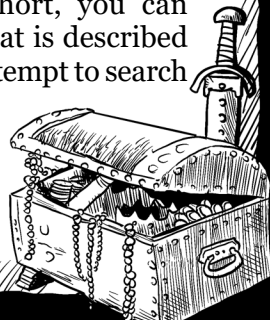


The Adventure Begins

Tumbarr is only a three days' ride from town. The party hitches a ride on a cart and, after a bumpy but otherwise uneventful journey, arrives to Tumbarr. It is a mostly barren hill, on which only a few twisted trees grow. On one side of the hill, there is the entrance to the underground village. Although the gnomes have only been away from Tumbarr for a year, the metal gate is already in pitiful condition and is covered in ivy and other vines.

All that remains is to enter and explore the underground settlement and find out where the brigands are hiding.

To find the treasure and the brigands, you will need to **spend clues in specific rooms**. The room description will tell you what you can do. Be careful and try to have clues available before you have visited all the rooms of the dungeon, otherwise it will mean that the brigands have escaped and that your mission ends in failure. Take a minute to read the Search rules in the *Four Against Darkness* core manual. In short, you can Search any room that is described as empty, but any attempt to search



Tumbarr

A Gnomish settlement invaded by undead monsters





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carries a chance to attract the attention of wandering monsters (the sentries patrolling Tumbarr). Use a coin to mark your location on the map, and every time you enter a new room, read the corresponding number. Each time you enter a room you've visited before, roll d6. If you roll a 2 or more, nothing happens. On a roll of 1, however, you must roll on the Tumbarr Wandering Monsters table found at the end of the adventure. Of course, when you revisit the rooms you have already been to, ignore any events, traps or encounters described in the text.

IMPORTANT: Before you play, do not read the descriptions of rooms before entering them, or the secrets of Tumbarr at the end of this adventure. Reading the entries in advance will spoil your enjoyment of the game.

1

The stairs leading into Tumbarr are made from stone and polished by use. Establish the marching order of your characters, placing two in the front row and two in the back. Decide who carries the lantern if you haven't already, and which

weapons your characters are carrying. The marching order will be especially important when the group goes through Tumbarr's dark corridors.

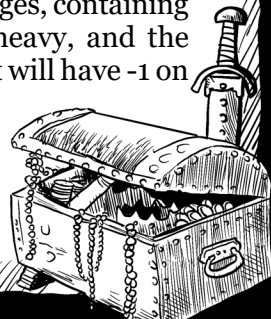
2

This looks like a treasure room, with wooden chests stacked up. Guarding the treasure are:

4 Zombie Gnomes, L3 undead minions, immune to Sleep spells and poison. Even when encountered as wandering monsters, zombie gnomes CANNOT surprise the party. The party will always act before them.

Reactions: They always fight to the death, but they let you escape without hitting you in the back if you retreat through the door you entered this room.

If you can spend 1 clue here, you'll find (in addition to the treasure described below) one of the chests with the soldiers' wages, containing 250 gp. It is very heavy, and the character carrying it will have -1 on







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Defense rolls. If you can't or don't want to spend a clue in this room, you'll only find 4d6 gp and a scroll with a random spell (roll on the random spell table in 4AD to determine what spell it is).

3

Empty room. You may Search it.

4

Empty room. You may Search it.

5

This large room seems empty. There is an opening to a corridor to the north or a locked door. If you have a rogue in the group, you can try to lockpick the door, or you can break it down with magic or brute force. Obviously, you may choose to ignore the door and take the corridor.

Lockpicking: roll d6 + the rogue's Level. Your target number for the lockpicking attempt is 4 (the lock's level). You may roll as many times you want, but every time you roll a 1, you must roll on the Tumbarr Wandering Monster table at the end of the adventure.

Bashing down the door: roll d6. Barbarians, warriors, trolls, ogres, minotaurs and other large character add their Level. You must roll a 5 or better. If you break the door, it opens; if it fails, you can try again. If you roll a 1, the noise attracts unwanted attention and you must roll on Tumbarr's Wandering Monster table at the end of the adventure.

Breaking down the door with magic: The door can be destroyed with the Lightning or Fireball spells. This is automatic, but it uses up the spell.

6

To generate the contents of this room, roll on the Room Contents table in the *Four Against Darkness* core manual. The result in the table will ask you to roll the dice on some other table. Get used to this - it's the standard way to play *Four Against Darkness*. If the room is empty, you can perform a Search roll to find clues.

7

This room was probably used by a gnome doctor, as there are plenty of medicines, bandages and healing ointments on shelves. You can





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collect 2 bandages for each character if you want. However, remember that each character can only bandage their wounds (healing 1 life) once per adventure.

8

In this room you can find one of the stolen chests if you spend 1 clue. If you spend 2, in addition to the chest, you can meet one of the brigands. If you have no clues to spend, the room is empty and you can make a Search roll. If you find the brigand, here is his profile:

Gress the Brigand, L4 Boss, 3 life points, +1 morale. Treasure: normal. The brigand is equipped with light armor and a dagger (counts as a light slashing melee weapon when used by characters).

Reactions (d6): 1 flee, 2-4 bribe (100 gp and freedom, and in return he will let the party pass through the room), 5-6 fights.

9

To generate the contents of this room, roll on the Special Room

Features table in the *Four Against Darkness* core manual.

10

This used to be a carpentry shop. Characters who want can find a carpenter's axe (it gives +1 to attempts to break down locked doors and counts as a slashing melee weapon), or a hammer (blunt light melee weapon). You can take one item per character.

11

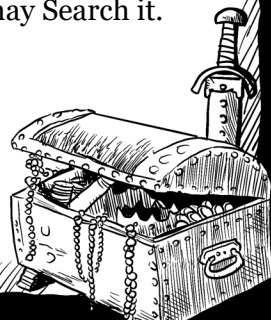
This looks like a lumber storage room, with piles of planks and various pieces of wood in poor condition. Otherwise, the room appears empty and the characters can Search.

12

There is a weapon rack in this room. You can pick up a weapon with each character (choose a weapon from all those allowed in the game, except firearms). Also, you can Search.

13

Empty room. You may Search it.





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14

This large, long room was once a gnome's library and it has been outfitted like a wizard's study. As soon as you enter, all characters must save against a L3 spell (wizards and elves add +L to the roll) or be struck by an electric shock and lose 1 life. This magical trap is detectable by rogues with a save vs. L6 (rogues add +L to the roll). If a rogue spots the magic trap before it clicks, all characters will automatically escape unscathed. If you have 2 clues, you can spend them to surprise necromancer Zaar-Thun here. Go to secret # 6 at the end of the adventure to face Zaar-Thun. If you don't have 2 clues or you don't want to spend them, you can spend 1 to find an unusual item in the room by going to secret # 7. If you have no clues, you can make a Search roll.

15

To generate the contents of this room, roll on the Room Contents table on the

Four Against Darkness core manual. The result on the table will ask you to roll the dice on some other table. Get used to this - it's the standard way to play *Four Against Darkness*. If the room is empty, you can perform a Search roll.

16

To generate the contents of this room, roll on the Special Room Features table in the *Four Against Darkness* core manual.

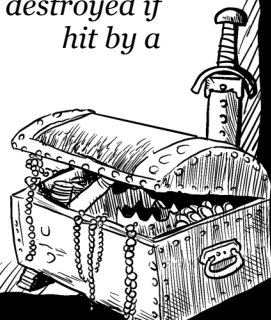
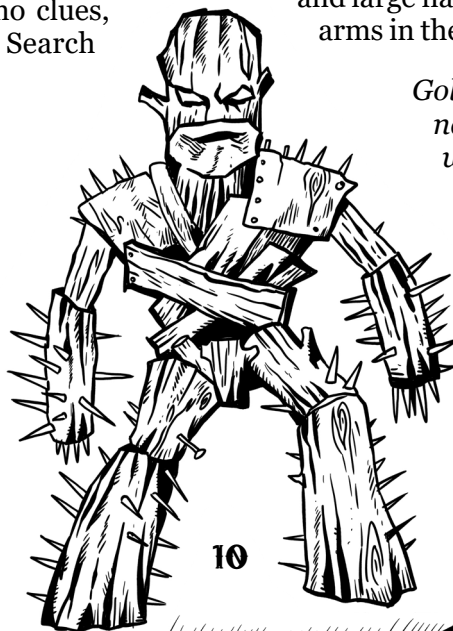
17

Empty room. You may Search it.

18

A creature more than 7 ft. tall, apparently built from wooden logs and large nails, waves its gnarled arms in the center of this room.

