

Lairs, Dens and Burrows

Short Adventures for *Four Against Darkness*,
for Characters of Any Level



Written by Andrea Sfiligoi

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Quick Dungeons and Encounters

This supplement details a few short, thematic dungeons or outdoor encounters that do not require mapping. These short adventures are meant to be played when you do not have time for a long session. Each should give you a play time of 15 minutes to one hour each, and all feature additional monsters and treasures that you can use again in your standard games.

These adventures may be played whenever you want, with one exception: the first one, “On Our Way Home”, should be played by a party with depleted resources, so you should play it when your party returns home after a dungeon exploration, before they had any chance to replenish their Life losses, used spells etc. It is also possible that you will have to play that adventure with fewer than four heroes if some of your characters were killed, turned to stone, gone insane, etc. in their previous adventure. You can play each of these adventures more than once, but you should play them all before you play the same one again.

If an adventure calls for the generation of a random dungeon, use the room shapes in *Four Against Darkness*. The mechanics of the game (searching empty rooms, using

character abilities, combat, spell-casting, clues, etc.) remain the same, unless the book says otherwise.

You may use any Secret detailed in *Four Against Darkness* or *Four Against the Abyss*, but in addition, some encounters will have their own Secrets. In some cases, a minor Secret will cost only 1 or 2 clues.

The notation HCL means Highest Character Level. For example, if you are told that a monster’s level is equal to HCL +2, it means that monster’s level will be 2 higher than the highest character level in your party at the moment the monster is met. HCL may also be used for other things, such as the number of foes encountered or the Life points of a boss monster.

These adventures do not have a recommended experience level. It is up to you to decide, based on the information in the adventure’s description, if your party is up to the task. The adventures presented in this book are NOT grossly unbalanced, because the most powerful dangers use the HCL (Highest Character Level) formula.

Please note: You should NOT read the adventures beforehand. Read just the introduction to begin with. By reading the adventures in advance, you will spoil all the surprises planned for your party.

Adventure 1: On Our Way Home

Introduction

Your party is returning from a dungeon exploration. You don't have a chance to heal your wounded characters or replenish your spent spells. Broken weapons or stolen equipment may not be replaced. You stumble upon a dungeon entrance on the side of a small hill and think, "Why not? It's going to be a quick side trek. Just a short exploration. Let's go in and see if there are any evil monsters to bash. We will be out of it and home before sundown... What could go wrong?"



Rules (Read Only After you Venture into this Dungeon!)

This is a random dungeon of seven rooms. If you roll only corridors, you may reroll the last three rooms until you get a room. Since it takes guts to face a dungeon with depleted resources, you will automatically get a single XP roll if you make it out of the dungeon alive after visiting the seventh room, even if you choose to flee and do not defeat the final boss. This XP roll is in addition to any other XP rolls for defeating monsters in the game.

You may not heal, replenish spells, rest, or in general perform any activity that is assumed to happen in the characters' downtime "back at home" between adventures, such as buying/selling equipment, paying for services or hirelings, or converting coins to gems and vice-versa.

The final boss will automatically be met in the 7th room unless by the luck of the dice you met it earlier (roll normally for the chance of each boss or weird monster being the final boss, adding +1 for every boss or weird monster met, as explained in *Four Against Darkness*). However, if you meet the final boss earlier than the 7th room, you will not get the extra XP roll unless you visit all 7 rooms.

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Orc shamans bang together crude stone mallets to summon the wrath of Kra, their main deity. Kra is said to be annoyed by the sound of beating mallets and other crushing weapons since he was smitten by Tamas Zeya's mace. The shaman is provoking the god to direct his ire at his enemies.

Adventure 2: The Lair of the Gray Orcs

Introduction

You find the entrance to an underground dwelling on the side of a mountain. The sides of the entrances are decorated with gray handprints and two crudely drawn, crossing scimitars. This is a sign of the Gray Skins, a clan of cruel and aggressive orcs that have been terrorizing the surrounding area for weeks. The Gray Skins are famous because they are not afraid of magic like most orcs, thanks to a caste of shamans that lead them. While they are not powerful mages, these shamans have mastered the art of cursing, and wear protective tattoos that are said to make their skin invulnerable to arrows.

Knowing that the orcs must have amassed a large treasure during their raids, you wonder if you should test your luck and wander into the dark entrance.



Rules (Read Only After you Venture into this Dungeon!)

Play this adventure as a standard dungeon of only 8 rooms. When you reach the eighth room, you automatically meet the final boss.

All the monsters you meet will have no treasure, but take a note of all the treasure rolls you should make, and of all unguarded treasure or treasure protected by traps that you find, because you will roll them all in the final room. In other words, all the loot generated in this dungeon will be found in the last room with the final boss.

