Empty Room Search:

1: Wandering monster table 2-4: Empty 5-6: Clue, SecDoor, HT Secret door: 1-5: New room, surprises foes, 2x treasure: 6: New exit Hidden Treasure: 3d6 x 3d6, roll on HT Complications table Clue: 3 clues gets a secret, according to list on next page.

Explosive Six Rule: Whenever you roll a natural six, roll again and add.

Final Boss: Roll d6+num of bosses fought. 6+ is final. +1 life/attacks 3x treasure gp or 100 gp, 2x magic item. End of map=final boss

Level up: once per boss, once per 10 minions at -1. No re-rolls. 2 rolls if final boss is a dragon. May lyl is 5. 4 for dwarf. 3 for elf/halfling Select one char, roll a d6 and get over current level. Chars cannot level twice in a row.

Wandering Monsters Roll a d6 when going back through a room. On a 1, roll on this Table: 1-2 vermin 3-4 minions 5 weird 6 boss No dragons, no final boss can be rolled here.

Dart: The character must make a def roll or lose 1 life Poison Gas: All make a defense roll, with no armor or shields, or lose 1 life. Trapdoor: Save vs trap level. -1 for light armor, -2 for heavy, +1 halfling/elf. Rogues add their level. If the char fails, lose 1 life if someone helps, or die if alone. Bear Trap: d6 vs lvl, Rogue/elf/halfling as above. Failure loses 1 life and is at -1 for attack/defense rolls due to limp. Limping chars at -2 vs Bear Trap/Trapdoors Spears: Attacks two random chars. Roll Defense or lose 1 life Giant Stone: Last char in line must roll Def without shield vs lv5 or lose 2 life.

Rogue Disarm: Rogues in front line can disarm a trap before it strikes. Roll d6 + rogue's level. Natural 6, or over trap's level he spots it in time, else it goes off as normal.

Trans table (d6) A dart (level 2) attacks a random character Poison gas (level 3) attacks all the characters. A trapdoor (level 4) opens under the feet of the character leading the marching order. Bear trap (level 4) hitting the character leading the marching order.

A giant stone block (level 5) falls on the last character in the marching order. Hidden Treasure Complication (d6)

1-2 An alarm goes off, attracting wandering monsters to the room! The gold is protected by a trap. The trap's level is equal to the number you

Spears coming out from a wall (level 5) attack two random characters.

- rolled on this table (3, 4, or 5). A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting 1 wound it he fails to save, and 2 wounds if he rolls a 1.
- A ghost (level d3+1) protects the gold. A cleric may try to ban the ghost (roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to ban the ghost, all characters lose 1 life, and then the ghost disappears.

Secrets

Weakness of a monster: All get +2 vs a chosen boss Deal with a monster: Chosen non-verm/final boss allows you to pass by. Location of secret treasure: Pick an empty room, find 3d6 x 10 GP Location of a magic item: As above, roll on magic items table True name of a spiritual entity: One use. Heals 1 char full, rescue from trap, inflict 4 pts on a boss, or kill up to 6 minions New spell: Elf or wizard gets new spell $\,$ Secret to incr mag or spir pwr: Any caster gets 1 extra spell use per adv Location of a scroll: Non-barbarian finds spell scroll of choice Recipe for a potion: Kill 2xboss; then spend 50gp, get 1 heal pot per adv. Terrifying secret: Force failure on morale roll by any but final boss Someone will pay big money for that: 3x value of jewel, gem, jewelry Your enemy is in the dungeon: Swap a boss to Chaos Lord, +1 on ATK him

Someone has been imprisoned: Rescue from minion/boss; chains L4 Bring him out? Roll magic item, treasure, or double current GP You descend f/bloodline of dragon-slayers: Bar/Dwf +1 atk/def v dragons Secret diet: 100gp before adv = +1 life. 50gp for Halflings

Spells

There are six basic spells in the game. Blessing can be cast by wizards and clerics. All the other spells may be cast only by wizards and elves. Casting a spell is an action equivalent to attacking in life points if it hits. combat. Spells may be cast during a melee. A spell-caster may attack as normal OR cast a spell, not both. The Escape spell may be cast instead of making a Defense roll. It is the only spell that may be cast during the monsters' turn.