Golem of wood and nails, L5 artificial weird monster, 4 life, morale +1. It performs 2 attacks per turn. It is automatically destroyed if hit by a





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Fireball. Immune to poison and Sleep. Treasure: nothing, but by destroying it you can recover metal components with a value of 1d6 gp.

Reactions(d6): 1-2 ignore, 3 bribe (any metal object, such as a coin or nail or bladed weapon), 4-5 fight, 6 fight to the death.

19

Leaning against a wall, there is a wooden lectern with a complicated interlocking game on it. These are numerous pieces of wood which, apparently, can be interlocked to form a cube. Intricate symbols run through all surfaces of the puzzle pieces. If you want to try to solve the game, choose one of your characters and read secret # 3 at the end of this adventure.

20

If you can spend 1 clue, you will find one of the brigands here.

Morrak, L4 Boss, 3 Life, morale +1. Treasure: Morrak has one of the chests with the soldiers' wages with him,

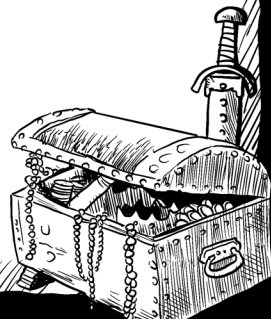
containing 100 gp. He is armed with a sword.

Reaction: Always fight.

If you don't have a clue to spend in this room, the room is empty and you can Search it.

21

A strange vision awaits you in the room, a beautiful lady dressed in red holding a lantern and a sword. She seems to float a few inches off the ground. The Lady in Red addresses your party asking you if you are brave enough to take on a mission for her in exchange for a reward. As she speaks, her red dress flutters like a flame blown by a supernatural wind. If you intend to discuss the mission she proposes to you, read secret # 5 at the end of this adventure. If you don't care or suspect foul play on her part, you may ignore the lady and leave the room. If you return to the room later, you will find it empty (and therefore you can Search it) but you will have to roll the normal 1 in 6 chance of being attacked by wandering monsters as soon as you enter.







22

In this room you can find one of the stolen chests if you spend 1 clue. If you spend 2 clues, in addition to the chest you can meet one of the brigands. If you have no clues to spend, the room is empty and you can make a Search roll.

If you find the brigand, here is his profile:

Jerikal the Robber, L4 Boss, 5 life, +1 morale. Treasure: A treasure chest with 145 gp and a healing potion.

Reactions(d6): 1 flee, 2-3 bribe (100 gp and freedom, and in return will let the group pass), 4-6 fights. Jerikal is equipped with light armor and an axe (counts as a melee weapon if used by the characters). Jerikal is a master of stealth and will have a 2 in 6 chance of surprising the party. Roll d6, and on a roll of 1 or 2, Jerikal will act first (roll a die on the reactions table above to determine what he will do).

23

In this room, there is what looks like a mechanically-animated counter that prepares drinks and snacks. If you want any of your characters to eat or drink something, decide who does it and then read Secret # 1 at the end of the adventure, in the Secrets of Tumbarr section. Any halflings in the group will not be able to avoid eating. Dwarves in the group, or any character with an alcohol-related trait like Drunkard, will not be able to refrain from drinking.

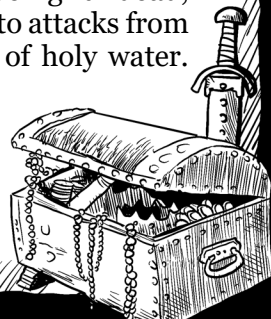
24

Small skeletal figures with long beards wearing long pointed hats advance towards the group.

7 Skeletal gnomes, L3 undead minions, immune to Sleep spells and poison, no treasure. They do not take morale tests.

Reaction: fight to the death.

You will either have to fight them or run away by beating a retreat behind the door you came from. Remember that, being undead, they are vulnerable to attacks from clerics and the use of holy water.





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Skeletal gnomes are armed with short, stubby, rusty swords that count as light slashing weapons in your characters' hands, but are so battered they can't be resold. Any character who is wounded by these swords must roll 2d6, subtracting 1 if it is a dwarf, and adding the number of wounds suffered in this combat. On a result of 12 or more, the character develops an infection that will give -1 to all the character's attacks until ALL the character's wounds have been healed. The infection will begin to affect the character starting with the next room the character visits.

25

Empty room. It is possible to perform a Search roll.

26

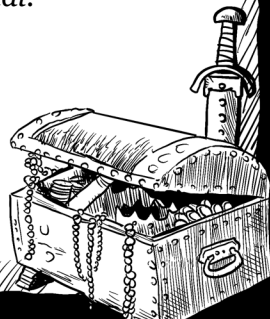
As soon as the party enters the corridor, a niche opens in the wall and a mechanical device comes out that throws a poisoned dart at one of the characters in the front row (positions 1 and 2 of the party's marching order; you choose which one, or roll a d6, giving both of them the same chance). If you have a rogue in the front row, roll a die vs. L4 (the difficulty of this trap).

Add the rogue's L to the roll. If the roll is successful, the rogue notices the trap in time and neutralizes it, retrieving the dart which can later be thrown as a light weapon (one use only). If the roll fails or if you don't have a rogue in the front row of the marching order, the character targeted by the trap will have to attempt a L4 saving throw to dodge the dart. If the saving throw fails, the character loses 1 life and must make an additional saving throw, this time vs. L2 poison (this roll can only be failed by rolling a 1 on the die: remember that a 1 is always a failure), or lose 1 additional life point. There is nothing else in the hallway, and you can use the rules for Searching it if you want.

27

Empty room, you can perform a Search roll, or spend 1 clue to surprise one of the brigands or the necromancer (not both) in this room. If you surprise a brigand, here is her profile:

*Mimbras the Lethal, L5
Boss, 3 life, +1 morale.
Treasure: normal.*





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Reactions (d6): 1 flee, 2-3 bribe (100 gp and will let the group pass), 4-6 fights.

Mimbras is equipped with scale armor and a +1 magic sword (counts as a slashing melee weapon if used by characters, but adds +1 to attack roll). Her armor counts as heavy armor if worn by one of the characters (only a human-sized character can wear it). On Mimbras, the armor has a different effect: every time you inflict a wound on her, you have to roll a die. On a 1-4, nothing happens. On a 5-6, the wound is absorbed by the armor and is ignored. Armor cannot deflect damage caused by spells, magic items or magic weapons.

If you catch the necromancer, go to Secret # 6 at the end of this adventure.

28

As soon as the party enters, a large spider descends from the ceiling and attacks a random character (choose it by rolling a die). The

spider has a 4 in 6 chance to surprise the character and attack first. If the character is not surprised, the whole party can use ranged attacks (if they have them) against the spider before hand-to-hand combat begins.

Giant Red Spider, L5 weird monster, 3 life, morale -1. Characters injured by the red spider will have to save vs. L5 poison (halflings add +L, barbarians add +1) or be stunned by poison and have -1 to Defense rolls for the next 3 fights, or until all of their wounds have been healed.

If your characters kill the spider, they will find a leather tube among its webs. It looks like one of those tubes used by wizards and government officers to carry scrolls. If you want any of your characters to open it, choose a character to do so and read Secret #2 from the list of Secrets at the end of the adventure.

29

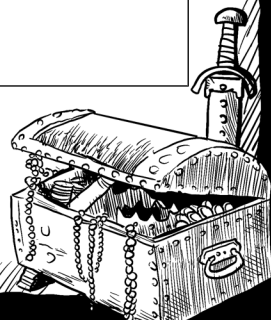
The corridor is empty. It is possible to perform a Search roll.





Wandering Monsters of Tumbarr (d6)

1-2	<p>2d6 Ravenous rats, L1 Vermin, morale -1, no treasure. When any character is injured by a rat, you may decide that the rat steals an item from the character's possessions and runs away. Give up one of your items but reduce the number of rats by 1, as it scurries away. Rats are NOT strong enough to steal shields, armor, or two-handed weapons.</p> <p><i>Reactions: always fight</i></p>
3	<p>1d6 Zombie gnomes, L3 undead minions, immune to sleep and poison, no treasure. Even if encountered as wandering monsters they CANNOT surprise the party. The party will always act before them.</p> <p><i>Reactions: always fight</i></p>
4	<p>2d6+3 Skeletal gnomes, L3 undead minions, immune to sleep and poison, no treasure. Blunt weapons hit them at +1, ranged weapons at -1.</p> <p><i>Reactions: always fight</i></p>
5	<p>Bandit, L4 Boss, 3 life, normal morale. This is one of the henchmen of the band of brigands, and he is paid to patrol the basement. Treasure: lantern, 2d6 gp, dagger, light armor (can be worn by any human-sized character). There are 5 bandits in total. Once you have defeated them all, treat a roll of 5 on this table as no wandering monster.</p> <p><i>Reactions (d6): 1-3 bribe (5 gp or he will sound the alarm), 4-6 sounds the alarm and fights. If the bandit sounds the alarm, immediately roll 1d6, on a roll of 1-3 another identical bandit arrives on the scene at the end of the fight.</i></p>
6	<p>Clockwork Watchdog, L4 weird monster, 4 life. Immune to Sleep spells and poison. It is automatically destroyed if struck by a Lightning spell. This mechanical creature is an automaton built by gnomes that still roams the dungeon. There are 3 in total. Once you have defeated 3 watchdogs, ignore this result on the table, counting it as no wandering monster. Treasure: None, but its mechanical parts can be recovered and sold for 2d6 points if you have a wizard, rogue or dwarf in the party, or converted into 2 Gadget points that can be used until the end of the adventure by a gnome.</p> <p><i>Reactions (d6): 1 flees, 2-6 fights.</i></p>





Tumbarr's Secrets

Here are collected some little surprises that you can discover during the adventure, DO NOT READ them unless a paragraph refers you here. Once you have read the Secret, go back to the paragraph you came from.