For this adventure, use the standard room generation rules from *Four Against Darkness*, but instead of the standard room content tables, use the following:

Vermin

All vermin met in this adventure will be either rats or orclings (roll d6, on a 1-3 you get orc lair rats, on a 4 or 5 you get gray orclings, and on a 6 you get orcling archers). Roll 1d6+ HCL to determine the number of vermin met.

Orc Lair Rats: level 2 vermin, -1 morale. No treasure. If a character is brought to 1 Life point by the bites of the rats, the character must immediately save vs level 4 rat bite infection (halflings and

barbarians add +1/2 L, orcs and half-orcs add +L) or die.

Gray Skin Orclings: level 3 vermin, -1 morale. No treasure. The orclings are armed with crude blades that count as light hand weapons if wielded by your characters. These weapons have no resale value.

Gray Skin Orcling Archers: As orclings above, but in addition they are armed with crude short bows that let them perform a single ranged attack before the melee begins. In the hands of your characters, these bows allow to perform ranged attacks at -1. These ugly bows require two hands to operate and can be sold for 5 gp each.

Bosses

All bosses met will be a gray orc shaman, an orc champion of Kra the Destroyer (the most widely worshipped orc deity, described below) or a gray orc battle lord. Roll a d6, with 1 to 3 being a shaman, 4 or 5 being a champion of Kra, and a 6 being a battle lord. If the final boss is encountered in the last room, it will automatically be a battle lord.

Gray Orc Shaman: Level 4 boss, Life equal to HCL with a minimum of 4. Normal morale. Treasure: two rolls at +1. Any character inflicting 1 or more damage on a shaman must save vs

the shaman's level. On a success, nothing happens. On a failure, the character must roll on the Shaman Curse table. All effects are cumulative. All curses on a character are immediately lifted if Blessing is cast upon the character.

Reactions: 1 flees, 2-3 bribe (100 gp), 4-5 fight, 6 quest (if you accept the quest, there will be a random weird monster appropriate to your experience tier in the next room, unless the next room is the final one; you must slay this monster then bring some valuable body parts to the shaman, who will give you 2 random scrolls from any *Four Against Darkness* book you own as a reward. Completing this quest will not give you any XP roll besides the XP for killing the weird monster.

Gray Orc Champion of Kra the Destroyer: boss, Level equal to HCL with a minimum of 5, 6 Life. Morale: +2. Treasure: 1 roll at +1, but double the value of any gem found and assume it to be a ruby. Rubies are called "Kra's Eyes" or "Kra's Embers" by these religious fanatics. The Champion of Kra has 4 attacks and is armed with a large, two-handed scimitar.

Reactions: 1-2 bribe (any one gem of any value, however if you have one or more rubies you MUST use one as a bribe), 3-4 fight, 5-6 fight to the death.

Gray Orc Shaman Curse Table (roll d6)

1	Cosmetic change. The character's skin is covered in ugly blisters and warts, giving a permanent -2 on all wooing rolls (see <i>The Courtship of the Flower Demons</i>) until a Blessing removes the condition.
2	Shaky fingers. The character gets -2 on all attempts to disarm traps or solve puzzle-boxes until a Blessing removes the condition.
3	Frozen shoulder. The character becomes unable to use one of his arms (roll randomly for left or right) for other purposes than carrying something in his hand. If the curse strikes the same arm twice, the character will also be unable to carry items in the affected hand. Characters with one arm affected by this curse will not be able to use bows, firearms or two-handed melee weapons, but they could still use a sling. All effects disappear when a Blessing is cast to remove the condition.
4	Thunderous intestines. The character receives a permanent -1 on all wooing attempts and stealth saves until a Blessing is cast to remove the condition.
5	Eye inflammation. The character gets a -1 on all ranged attacks until a Blessing is cast to remove the condition.
6	Seizure. The character takes 1 wound immediately, and drops any item held in his hands (a shield would not drop to the ground but it will still be unusable for the character's next turn). The pain is only temporary, so on the next turn the character may pick up the fallen item again. The wound, however, may not be healed until a Blessing is cast to remove the curse. A character will not lose more than 3 Life points, total, due to this curse. If the result is rolled again when the character has already lost 3 Life to this curse, reroll until a different result is selected.

A single Blessing cast on a cursed character removes ALL the effects of the gray orc shaman curses.

Gray Orc Battle Lord: Boss, level equal to HCL +3, 6 Life. Morale: never flees. The powerful blows from his two-handed battle axe inflict 2 damage per hit, but a shield equipped character may sacrifice his shield to reduce the damage to 1. The player opts to destroy the shield but the character takes 1 damage instead of 2.