Blessing: This spell removes a curse from a character. A curse is a game effect gained by stepping into a cursed room. Blessing will also remove other conditions, such as being turned to stone by a medusa.

Fireball: This spell works like an Attack roll. The wizard adds his level to the roll. Fireball does not affect dragons (but it does affect zombie dragons). If used against minions, the Fireball slavs a a number of creatures equal to the wizard's die roll minus the level of the minions. A minimum of one creature is always slain.

Example: A level 1 wizard casts a firehall at a group of goblins (level 3 minions). The

Four Against Darkness

wizard rolls a 5+1= 6 in total so (6-3)= 3 goblins are killed.

Lightning Bolt: This spell works like an Attack roll. The wizards adds his level to the roll. Against a group of minions, the spell will kill just one if it hits. Against a boss, it inflicts 2

Sleep: This spell works like an Attack roll. It does not affect undead or dragons. The wizard adds his level to the roll. Sleen will defeat one boss or d6 + L minions if it hits. Monsters but to sleen count as slain

Escape: The wizard disappears from his current location an reannears in the first room of the game. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

Protect: This spell gives +1 to a single character's Defense rolls for the whole duration of a hattle

	Random Spell Table (d6)
	Blessing
:	Fireball
;	Lightning bolt
,	Sleep
,	Escape
,	Protect

47

81

Four Against Darkness

Equipment

Money may be used to bribe monsters, to pay the services of weapons and other equipment, or even to resurrect a dead friend.

Buying Equipment

the game, or between games. Here is a list of items a character can buy, and their price in gold pieces (gp): Bandage 5 gp 100 gp Blessing spell Bow 15 gp Hand weapon 6 gp Heavy armor 30 gp Holy water vial 30 gp Lantern 4 gp 10 gp Light armor Light hand weapon 5 gp Potion of healing 100 gp Resurrection ritual 1000 gp 4 gp Shield 5 gp Sling Two-handed weapon 15 gp

You may move gold pieces between characters at any time during the game, but not during a healers and alchemists, to buy combat. After all, they are friends. They may decide to pool their resources to make sure that the group's best fighter buys the best weapon they can afford, or a Equipment may be bought before blessing spell so that a colleague turned to stone by a medusa gets back into action

> Bandages: Each character can apply bandages once per adventure, healing one lost life. The effect of bandages is cumulative with magical healing from potions or spells. Bandages may not be applied during combat.

> Blessing spell: The characters pay the local church to cast a Blessing spell, to remove a game condition such as being cursed or turned to stone from a party member.

Bow: This lets a character perform a single attack before the monsters can act EVEN when the monsters act before the party. Then the bow may no longer he used as the monsters and the characters are assumed to be in close combat. The bow user will need to spend a turn to put away the bow and draw another weapon.

16

И

Permission granted to reproduce this form for personal use

nair its life points, roll do. 1-3 monsters nee, 4-6 monsters light. Morale procedure: when minions lose more than hair their number, or boss loses more than

and monsters. Monster get one last attack but your characters defend at +1. Retreating from a fight: Possible only if there is a door to be closed/blocked between party see what the monsters will do (roll on the monster's Reaction table if this is the case). Dice explosion: it a die rolls a 6, roll another d6 and add it.

Dwarf defending against a troll or giant +1, Halfling defending against troll, giant, or ogre: add the halfling's

are at +1. Defense Roll Modiflers: Light armor +1, Heavy Armor+2, Shield+1, Rogue: add the rogue's level On a failure, take damage and effects as per the monster's description. Defense rolls during a withdrawai equal to or better than monster's L, take no damage. A roll of 1 is always a failure, a 6 is always a success netense procedure: roll do, +1 if snield, +1 for light armor, +2 for neavy armor, kogues add +1, if result is of boss. 1 is always a miss. 6 is always a hit.