Secret #1

This is an automatic food and drink dispenser built by gnomes. Unfortunately, it hasn't worked properly since it was abandoned. Roll a d6 to determine the effects on the characters who ate something.

1 Food poisoning. Character must save vs. L3 poison or have -1 on attacks for the next 3 fights. Halflings only fail on a 1 on the die.

2-4 Everything ok! The food is of good quality. No effects.

5-6 Super Nutritious Gnomish Food! The character gains +1 on the next die roll the character performs, whatever it is. After this roll, even if it fails, the bonus disappears. This effect can only be applied once in the adventure.

Also, roll d6 for each character who drinks:

1 Drunk! The character drinks too much and will not be able to cast spells or test to solve puzzles and riddles for the duration of the next 5 rooms.

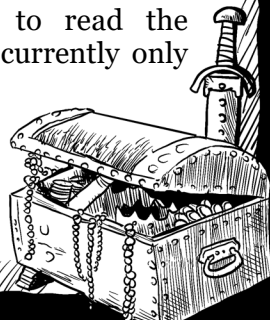
2-4 Everything is ok! The gnomes know how to deal with herbal spirits. No effects.

5-6 Liquid Courage. Revitalized by a good drink, the character gains +1 on all saving throws until the end of the adventure.

Secret #2

The scroll in the leather tube is a diary written by a gnome engineer named Aerkad. Aerkad says he was contacted by a wizard to build a golem of wood and nails, but he suspects that the wizard has criminal intentions and possibly demonic or necromantic powers. The character who reads the scroll gains 1 clue.

If the character is a barbarian, it is assumed that the barbarian asked another character to read the scroll. If there are currently only





barbarians in the group, you CANNOT add this clue.

Secret #3

Roll a d6, adding the character's L if s/he is a wizard. If the character is a barbarian, the roll automatically fails and the character, in a fit of rage, destroys the cube. If you fail with another character, an electric shock from the game inflicts 1 life point on him, and the puzzle remains unsolved. You can try to decipher it again, with the same character or another. If the result is 5 or more, you solve the three-dimensional puzzle, forming a wooden cube with writing on its sides. Choose one of the following results:

- 1) The words on the surface of the cube form a warning (earn 1 clue).
- 2) Words form a spell called Blood Fury (see below). You can only use it once, as if it were a scroll, with any character other than a barbarian. Alternatively, wizards (and only wizards) can copy it into their spellbook. This means that the spell disappears from the cube, as if it were cast, but from now on (as the wizard levels up during this adventure, or in the next

adventure) the wizard will be able to count this spell among those s/he can memorize before the adventure.

New Spell: Bloody Fury

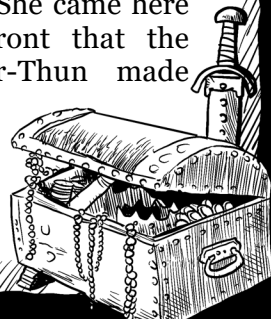
By casting this spell, the mage grants all party members +1 to all Attack rolls until the end of the current encounter. However, each time a character rolls a 1 on the Attack die, that character loses 1 Life.

Secret #4

There is no secret # 4. If you are reading this, you made a mistake, or you are cheating. In any case, you must pay for your mistakes. Deduct 1 Life point from the character with the lowest Life point total, or lose 10 gp (they were stolen by an invisible gremlin!), and return to the adventure.

Secret # 5

As soon as the Lady begins her tale you realize you are in the presence of a Fury, a demon of vengeance sent by Tamas Zeya, the severe Goddess of Oaths. She came here to punish an affront that the necromancer Zaar-Thun made





against Tamas Zeya. But Zaar-Thun trapped her thanks to a magical pentacle. The Lady in Red asks you to retrieve the **astrigyon**, a key of bronze and crystal that can break the pentacle and free her. According to the Lady, Zaar-Thun hides the astrigyon in a long, narrow room, but she doesn't know exactly which one.

If you find the astrigyon and bring it back in the presence of the Lady in Red, the Lady in Red will break free and will help you find the brigands (earn 3 clues if you free the Lady). In addition, you will be able to choose one of your characters to be possessed by the Lady. That character will have +2 to all attacks made against Zaar-Thun until Zaar-Thun is dead.

Secret #6

Battle with Zaar-Thun

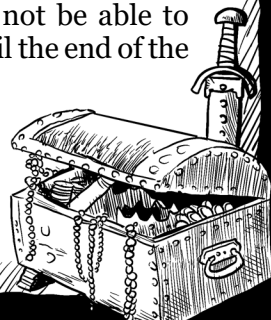
When you break into his sanctum sanctorum, the necromancer is engrossed in reading a dusty tome by the light of a large lantern.

Zaar-Thun, L6 boss, 6 life, morale +1. Treasure: Zaar-Thun has a chest with

soldiers' wages containing 250 gp. Among his books you will find 3 scrolls, each with 1 randomly chosen spell. Additionally, any spellcaster reading his notes can take a test vs. L5 (add the spellcaster's L to the roll). If the test fails, nothing happens. If the test is successful, that spellcaster gains 1 clue.

Whenever Zaar-Thun acts, roll d6 to determine which nefarious power he will use. The description of the power will also state who is targeted.

- 1) Vampire Touch.** The character with the most current Life total must save vs. L6 magic. If the roll fails, the character loses 1 life and Zaar-Thun gains 1 life.
- 2) Ghost Touch.** A random character must save vs. L6 magic or be terrified. The terrified character must make a choice: either s/he loses 1 Life due to the chilling touch of a ghost, or s/he runs away from the room. The fleeing character will remain unharmed but will not be able to rejoin the group until the end of the





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battle. Also, if the other characters die, Zaar-Thun will chase the fleeing character (or characters) who will have to face the necromancer in a fight to the death, with no possibility of retreat.

3) Ghoul Touch. A character of your choice must make a Defense roll against an L6 attack or be scratched by the necromancer's infected fingernails. A scratched character must save vs. L5 poison (halfling and barbarians add +1) or be paralyzed for 3 turns, unable to move or even perform Defense rolls (if attacked by the necromancer, a paralyzed character is hit automatically and loses 1 Life). Paralysis ends after 3 turns or at the end of the fight, or if a Blessing is used on the character.

4) Scream of the Banshee. All characters in the room must save vs. L6 magic or lose 1 Life and drop any items they carry. Picking up a dropped item costs 1 action.

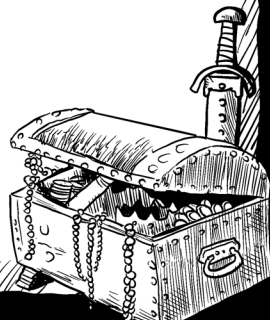
5) Stabbing attack. The necromancer attacks a character with his poisoned dagger, giving priority to the wizards (if there is no wizard, he will attack a character at random). The character must attempt a defense

test vs. L6 or lose 1 Life. The first character hit by the dagger must also save vs. L4 poison (barbarians roll at +1) or lose the next attack due to the pain caused by the poison. After the first successful stab, the poison will disappear.

6) Double stab. The necromancer attacks two random characters with his poisoned dagger. The character must attempt a defense test or lose 1 Life. The first character hit by the dagger must also save vs. L4 poison (barbarians roll at +1) or lose the next attack due to the pain inflicted by the poison. After the first successful stab, the poison will disappear.



When Zaar-Thun reaches 2 Life, roll a d6 for his morale test. On a roll of 1 or 2, he surrenders and can be captured alive. On a 3+, he keeps fighting to the death.