Treasure: 3 treasure rolls at +1, plus all the treasure rolls of all minions, bosses and weird monsters found in his lair. After adding up all the treasure, the number of gp (coins only) is doubled, to a minimum of 100 gp.

Reactions: 1-2 bribe (500 gp or all the party's treasure, whichever is higher); 3-4 fight; 5-6 fight to the death.

Weird Monsters & Minions

Many creatures share their living space with orcs. Use the standard weird monsters and minion tables from *Four Against Darkness*, *Fiendish Foes* or *Four Against the Abyss* as appropriate to your party's experience tier. The only change will be that these monsters will have no treasure, because all of their loot will be in the lair of the final boss.



Kra the Destroyer

Kra is the father of the Horrog (orc) race. He is a god of battle, strength and courage. He appears as a gigantic orc with fiery red eyes. It is said to be able to emit such a powerful bellowing sound that he can split the earth and the eardrums of his enemies at the same time. Kra's weapon of choice is the battle axe. Bears, bulls and wyverns are all sacred to Kra. Shamans often wear bear skins on their head and shoulders. Bulls are sacrificed on Kra's altar and then their raw meat is devoured by the faithful. Wyverns are used as a symbol of leadership and the blades of some battle axes are crudely shaped like wyvern wings. Some leaders learn to ride wyverns, even if the process is difficult and dangerous. Many orc plummet from the skies while attempting to break the spirit of their winged mounts.

The other gods consider Kra uncouth and unsophisticated. Kra has no allies or friends among the other gods.

Origin: Shard of the Primal Force

Alignments: War, Death

Other Names: Orcfather, He Who Feeds the Ravens, The Ember Eyed.

Adventure 3: Nest of the Manticore

Introduction

Your party comes across a stony peak where a manticore has made its nest. You may ignore it and carry on, or check it out. Manticore's are greedy monsters and they tend to collect plenty of treasure. In addition, the body parts of these magical creatures are highly prized by alchemists. The Gladiatorial Games Guild in any Dorantian town will pay up to 500 gold for a fighting, live specimen. You have ropes and nets...

Decide now:

- Will you try to catch a live specimen? If you do so, at least one of your characters should be equipped with a net or lasso.
- Are you trying to sneak upon the creature, or are you attacking in the quickest, most direct way possible?

Rules (Read Only If You Decide to Play This Encounter)

This is a quick encounter played without a map. Your party sneaks up the manticore's nest and tries to either capture or kill the creature and grab its treasure. Before playing, roll on the Complication table and on the Manticore Type table to determine the difficulties and the type of manticore that your party must face.

If you defeat the manticore, you will roll on the Manticore Loot table.

Capturing or killing the manticore is worth one XP roll. To capture it, you must attack the manticore at -1 and subdue it, or put it to sleep with a Sleep spell.



Manticore Complication (roll d6)

- | | |
|---|--|
| 1 | Suddenly, a strong wind rises. The wind gives -1 to all non-magic ranged attacks. The level of the manticore's ranged attacks, if any, is reduced by 1 as well. |
| 2 | The manticore has a partner. You must fight TWO manticores at the same time. Roll d6. On a 1 to 3, the two manticores are of the same type. On a 4-6, the two manticores are of different types, and you should roll twice on the Manticore Type table until you select two different types. In any case, double all treasure found. |
| 3 | The lair is in a magic-resistant area. The level of any spell cast in this encounter is reduced by 1. The Sleep spell may not be cast. |
| 4 | The manticore has no treasure. However, the local authorities have put a bounty on its head. You may get a reward of 5 GP x the manticore's Life point total if you carry its head to town. However, as you carry the head to town, the stench of the chaotic creature's blood may attract wandering monsters (roll a 1 in 6 chance of an encounter, using wandering monsters lists appropriate to your party's experience level). |
| 5 | The manticore has been killed by another monster. That creature now attacks you! Roll for a replacement monster from any weird monster table from any <i>Four Against Darkness</i> book of your choice, rerolling encounters with creatures that have no combat stats (like invisible gremlins). Do not determine treasure as per the new creature: roll on the Manticore Loot type table below). |
| 6 | The manticore is a vampire. It is treated as an undead (so it is immune to Sleep), its level is increased by 1 and it heals 1 Life every time it wounds a character. The manticore still has the abilities described under its type on the manticore table. The manticore will automatically take 2 damage from a vial of holy water. |

Roll on the Manticore Type table to determine what kind of manticore your party is facing.