Attacking a boss: d6+ modifiers= inflict 1 wound on boss if result is equal or better than level

Attack procedure: (46 + modifiers)/Monster level= number of minions slain. 1 is always a miss.

away from a combat without receiving an attack. only. No shields. L+1 luck points: spend 1 Luck to reroll a failed Attack or Defense roll, or to run Halfling: +L to defense rolls vs giants, trolls, and ogres. Light armor, light weapons and slings

Servis or Jewelly, Set 2030 Hillier.

HOLDHOELANWAYS ASSIGN ALTERST ONE COIN TO EVERY UWALL IN THE PAILTY, II PUSSIONE, WITHIN SEILING determine treasure before deciding whether to attack. Greed: party with 2 or more dwarves may giants. +1 to attack vs goblins. Any armor, any weapon. Smell treasure: roll d6+L, on a 6+ DWaYT: +L TO ATTACK YOIIS, EXCEPT WITH YARRED WEAPONS. +1 TO DETENSE YOIIS VS TYOIIS, OBYES, AND

light armor and NOT using shield. +1 to attacks or spells vs orcs.

EIF: +L to Attack rolls and spells cast. Any armor, shield. I spell x L per adventure, only if wearing

a rage attack inflicts 2 wounds. magic items. Rage attack once per game: roll the attack die 3 times, choose best. Against a boss, Barbarian: +L to attack rolls, Shield, light armor, any weapon, No heavy armor, May not use

sling only. No armor or shield. 2 spells +1/L.

Warrior: Any weapon, armor, shield. +L to attack rolls.

Wizard: +L when attacking with spells, or on rolls to solve puzzles or riddles. Light weapons or +L to attack rolls vs outnumbered minion.

Rogue: +L to disarm traps and defense rolls. Light armor and weapons only. May not use shield. weapon, sling. Cast Blessing 3 times per adventure. Up to 3 times per adventure, heal d6+L life. Cleric: +1/2 L to attack rolls, +L vs undead. Light or heavy armor, shield, hand weapon, two-handed

Quick Reference Speet

Four Against Darkness



will pave its own 8p cost. adventures or supplement ednibweur gescupeg net you do x do gp. Magin nua magni equipmente wiii ber every spell they contain staves may be sold for 100 gp tor 50 gp. Wands, scrolls, and enchanted rings may be sold but not bought. Potions and magic equipment may be sold

usit its cost in 8b, rounded ıı λon zeii ednibmeur' λon ge

Selling equipment

when you enter a room. wouzgets sneak on you o MIGIQIUE MUGU MSUQGLIUE profile. That's the one you'll be your "detault" weapon on your weapons, Note on your profile

sbeug a rnuu ro excuange weapon. During compat, you must you may carry more than one

wrong weapon type. nght weapon type, and at -1 by the Some monsters are hit at +1 by the

.woassons · Slashing missile weapons: bow,

giaive. sword, halberd, naginata,

Four Against Darkness

bike, long spear, two nanded ziashing two handed weapons:

axe, rapier, sabre, spear. · Slashing hand weapons: sword, ааგგег, кпіте, snort swora.

. Slashing light hand weapons:

:səɪdwexa ruey may be envenomed. gamage by cuting and puncturing. pointed weapons that inflict 2192UIUR MESDOUS SLE DISCECT OF

throwing stick, sling. · Crushing missile weapons:

club, quarterstaff. maul, war-hammer, huge war-· Crushing two handed weapons:

י וחלי ווופרב' וופוווווובו · Crushing hand weapons: metal

wizard's staff. zack' unucuakn' maiking sack' ciub, staff, cudgel, snillelagn, jo . crushing light hand weapons:

the blows. Examples: skeletons, that would break under against fragile enemies, like trauma weapons that are better Crushing weapons are blunt

deals crushing or slashing damage. whether your two-handed weapon the wielder's Attack rolls. Choose shield or a lantern) but gives +1 to nzeg (zo the user cannot carry a weapon requires two hands to be Iwo-handed weapon: This are treated as crushing weapons. Bow, but at -1, bullets from a sling Zling: This weapon works like a

ignore the shield bonus. Certain attacks from monsters will surprised by wandering monsters. from a combat or when he is apply when the character is fieeing Detense rolls. This bonus does not **2UIGIQ:** I UIZ SINGZ 9 + I 10 LUG NZGLZ

up a defeated monster. gobe: This may be necessary to tie to resurrect a dead party member. between games to have a chance Kesurrection spell: This is bought

adventure.