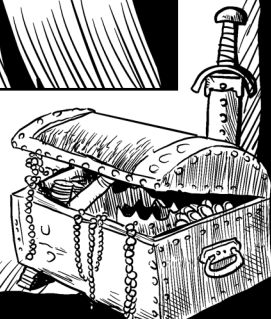
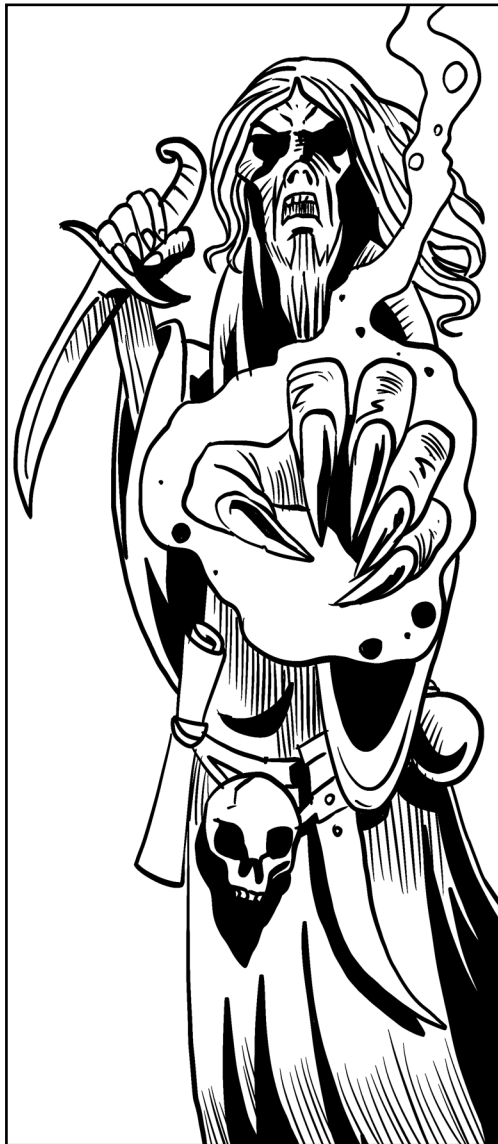


Secret #7

Have you met a Lady in Red during your adventure? If the answer is yes, and if you have accepted her mission, you have found that item she asked for. Write it on your play sheet. You can complete the mission by returning to the room where you met the Lady. Otherwise, you find several magical tools that you can't identify that, once back in town, you can resell for 300 gp.

End of the Adventure

The adventure ends in failure if you fail to catch any of the brigands or, of course, if your party is destroyed. If you catch or kill the crooks you will receive 50 gp and 1 XP roll for each villain, plus all the treasure found in the adventure and 10% of the recovered militia wages. If you also capture or kill the necromancer, you will get an additional XP roll (counts as the final boss of the adventure).

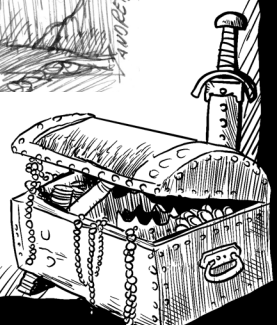




Boss Fight: Darukan the Vermin Master



Use this character for your next boss fight in a random dungeon!





Darukan the Vermin Master (1 XP)

Level: 6	Number: 1	Type: Boss	Life: 6
Morale: Normal	Intelligence: Low	Treasure: 1 roll/Abyss	Habitat: Dungeons
Equipment: two handed axe (used one-handed), large whip			

Reactions (for when he's not used as a Final Boss)

1-2	Bribe (80 gp or a two-handed weapon)
3	Trial of Champions
4-6	Fight

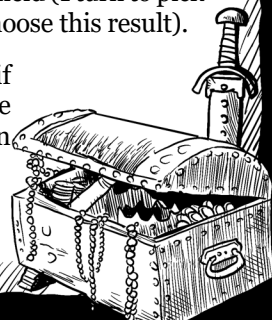
Darukan is an Orrikshan, a rare cross between an orc and an hobgoblin. Cursed by a witch with a sweet but foul body odor which attracts centipedes, he has learned to control the vermin, using them to distract his opponents.

Rules

On its first turn of combat, Darukan will summon d6+6 large centipede that will swarm over his foes. He may be attacked only with ranged attacks before the melee. After he acts, the centipedes will swarm over the characters. He may not be attacked until all centipedes have been slain. Centipedes are L3 Vermin with no treasure. They fight to the death. Any character bitten by a centipede loses 1 Life and must save vs. L4 poison (halflings and barbarians add +1/2 L) or be at -1 on Attack rolls until the end of the encounter. Multiple bites are not cumulative.

Darukan performs 2 attacks per turn, one with the whip and one with a huge axe (slashing two-handed weapon) that he uses one-handedly. He always targets random characters. The whip does no damage, but a character hit by the whip must accept one of the following effect: drop a weapon (1 turn to pick it up), drop a shield (1 turn to pick it up), be unable to cast spells for 2 turns (only a spellcaster may choose this result).

The axe attack strikes for 2 damage, or 1 damage if the defending character sacrifices his/her shield (the shield blocks part of the damage but is destroyed in the process).



Lair of the Four-Headed Hydra

4

11

9

7

6

8

5

3

10

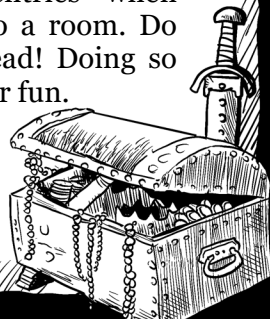
1

This short dungeon delve was published in Italy on a Four Against Darkness t-shirt. As far as we know, it's the only wearable dungeon ever produced. We present it here for the first time in English.



Introduction

The party is hunting down a four-headed hydra. For this adventure, move from one room to another using the standard 4AD rules unless you are told otherwise. Instead of generating random content for the rooms, read the numbered entries when you step into a room. Do not read ahead! Doing so will spoil your fun.



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1

Seven goblins who worship the hydra as a manifestation of the gods live here. They look pretty much like standard goblins, but their religious fanaticism gives them +1 morale. The crude silhouette of the four-headed hydra is emblazoned with black paint on their shields.

7 goblin worshippers, L3 minions, treasure -1, morale +1. Dwarves hit goblins at +1. The goblins have a 1 in 6 chance of surprising the party.

Reactions (d6): 1-2 bribe (5 gp per goblin), 3-5 fight, 6 fight to the death.

2

This room is heavily patrolled. Roll a 2 in 6 chance of meeting wandering monsters as you enter here. If there are no monsters, roll on the Special Features table in *Four Against Darkness*.

3

The water in this fountain is fresh and inviting. By drinking and washing their wounds, all

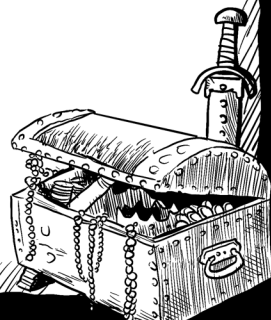
characters can recover 1 Life here. This has the same effect as using bandages, and is NOT cumulative with the use of bandages (you can't do both during this adventure), but hey, bandages are expensive and clean water is free...

4

By spending 2 clues, the party can encounter the four-headed hydra here. If you do not have enough clues, you just find the hydra's tracks or the remains of her grisly meals. You may return here later when you have enough clues to trigger the encounter.

Four Headed Hydra, L6 Boss monster, dragon, 8 Life, 4 attacks, 2 treasure rolls at +1. Each attack from the four-headed hydra must be directed at a different foe. Every time the hydra loses 2 full Life points, it also loses one of its attacks. Defeating the Four-Headed Hydra gives 2 XP rolls.

Reaction: always fights to the death.





The Lantern, Issue One

5

This room appears to be empty. You may Search it.

6

This room is guarded by $d6+1$ skeletons.

D6+1 skeletons, L2 Undead Minions, no treasure, never tests morale. The skeletons' spears are rusty and covered in mold. Any character wounded by them must, at the end of the encounter, save vs. L4 infection. Barbarians and halflings add +L to this save. Any character failing the save will develop a high fever (-1 on all Attack rolls, ranged or melee, until a Healing or Blessing power are spent to heal the character).

Reactions: always fight to the death.

7

Treasure room. You may roll 4 times on the treasure table and choose the best result (do not add them together, just pick the result

you prefer). In addition to any treasure found, roll a 2 in 6 chance of a scroll. The scroll will contain either a basic spell of your choice or 1 clue.

8

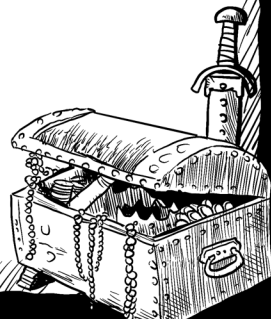
This rooms appears to be empty. You may Search it.