ued Suireau io uonod auo No character may drink more than a character's Life to its initial level. middle of an encounter, will restore content of this vial, even in the crushing or slashing damage. Potion of healing: drinking the character, choose whether it deals deals crushing or slashing damage. When you choose a weapon for a Choose whether your weapon Crushing or Stashing?

gives the user a -1 on Attack rolls. right hand weapon: this weapon

(uewnu dwarf but not an elf, halfling, or dwart's light armor will fit another wearer or the same species (a reassign light armor to another original wearer dies, you may ignore this bonus. When the Certain attacks from monsters to the wearer's Defense rolls. rigur armor: Lignt armor adds +1

iantern, Just in case. also decide to carry more than one of the current combat, You may unar bick rue igurelu nb gr rue eug bearer is killed, another character two-nanded weapon, it the lanternmay not use a bow, a shield, or a more arrows, at the cost of 6 gp per one hand to carry the lantern and character. That character must use arrows used in the gaine are rost of a fairein, and assign it to a Lantern: A party must have at least maximum of one vial per character. water, so a party may buy a cuncu restricts the use of holy wound upon the creature. The demons), automatically inflicts ? creature susceptible to it (vampires, thrown as an attack against a silver basin. A vial of holy water, if or channes and purification in a

purified water created by high-level Holy Water Vial: Holy water is

wearer dies.

another character if the original so you may not reassign it to armor is designed to fit one wearer, modifier on his Save rolls. Heavy character will have a negative siom' so in certain cases, the невлу агтог такез тпе wearer curior sin sinui gi inin siassioni. Detense rolls. Certain attacks from SUBJECT STATES AND ANGREGIES Heavy Armor: A suit of heavy

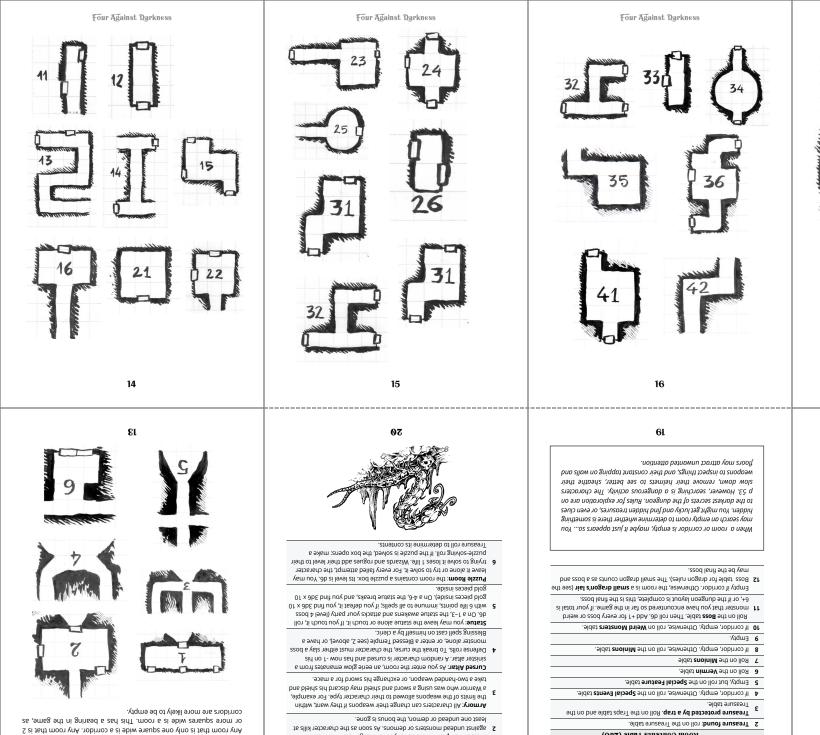
crusning or a siasning weapon. choose whether you want a weaporring a sword, axe, or made. Hand Weapon: This is a standard

can carry is 48 arrows. dozen. The maximum a character damaged. A character can buy a quiver of 12 arrows. All the ruiw errieg eru zriiged rezonistra erri many arrows the character uses. кевыцВ доп шау кевр и аск ог пом do not mind the additional bookreprenished between games, it you and that his quiver gets carries all arrows that he will need, You may assume that a character .snoqs9w