9

The door is locked. It is L3 to lockpick it and L4 to bash it down. Rogues add +L to lockpicking and barbarians, warriors and large characters (ogres, trolls, minotaurs, etc.) add +L to bashing attempts.

You may attempt to lockpick or bash down the door as many times as desired, but on every attempt, a roll of 1 means wandering monsters arrive and attack the party.

In the room, vampire bats guard **Wyrmcruiser**, a magic mace (crushing hand weapon; it adds +2 when attacking any form of dragon – true dragons, drakes, wyrms, wyverns or hydras). Wyrmcruiser may be sold for 250 gp.





The Lantern, Issue One

3d6+2 vampire bats, L1 Vermin, no treasure except the magic mace they guard. Spells in this room are cast at -1 due to the bats' constant screeching. Note that, despite their name, these creatures are not vampires nor undead.

Reactions (d6): 1-3 flee, 4-6 fight.

If wandering monsters come to the room due to the character's failed attempt at lockpicking or bashing down the door, the party will have to fight **ONLY** with the wandering monsters – since the door hasn't been opened yet, they are not attacked by the bats.

10

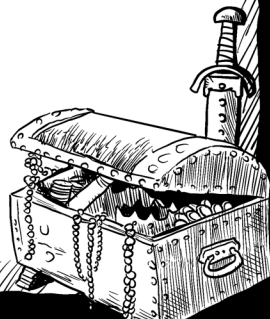
Trap! A boulder rolls down from the ceiling on a random character. Save vs. L4 trap (rogues add +L, halving and elves add +1 to the save). On a failure, the victim loses 3 life. In any case, roll a 1 in 6 chance that the sound of the boulder crashing down on the stone floor attracts wandering monsters.

11

Orc keep! If you enter this room, you must generate a new dungeon on a separate sheet of paper, using the standard dungeon generation rules in *Four Against Darkness* modified as follows:

- 1) The dungeon will be of exactly 10 rooms. Upon drawing the 10th room, you automatically meet the final boss. At this point, assume that all unexplored doors and openings are revealed to be small storage areas with nothing of value.
- 2) All minions encountered will be orcs. Do not roll on the minions table.

D6+1 Orcs, L4 minions, normal treasure, elves strike them at +1, orcs must test morale every time an orc is killed by magic, and if a spell causes their number to drop under half, the morale roll will be at -1. They never have magic items: any scroll or other magic item rolled is considered as d6 x d6 gp instead.

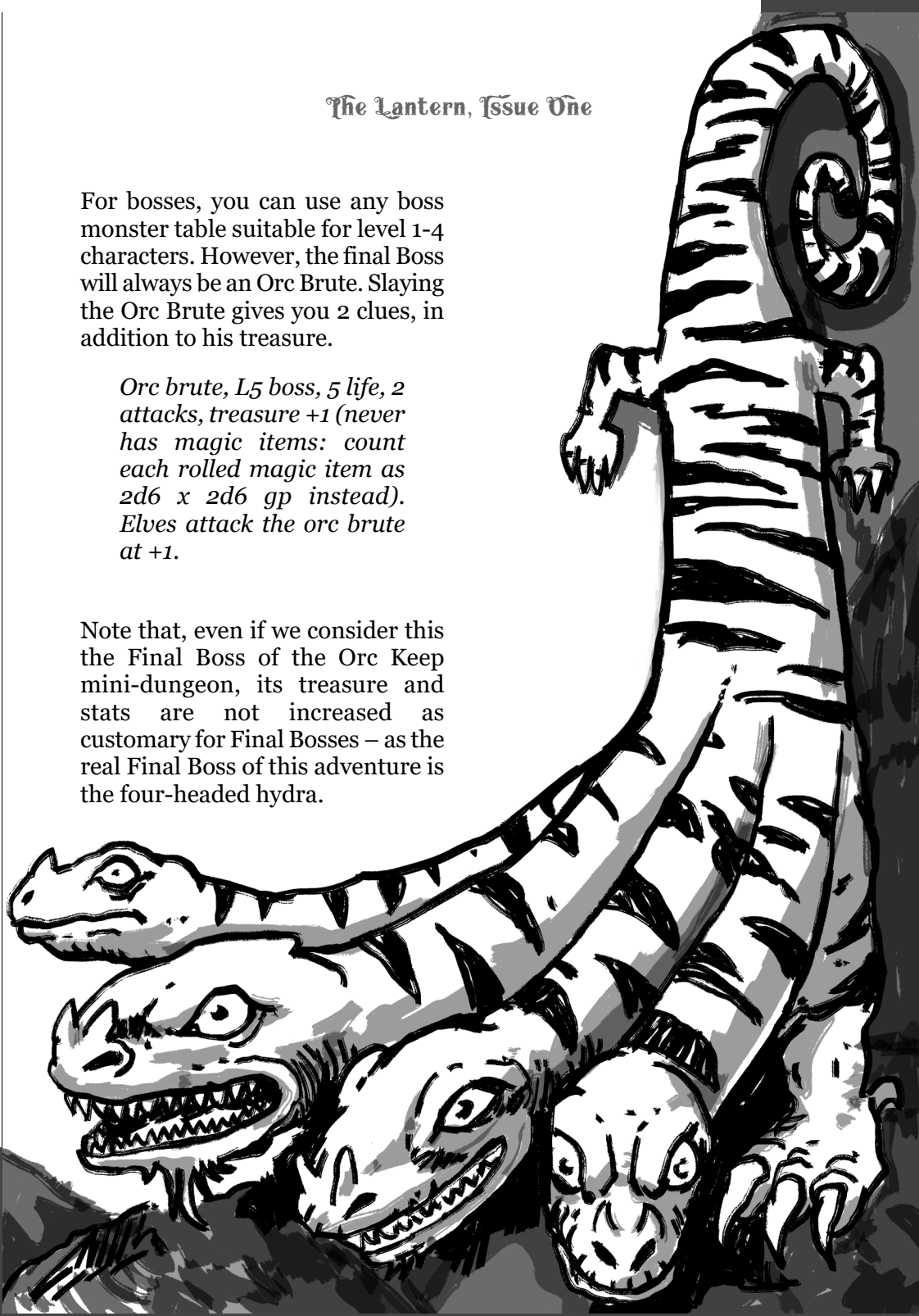


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For bosses, you can use any boss monster table suitable for level 1-4 characters. However, the final Boss will always be an Orc Brute. Slaying the Orc Brute gives you 2 clues, in addition to his treasure.

Orc brute, L5 boss, 5 life, 2 attacks, treasure +1 (never has magic items: count each rolled magic item as $2d6 \times 2d6$ gp instead). Elves attack the orc brute at +1.

Note that, even if we consider this the Final Boss of the Orc Keep mini-dungeon, its treasure and stats are not increased as customary for Final Bosses – as the real Final Boss of this adventure is the four-headed hydra.



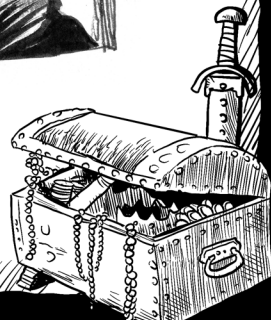


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Monstrous Minions: The Blemmyes



Use them as minions the next time you must roll on a minions table!





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Blemmyes (1/10 XP)

Level: 5	Number: d6+2	Type: Minions	Life: 1
Morale: +1	Intelligence: Low	Treasure: 1 roll	Habitat: Any
Equipment: d6 food each			

Reactions (d6)

1-4

Bribe (2 food each)

5-6

Special reaction: Fight and Devour

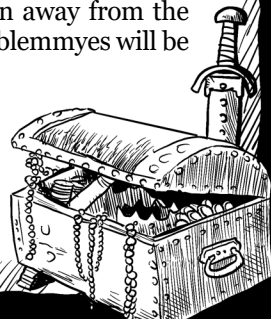
Blemmyes were originally a human tribe, but they insulted Gro Khair, the god of hunger, when they refused to leave food offerings on one of his statues. Gro Khair cursed them, turning them into headless, always hungry humanoids with huge gaping mouths where their bellies were supposed to be.

Rules

Every time an exploding attacks kills more than 1 blemmye, roll d6. If the number rolled is the same or lower than the number of additional blemmyes killed by that exploding Attack roll, the attack kills a single blemmye.

On any Defense roll of 1, any character carrying food will lose all the food rations carried.

Special reaction: If they roll the Fight and Devour reaction, they will fight, but every time they kill a character carrying 1 or more Food rations, a blemmye will stop fighting for 1 turn to devour the character's rations. Once this happens, you may choose to drop food as a free action, with one or more characters. During the following turn, 1 blemmye per ration dropped will spend his turn to eat instead of attacking. If you drop at least 1 Food per blemmye, you may run away from the combat encounter without receiving any attack as you do so – the blemmyes will be too preoccupied with the food to care.



Four Against the Goblin King

Just by changing a few rules and restricting the types of foes to a specific category, you can create procedural adventures with a strong thematic feel.

The party is tasked to enter the underground fortress of a Goblin King and capture him alive. For this, the party will be paid 150 gp. The party can ask an advance of 50 gp if they are all L1 or 2 characters. This money may be used before the adventure, to buy equipment, or kept for bribing monsters.

Generate a dungeon using the normal 4AD dungeon generation rules and the tiles found in the core book. Apply the following additional rules:

Narrow Corridors: the corridors are narrow, making it difficult to swing large weapons. All two handed-weapons lose their +1

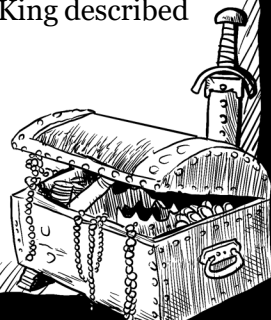
Attack roll bonus in corridors. Daggers, however, are perfect to fight in this tight environment, so slashing light weapons Attack at +1 (-1 +1, for a net modifier of zero).

Two Levels: The dungeon has two levels. At any moment, you may find a ramp of stairs that take to the lower level of the dungeon. This can happen in two ways:

- 1) You spend 2 clues in ANY room;
- 2) You spend 1 clue in the last room when you reach the end of your sheet of paper OR when you spend 1 clue in any room with a Special Feature.

There is a 4 in 6 chance of a random trap on the stairs.

The Goblin King is the final boss, and it may be found ONLY on the lower level. Do not roll for the chance that every major foe encountered is the Final Boss until you move to the second floor. Once the party is on the second floor, roll normally for the chance that every encountered major monster is the final boss. If it is the Final boss, change whichever monster you rolled to the Goblin King described below.





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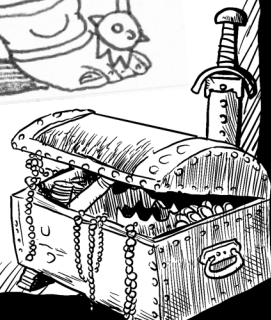
Minions: All the minions encountered in this dungeon are goblins. On the first floor, half the goblins encountered will have javelins, allowing them to perform a ranged attack before the melee begins. The goblins on the lower level, being the King's bodyguards, are L4 instead of 3, and have +1 to their Morale rolls.

Long Live the King: To take the King alive you must defeat him attacking at -1 (this simulates striking with the flat of the blade to subdue him, or in general performing attacks that stun instead of killing) or using a Sleep spell to knock him out.

The King is protected by d6+6 goblin bodyguards (L4 minions, no treasure) which you must defeat before being able to engage the King in combat. Exception: spells can be cast at the king even while fighting with minions, and a Fireball or other area-effect spell will attack BOTH the King and the bodyguards, rolling separately for both. A Sleep spell will have to be directed either at the King OR at the bodyguards. Minions will not roll Morale as long as the King is alive and well. Roll for morale for any remaining goblin bodyguards

if the King is subdued, put to sleep or killed.

Goblin King, L6 Boss, 8 Life, 2 attacks, 3 treasure rolls at +1 plus a golden scepter that counts as crushing weapon and can be sold for 80 gp. The King is obscenely obese. Due to its enormous body mass, he is immune to poison and counts as L7 if targeted by Sleep spells. If you flee from this engagement, the king will not pursue you (so you do not have to perform a Defense roll against his attacks as you run away), but if you return later, the court surgeon and goblin shaman will have healed d6+1 of any Life points that you inflicted on him. If you attempted to subdue him, all damage will be healed if you return later. In any case, if you flee to return later the number of bodyguards protecting the King will be increased to 12.



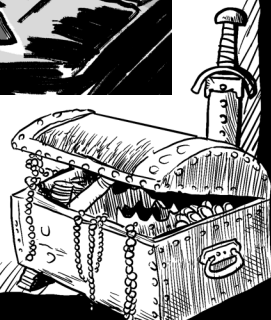


The Sea King's Orcas

*A New Faction written by
Erick N. Bouchard*

Before they became landlocked pirates, this faction ruled Pyrexia, until their former dwarf ruler, the so-called Sea King, was kidnapped during a coup shortly after the pestilent fog descended on the coast. The Orcas blame Bahadur's men and have much hate for the Trident's Reavers, who took this opportunity to drive them away from the citadel. They are remarkable for their gold and aquamarine checkered pantaloons, calling each other "Old Chap" and for speaking in verse. Their color, expressed on flags and bandanas, is aquamarine.

- **Special Rules:** They hate river elves and sea elves. Parties with a dwarf and no elves whatsoever subtract 1 from their reactions. Swashbucklers of this company have +1 to seduction and poetry saves.





Den of the Man-Wolves

A dungeon for expert level characters by Joseph Mills.

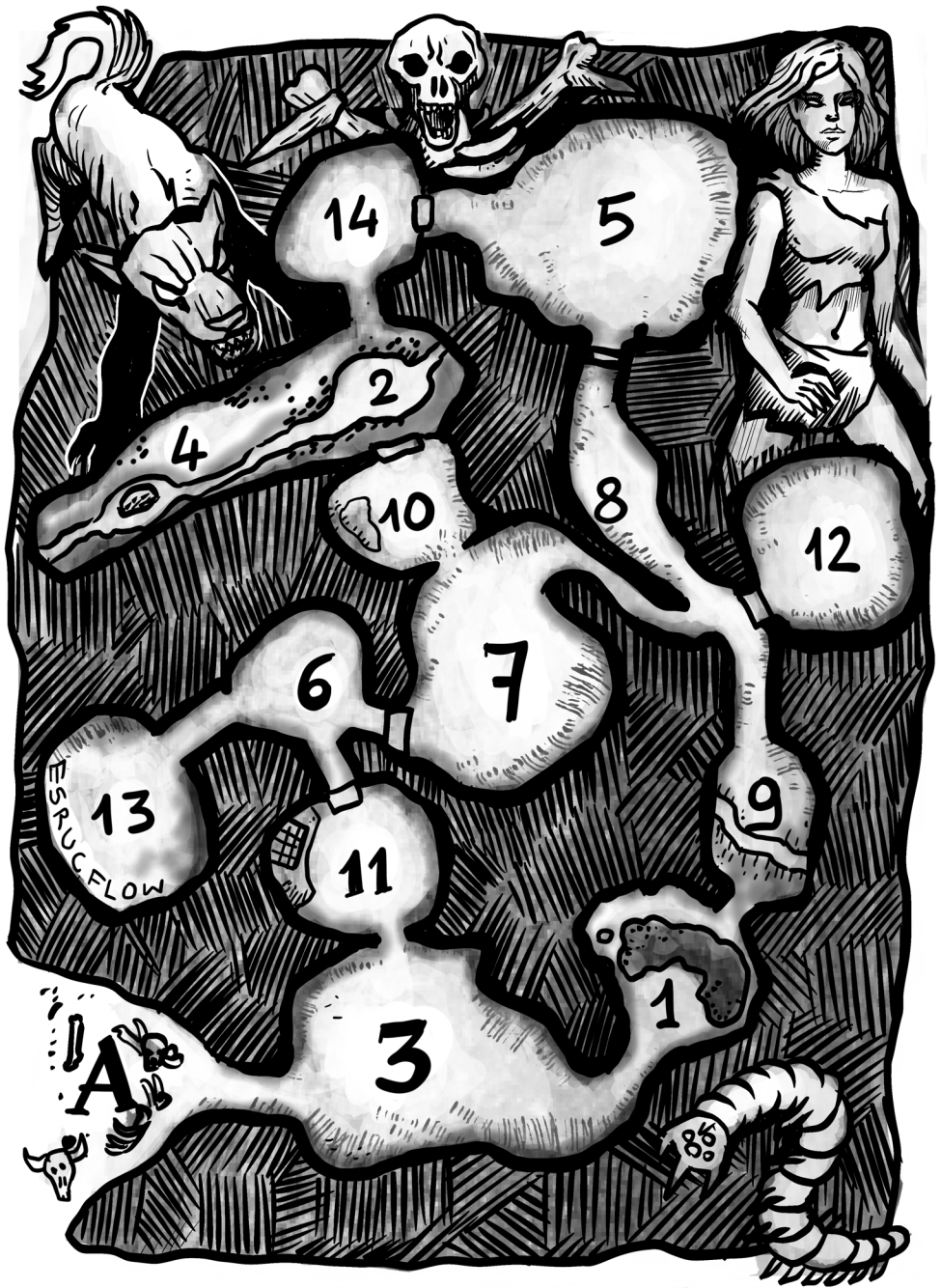
On every full moon night, the village of Dolenburg, on the Western coast of An-mor, is attacked by a group of vicious werewolves. The priests from the local Drimwill Monastery have located the whereabouts of the were-beasts' den, and will pay 300 gold pieces to have it cleared out and rid them of the menace. In addition, Hesidia the arch-priest has offered to provide any lycanthropy-infected characters with treatment at half the cost.