Arrows are considered slashing clerics through a lengthy procedure

Four Against Darkness

Four Against Darkness



Blessed Temple: A character of your choice gains a +1 on Attack

Fountain: All wounded characters recover 1 Life the first time they

Four Against Darkness

encounter a fountain in an adventure. Further fountains have no effect.

Special Feature table (46)

17

Four Against Darkness

Four Against Darkness

Four Against Darkness

corridor, roll 2d6 on the Room Content table below. As soon as your party or even a single character steps into a room or Room Content

Room Contents Table (2d6)

Roll d6 to determine which is the entrance to your dungeon. Draw it at Entrance Rooms

the center of the lower edge of your sheet. Then choose a door and roll

d66 on the following two pages to generate a room.

Four Against Darkness

less

1

2

6 or

more

d6 gold pieces

2d6 gold pieces

by that character.

A scroll with a random spell

One gem worth 2d6 x 5 gold pieces

One item of jewelry worth 3d6 x 10 gold pieces

a simple golden ring worth 1d6+1 gold pieces.

greed. This is a one-use magic item

slashing hand weapon, 6 bow.

cast by that character.

One random magic item from the Magic Treasure table below

Magic Treasure table (d6)

energy is depleted. Only wizards and elves may use it. Add the user's

level to determine the spell roll, as you would do for a Sleep spell cast

Ring of Teleportation: allows user to automatically pass a Defense

take part in the current combat, but rejoins the party as soon as the

Fools Gold. These magical (but fake) gold pieces will let the user

what the monster asks, the gold will appear enough to satisfy his

magic item. Roll d6 to determine its type: 1 crushing light hand

roll by moving that character out of the room. That character may not

combat is over. After one use, the ring loses its powers and becomes

automatically bribe the next monster that asks for a bribe. No matter

Magic Weapon. Gives +1 to its user's Attack rolls. This is a permanent

weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5

Potion of Healing: Can be swallowed at any moment, healing all lost

life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians.

Fireball Staff: This staff allows its user to cast Fireball spell twice.

then its powers are depleted. Only wizards may use it. Add the user's

level to determine the spell roll, as you would do for a Fireball spell

Wand of Sleep: allows user to cast Sleep spell 3 times before its

Four Against Darkness

Vermin table (d6)

- 1 3d6 rats Level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound.
 Reactions (d6): 1–3 flee, 4–6 fight
- 3d6 vampire bats, level 1, no treasure. Spells are cast at -1 due to their distracting shrieking.
- Reactions (d6): 1-3 flee, 4-6 fight
- 2d6 goblin swarmlings, level 3, treasure -1, morale -1
- 3 Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5-6 fight.
- **D6 giant centipedes**, level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1 additional life.
- Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
- D6 vampire frogs, level 4, treasure -1.
- Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
- 2d6 skeletal rats, level 3 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings.

Reactions (d6): 1-2 flee, 3-6 fight

Vermin are a sub-class of minions. Defeating them gives no XP roll



Four Against Darkness Minions table (d6)

D6+2 skeletons or d6 zombies (50% chance of each). Level 3 undead.

No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1
against both skeletons and zombies. Skeletons and zombies never test

Reactions: always fight to the death.

morale

d6+3 goblins. Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the
 party, roll d6 on their reactions table below.

Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4-6 fight.

d6 hobgoblins. Level 4, Treasure +1.