Refer to *Four Against Darkness* and *Four Against the Abyss* for all rules including traps, searching, treasure, wandering monsters and Secrets.

You do not need to draw any map. Use the one provided on next page. As you move to a numbered location, read its corresponding numbered paragraph. Do not read ahead, as this will spoil your fun. Enter at section A at the bottom left. Note that there are numbered sections that do not correspond to numbered areas on the map. You may access these sections only when instructed to do so by the text. Once you have resolved one of these special sections, go back to your exploration of the map.

Like in a standard dungeon, you must roll for wandering monsters when you move through a room that you already visited. After completing your mission, you must also manage to exit the dungeon.





The Lantern, Issue One

A

The sun-bleached bones of various animals, cows, horses, deer, and the cracked skull of a human, lay strewn about in front of the den opening. The smell of wet canine fur, urine, and feces is strong as you approach. It is pitch black inside. Only the light from your lantern brightens the way into a downward sloping passage.

1

Moving through the narrow passage, you hear the sound of snarling dogs. From up on top of a dirt mound, several large hounds with glowing green eyes jump down at you.

2d8 Vulk Hounds. HCL+2 minions, normal treasure and morale. Characters failing their first Defense roll are knocked down and receive 2 wounds. Furthermore, they must use their next turn getting up.

The bite from a vulk hound is infectious. Characters wounded by a hound must save vs. L4 infection or suffer -1 to Defense rolls.

Dwarves and halflings add +1/2 L, beastmasters +1, paladins save automatically. A Blessing will remove the infection.

Reactions (d6): 1-2 bribe (2 food each), 3-5 fight, 6 fight to the death.

2

The small underground stream opens up into a deep cavernous pool. Numerous sightless, iridescent fish swim to and fro in the cool dark water. Suddenly, a large ripple swirls about from its depths as a monster rises to the surface.

Massive Crayfish. HCL+3 animal weird monster, HCL+3 life, normal treasure, morale +2, 2 attacks. On a Defense roll of 1 or 2, a character is grabbed, losing 1 life and forfeiting their next attack round. Each turn, grabbed characters must perform a L4 strength save to break free or lose 1 additional Life. Barbarians, trolls, minotaurs and ogres add +L. The crayfish can only grab 2 characters at a time





but it may continue to attack once per turn with its tail, while keeping two characters in its pincers. Trapped characters automatically break free if the crayfish is put to sleep, flees, or dies.

Reactions (d6): 1-2 flees, 3-5 fight, 6 fight to the death.

3

You reach the bottom step inside the den, and from out of the dark, a disheveled man approaches. There's an unnatural flicker of silver-blue that flashes over his eyes, and he says, "there's nothing here for you. It would be best if you turn around and go back to where you came from." He turns and runs away, back into the darkness in the den.

From somewhere inside the den, you hear a chilling wolf howl. Each character must save vs. L4 fear or suffer -1 to Attack and Defense rolls until you exit the den. Beastmasters add +1/2 L, clerics, paladins, questing knights and witch hunters add +L. A single Blessing will remove the fear from the whole party.

4

Behind the pool, a passage leads further into the cave where you come to a small rock island in the middle of the stream. Laying face down on the rocks is a fallen adventurer. If you want to search the body, go to entry #15.

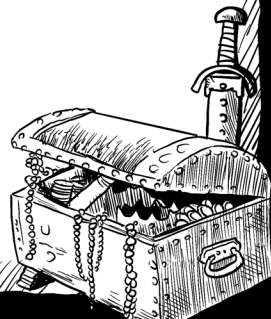
You may also Search the rest of the chamber. If you get a Wandering Monster result on the Search roll, a huge snapping turtle rises to the surface and attacks.

Monstrous Snapping Turtle, HCL+2 animal weird monster, HCL+3 life, normal treasure, morale +1. The turtle's bite deals 2 wounds.

Reactions (d6): 1-3 bribe (6 food), 4-6 fights.

5

You enter a large, well-lit room with torches on sconces fixed to the walls. Dry straw lines the stone floor. From the way you came, a group of werewolves bursts into the room.



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d4+1 Werewolves, HCL+1 Weird Monster, HCL+2 life points, 2 attacks, treasure +1. Silver weapons strike werewolves at +1. Any character wounded by a werewolf must save vs. L5 infection. Roll once per wounded character at the end of the encounter. See the Lycanthropy section in Four Against the Abyss.

Reaction: always fight.

6

In a corner of this carved out dirt niche, you find a large pile of bones. Several rats scamper away, trying to hide from the light of your lantern. From the pile of bones a skeletal hand reaches out and grabs one of the rodents, pulling it into the pile. You may flee the room now, or wait to see what happens and go to entry #17.

7

In this large chamber, you find useless broken armor and rusty weapons all scattered about. As the light from your lantern reaches the far recesses, you see several huge insects feasting on the half-eaten corpse of a dwarf. The scavengers

begin to make their way towards you, greedily twitching their slimy mandibles as they approach. All characters must save vs. L4 nausea or retch, losing their first turn. Undead and artificial characters, trolls, goblin, orcs and barbarians are immune to this effect.

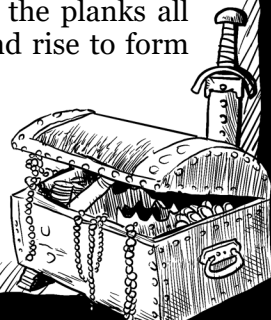
2d8+2 Carrion Devourers. HCL+1 animal vermin, no treasure, normal morale. Characters wounded by a devourer make Defense rolls at -2 until the end of the encounter. Multiple bites do not have a cumulative effect. Artificial and undead characters are immune to this effect.

Reactions (d6): 1-3 bribe (a living creature to eat), 4-6 fight.

Searching the dead dwarf, you find 1 Potion of Healing and a cockroach-shaped key.

8

In front of this iron door is a pile of roughly hewn wood planks. As you approach the door, the planks all begin to tremble and rise to form





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in the shape of a humanoid figure with arms, legs and a torso.

Major Wood Golem, HCL+2 artificial weird monster, HCL+2 life, normal treasure, never tests morale, 2 attacks. On a Defense roll of 1, the golem inflicts 2 wounds. The wooden golem is immune to spells and poison, except fire-based spells and Warp Wood. However, any successful fire-based spell Attack will cause the wood golem to catch fire, at which point, all wounds from its attacks are doubled. Crushing weapons hit it at -2, while slashing weapons hit it at +1.

Reactions (d6): 1-3 inactive, 3-6 fight to the death.

9

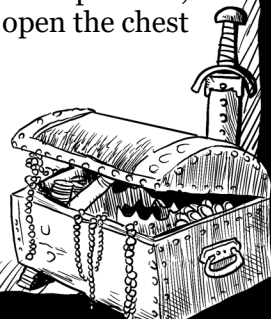
Trap! Just before you reach this underground stream crossing, 2 random characters must save vs. a HCL impaling spear trap or suffer 2 wounds. Rogues add +L to the roll, elves and halfling add +1. A

rogue and/or assassin leading the group may attempt to detect the trap (save vs. HCL; rogues add +L, assassins add +1). If someone successfully detects the trap, they will find that the only way to disarm the trap is a lever on the other side of the stream. With the trap detected, you may choose one character to brave going through it to switch the mechanism off. Otherwise, each character passing through must save vs. HCL spear trap, or suffer 2 wounds.

10.

Up on an earthen rise, you find a large iron chest. It is locked. It must be either lockpicked (roll vs. L8 lock) or bashed (roll vs. L8, three times - after 3 successful rolls, the chest will be broken), to open. Rogues add +L to lockpicking attempts. Gnomes add +1. Warriors, barbarians and large classes (ogres, minotaurs, trolls) add +L to Bashing attempts.

Any failed attempt to pick the lock damages it, and inflicts 2 wounds from a poison needle trap. If the lock is damaged, no more lockpicking attempts are possible, and the only way to open the chest is to bash it.





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If the chest is bashed, on rolls of 1 or 2 on bashing attempts, d6 Plague Dogs arrive and attack.