- 3 Reactions (d6): 1 flee if outnumbered, 2–3 bribe (10 gp per hobgoblin), 4–5 fight, 6 fight to the death.
- **D6+1 orcs**. Level 4. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic intensity their test appropriate processing the process of the first process of the specific process.
- ${\bf 4}$ items in their treasure: treat any rolled magic as d6 x d6 gold pieces instead.

Reactions (d6): 1-2 bribe (10 gp per orc), 3–5 fight, 6 fight to the death.

d3 trolls. Level 5, Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an aiready killed troll to bits. If this does not happen, roll a die for every killed troll on its 5 next turn. On a 5 or 6, the troll will come back to life and continue to

Reactions (d6): 1–2 fight, 3–6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.

2d6 Fungi Folk. Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 life. Halflings add their level on this save.

Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3-6 fight.

Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one XP roll at -1.

24

Four Against Darkness

Boss table (d6)

Mummy. Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be 1 fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale.

Reactions: always fight.

Orc Brute. Level 5, 5 life points, 2 attacks, treasure +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead.

Reactions (d6): 1 bribe (50 gp), 2-5 fight, 6 fight to the death.

Ogre. Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage.

Reactions (d6): 1 bribe (30 gp), 2-3 fight, 4-6 fight to the death.

Medusa. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be 4 turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save.

Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3–5 fight, 6 fight to the death.

Chaos Lord. Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1–3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any

5 character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55). Reactions (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.

Small Dragon. Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). If the dragon does 6 not breathe, he bites 2 random characters. Small dragons are never met

Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2–3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4–5 fight, 6 quest.

Defeating a boss gives one XP roll.

25

17

22



You can meet a wandering alchemist only once per game. If you meet him again, treat this result as a trap.

You meet a **wandering healer**. He will heal your party at the cost of 10 gold pieces per life healed. You may heal as many life points as you can afrord. You can meet the healer only once per game. If you meet him

- 4 Trap! Koll on the traps table.
- A lady in white appears and asks the party to complete a quest. If you a occept, roll on the Quest table. If you refuse, she disappears. Ignore any further appearances of the Lady in White in the game.
- Wandering monsters altack the party, Roll det 1-3 roll on the vermin Lable, 4 roll on the minions table, 5 roll on the welrod monster met as roll on the boss table, Reroll any small dragons, A poss monster met as swandering monster has no chance of being the final boss.
- A ghost passes through the party. All characters must save versus level $4\,$ fear or lose 1 life. A cleric adds his level to this roll.

Four Against Darkness Special Events table (46)

87

Each epic reward can happen only once per campaign. Mark the reward when it is rolled. If it is rolled again, reroll until a different reward is selected.

Joint, Rink, Carolin Asson, The party, is given a holy symbol that may be used only by a cleric. The cleric will make all healing the cleric will he least. When the cleric dies, the holy symbol can be bought to the cleric's church, if the symbol and the body of the slain cleric are delivered to the church, an attempt to resurrect has cleric will be paid by the church. If mused, the holy symbol can be sold for 700 gold pieces.

counts as protection even if the user is surprised by wandering 4 monsters or if the party is fleeing from a combat. If the party has no a shield of warning is permanent, and will be given one. The shield of warning is permanent, and libest throughout a campaign, it can be sold for 200 gold pieces.

Arrow of slaying. The party is given an arrow that will automadically inflict 3 wounds upon a monster. Roll on the Boss table to determine inflict 3 wounds upon a monster, foll on the Boss table to determine a private party. The arrow may be used only by a close that the party of the arrow breaks. If unused, an arrow of slaying may be sold for 3d6 x 15 gold pieces.

Enchanted weapon. One of the party's weapons is enchanted and can wow roll two dite for its Attack rolls, choosing the best result. The weapon can also hit monsters who are hit only by magic. The enchantment lasts until the end of the advanture.

Shield of Warning. One of the party's shields is now enchanted and shield of Warning.

The **cold of Kerrak Da**rf The Daty is given the location of the treasure that Defended of Kerrak Darf The Space The party searches a room and generates at least one due, they may use that clue to find a hidden chast containing 500 gold pieces.

be sold for 650 gold pieces at the end of the adventure.