D6 Plague Dogs, L4 animal minions. Morale +2, no treasure. On a Defense roll of 1, a character bitten by a plague dog contracts the Dark Plague (see 4AA).

If you manage to pick the lock or bash it open in 4 or fewer attempts, roll 2 times on the magic treasure table from any 4AD book of your choice. If opening the chest requires 4 or more attempts, roll twice on the treasure table in *Four Against the Abyss*.

11.

On a low ledge, locked in a steel cage, you discover a living prisoner. The cage cannot be picked or bashed open. Inside, a young dwarven woman lights up at seeing you. In a hushed voice she tells you, "Please get me out of here. You need to get the cockroach key. Hurry!" Once you find a cockroach-shaped key you may free her. She may join your group as a 5th character only during the rest of the mission and only if you do not already have a 5th character.

However, you will need to provide her with a weapon. If she is ever wounded, she will leave the group and flee the dungeon.

Holtha, L1 dwarf, currently at 4 Life points.

12

This room is empty, and may be searched.

13

In the back of this room, carved into the cave wall, you see some strange glowing words (ES RUC FLOW). This is a L8 puzzle. If you want to try and solve the puzzle, choose a character to do so, then read entry #16.

14

As you walk into this room you see a large iron cage. Inside the cage, a scantily clad woman rests on a pile of soft furs. She stands, walks to the cage door and asks, "Have you come to my rescue, here in this dank and decrepit den of dogs?"

You may go away now, leaving the woman to her destiny (continue to explore the map) or talk to her by going to entry #19.



15

You turn the body and recognize Igara, a young warrior that you have met in the Adventurers' Guild. On his body, you find 1 suit of armor and weapon of your choice, 2 Food rations, and a pouch containing 2 bunches of wolfsbane (a bunch can be thrown with one action, forcing a single werewolf to perform a Morale check).

You may decide to carry the body of the dead adventurer back to town if you carry it with you. If you do so, read entry #18 when you move out of the dungeon (do not read it now: make a note of it on your play sheet).

You may now go back to your exploration of the map.

16

On each failed attempt to solve the puzzle, the character suffers 1 wound from a blast of magical energy emanating from the puzzle itself. After taking damage, the character may give up or try again. The character may try any number of times, until s/he has enough life points or gives up. If the puzzle is solved, you gain 1 clue.

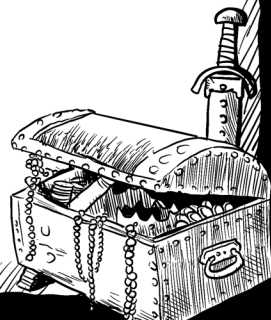
After dealing with the puzzle, you may go back to your exploration of the map.

17

After a brief moment of crunching sounds, the pile of bones rises to form a monstrous creature.

Large Bone Walker. HCL+2 undead weird monster, HCL+3 life, treasure +1, never tests morale, 2 attacks. Any spell that wounds the bone walker will cause bits of sharp bone projectiles to burst from it, forcing each character to make an out of sequence Defense roll or suffer 1 wound. Furthermore, when the bone walker is lowered to 0 life, it explodes, forcing every character to make a Defense roll or suffer 1 wound. Arrows and slashing weapons attack at -2, while crushing weapons attack it at +1.

Reaction: always fights to the death.





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After defeating the Bone Walker, you may return to your exploration of the map.

18

If you carried Igara's body out of the dungeon and arrange for his funerals (spend 15 gp), a character of your choice will receive a divine favor: s/he gets the equivalent of 1 Luck point (like the halfling's ability of the same name) to be used in your next adventure.

If you pay for Iglara's resurrection (see Ending the Mission, below), the young man will be forever thankful to the party. He is not in a position to repay his debt with you, but he will work for free. You may have him as a free hireling (equivalent to a man-at-arms or bodyguard, but with totally unflinching morale) until Iglara dies again. The only thing you will have to provide him is equipment and 1 food ration per adventure.

19

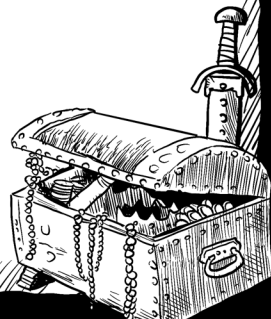
There's sarcasm in the woman's voice as she lets out a small snarl. "I will need new pups to fill my pack and they will require fresh meat!" She crushes a small glass orb dangling from around her neck

and throws it to the ground. Then, before your eyes, the woman transforms into a large black werewolf, her skin contorting and falling from its new form. She rips her clothes off and howls loudly before snatching the iron bar door off its hinges in one pull.

Lupicia - Werewolf Sorceress. HCL+5 Boss, HCL+6 life, 2 attacks, special treasure. She is immune to all spells cast in the first 4 combat turns, and to wolfsbane. Furthermore, any spell cast at her has a 3 in 6 chance of being reflected back at the caster.

Silver weapons strike werewolves at +1. Any character wounded by a werewolf must save vs. L5 infection. Roll once per wounded character at the end of the encounter, NOT once per wound. See Lycanthropy in Four Against the Abyss.

Reaction: Always fights to the death.

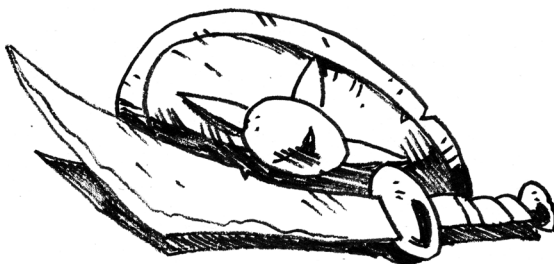




Lupicia's Treasure (d6)

Roll on this table to determine Lupicia's treasure

- 1-2 **Horn of the Hounds.** When encountering monsters with the words "wolf", "dog", "canine" or "hound" in their name, you may select their reaction freely. The horn may be sold for 150 gp.
- 3 **Gromlie's Collar.** The wearer of this collar is immune to lycanthropy. The collar may be sold for 250 gp.
- 4 **Knife of Thandaros.** Light slashing weapon, +2 vs. werewolves, +1 vs. undead and demons. The knife may be sold for 200 gp.
- 5 1 Potion of Healing, 1 Potion of Blessing, 1 Potion of Spellcasting (gives +2 to the imbiber's next spellcasting roll), 1 Potion of Clarity (gives +2 to the imbiber's saves vs. charm or mesmerize for the duration of 1 encounter). Each potion may be sold for 100 gp, except the potion of Blessing that can be sold for 50 gp.
- 6 **Bone Flute of Xicharas the Great.** Once per game, the user may play this flute to automatically destroy d3 skeletal undead (any undead minions or vermin with the words "skeletal", "skeleton" or "skull" in their name), regardless of their level. Any Lich or demi-lich encountered will Hate the character carrying this flute. The flute may be sold for 120 gp.



Ending the Mission

If the den was cleared of all monsters you win the game. Each character gets 1 XP roll, in addition to any XP rolls gained while inside the dungeon. If you managed to free Holtha and she made it out of the dungeon alive, you gain 1 XP roll. As promised, the monastery pays the party 300 gp. The arch-priest also will cover the resurrection cost for 1 character.





Wandering Monsters of The Den of the Man-Wolves (d6)

1	3d6 Robbing Rodents , L4 Vermin, normal morale, no treasure. When any character is injured by a rodent, you may decide that the rodent steals an item from the character's possessions and runs away. Give up one of your items but reduce the number of rodents in the encounter by 1, as it scurries away. Pestilence Rodents are strong enough to steal shields, but not armor or two-handed weapons.
3	1d6+2 Zombie wolves , L4 undead minions, immune to sleep and poison, no treasure. Even if encountered as wandering monsters they CANNOT surprise the party. The party will always act before them.
4	1d6+1 Vulk Hounds . HCL+2 Minions, normal treasure and morale. Characters failing their first Defense roll are knocked down and receive 2 wounds. Furthermore, they must use their next turn getting up. Characters wounded by a hound must save vs. L4 infection or suffer -1 to Defense rolls. Dwarves and halflings add +1/2 L, beastmasters +1, paladins save automatically. A Blessing will remove the infection.
5	Werewolf Guardian , HCL+3 Weird Monster, HCL+2 life points, 3 attacks, treasure +1. Silver weapons strike the werewolf guardian at +1. Any character wounded by a werewolf guardian must save vs. L5 infection or become a were. Roll once per wounded character at the end of the encounter. See the Lycanthropy section in <i>Four Against the Abyss</i> .
6	Cursed Helldog , HCL+4 demon boss, HCL+3 life, morale +1. Treasure: None. Immune to Sleep and poison. Bites from this snarling beast inflict 2 damage. The watchdog is automatically destroyed if a Blessing is cast at it.