The Book of Skalifost. The party is given the spell book that belonged to the legendary wizard Skalifost. This counts as one scroll of each of the six spells among spells, you may tear up the pages and distribute the six spells among the party to use a scrolls, or leave the book as it is and astign it to only one character. The book is cold and in the clastroyed if the one character carrying it is killed by dragon breath. If unused, the book may

Epic Rewards table (46)

Four Against Darkness

12

When a quest is completed, roll on the Epic Rewards table.

Slay all the monsters! To complete the quest, all the dungeon rooms must be laid out and all the occupants slain, with the exception of the Geature who sent the party on this quest, As soon as these conditions are met, the party can claim their reward.

way. This includes reactions such as bribing, getting, letting the Sleep monsters, performing a quest, or defeating a monsters with the Sleep spell and then Lying him up with a rope.

started. Let peace be your way! To complete the quest, the party must complete at least three encounters in the adventure in a non violent 5 way. This includes reactions such as bribing, getting help from

Bring me that? foll on the magic items table to determine what the object is. Every time the party fulls a boss, there is a 1 in 6 chance that the quest, the palect in addition to his treasure, if any The ouest the quest, the party must bring the object in the room where the quest

to knock out the boss instead of killing him).

I want him alive! As 1, above, but the party must subdue the boss, tie him up with a tope, and take him to the creature's room to complete. To subdue a monster, you must either use the Sleep spell or the quest. To subdue a monster, you must either use the Sleep spell or 3 fight with -1 on all Attack rolls (striking with the flat of the blade or trying

Bring me Gold! To complete the quest, the party must bring A6 x 50 A worth of treasure to this room. If they already have that amount available, the amount required to complete the quest is doubled.

Bring me his head! The creature asks the party to kill a boss monstier.
Roll on the boss table to determine who. The next time the party meets
1 a bosss in a room, instead of rolling it up, you may use the boss from the

Four Against Darkness

Quest table (d6)

97

Weird monsters are equivalent to bosses. Defeating a weird monster gives one XP roll.

steal ob4+4 objects from the park, you must surrender oblects from any of your characters in rhis order of preference; magic indicates stealing steal, ALL of your equipment, they will leave a thank you message that counts as a clue (see p.5.5) The gremlins have no combat statist because it is impossible to fight them; Encountain them gives no XP roll.

Reactions: always fight. Invisible Gremlins. The party stumbles upon a band of gremlins who

Giant Spider. Level 9, 3 life, 2 anacks, 2 treasurer rolls. Characters taking a wound must save versus level 3 poison or lose an additional life. Due 5 to the spider's webbing, the party may not withdraw from this flight unless they cast a Fireball spell to burn the webs.

Catoblepas. Level 4, 4 life points, treasure +1. All characters at the

deepinning of the battle must save versus a level 4 gaze attack or lose 1
life.

Reactions (d6): 1 bribe (50 gp), 2–6 fight.

3 instead of performing its multiple attacks. All characters must save versus level 4 fire or lose 1 life.

Reactions (d6): 1 flee, 2-3 bride (d6 gp to distruct the creature; you may not fool the creature with fools gold), 4-6 fight.

Chimera. Level 5, 6 life points, 3 attacks, normal treasure. On every of the chimera Level 5, 6 life points, 3 attacks, normal treasure. On every of the chimera breathes fire

Iron Eater, (Level 3, 4 life, 3 artacks, no treasure. Defense rolls against the iron eater do not enjoy bonus from heavy armor (shield and light armor count), if the monster hits, the character takes no damage but 2 loses his armor, shield, main weapon, or 3d6 gp, in this order.
2

Reactions (d6): 1-2 bribe (60 gp), 3-4 fight, 6 fight to the death.

Minotaur. Level 5, 4 life points, 2 attacks, normal treasure. Due to the power of his bull-rush charge, the first Defense roll against a minotaur is at -1. Minotaurs hate halflings (actually, they love to eat them).

Weird Monsters table (d6)

Four Against Darkness