Manticore Type Table (roll d6)

1	Standard manticore. Level 5 boss, 3 life. A manticore always performs 2 attacks per turn against the same target. Roll d6 to determine the nature of these attacks: 1-2 claw strike (damage 1), 3-4 bite (damage 2), 5-6 tail sting (1 damage, save vs. level 2 poison or die immediately). Reactions: 1 bribe (50 gp), 2-5 fight, 6 fight to the death.
2	Shooting manticore. As a standard manticore, but the manticore's tail shoots spines instead of having a poisonous sting. Before the melee, the manticore will perform 1d6 L5 shooting attacks at random targets. If the heroes flee the encounter, the manticore will shoot another d6 ranged attacks at them.
3	Macetail manticore. As a standard manticore, but with 5 Life. This creature's tail ends in a mace-like appendage, allowing it to deliver bludgeoning blows instead of a poison sting. This manticore performs three attacks per turn at random targets: 2 claw attacks (damage 1) and 1 tail slap (1 damage; target must save vs Level 6 shock with barbarians adding +1/2 L.
4	Roaring manticore. As standard manticore above, but it has 4 Life. In addition, before combat, all characters must save vs. Level 6 fear or fight at -1 to attack rolls until they manage to hit the manticore. Paladins and questing knights automatically pass this save. Other characters add +1 if they are above 4th level, and +2 above 8th level.
5	Two-headed manticore. As a standard manticore above, on every turn it may perform 2 bite attacks, 4 claw attacks or 1 tail sting attack. Roll d6 on each of its turns. On a 1-2, it will bite (2 damage); on a 2-4 it will claw (4 claw strikes for 1 damage each); and on a 5-6 it will use its tail. Bites are always directed at the two targets with the highest Life total. Claw strikes are spread out as evenly as possible, so normally one attack per hero. The tail strike always hits a random character who must save vs. L6 paralyzing poison (all elves save at +1, barbarians and halflings add +1/2 L). Characters who fail to save cannot run away, attack or defend until the end of the combat, or until a Heal or Blessing cancels the paralysis. The two-headed manticore is NOT immune to Sleep, but it will fall asleep only when affected by a second Sleep spell. The first Sleep spell will affect only one head, thus depriving the creature of one of its bite attacks, and the second Sleep spell will put the creature to sleep.
6	Fire-breathing manticore. As a standard manticore above, but with 4 Life. On each of the creature's turns, roll d6. On a 1-3, it will breathe fire (all party members must save vs L5 fire attack or take 1 damage; fire elves save at +1/2 L). On a 4-5, the manticore will perform 2 claw attacks at random targets. On a 6, it will use its tail sting (1 damage, save vs. level 2 poison or die immediately). This manticore is immune to fire-based spells including the gaze of Fire Elves but is attacked at +1 by electricity and water/ice based spells.

Manticore Loot Table (roll d6)

1	1d6 gp x the manticore's level, plus one gem worth 5d6 gp
2	You find the diary of an adventurer killed by the manticore. It contains a map that lets you play your next random dungeon drawing the first five rooms in advance (roll the rooms and draw them beforehand, then roll for their content when your party steps into them). The diary has notes about monsters that counts as 1 clue. The loot pile also contains one jewelled knife worth 25 gp, a length of rope and a lantern.
3	You find a skeleton of a former victim with a scroll containing a random spell from <i>Four Against the Abyss</i> , or from <i>Four Against the Darkness</i> if you do not have <i>Four Against the Abyss</i> . If you do not have any spell-casters in your party, you may opt to find a single clue instead. In addition, the skeleton wears a silver bracelet that can be sold for 15 gp.
4	You find a pearl necklace worth 80+2d6 gp. Dwarves may not use their ability to sell this at an increased price, since pearls are not really their specialty. There is also a mace (crushing hand weapon).
5	You find a shimmering magic sword with its name, Egadren, etched on its blade in an antique script. You watch it in awe, as Egadren is mentioned in many ancient chronicles as a weapon of the legendary Four Heroes from Ptol Madras. Egadren is unaffected by monsters that destroy weapons (e.g. iron eater) or steal them (e.g. invisible gremlins). It may be used to shed light like a lantern. Egadren adds +1 on any explosion die (for example, if you roll a 6 and then roll a 5 with the additional die, it counts as if you have rolled a total of 12; if you roll a 6, then followed by another 6, then followed by a 4, the bonus on explosion dice will apply twice so you would have rolled a total of 6+7 +5= 18). Egadren is a unique weapon and only one copy of this weapon may be found at any time in the game. If the bearer is killed and the weapon is lost, you may spend 3 clues to play again that adventure where it was lost, reach that dungeon's final boss and you will find Egadren again in its lair. Mentions of this sword's story and other potential abilities may appear in future publications, so guard it closely.
6	Among a heap of worthless trinkets, you find 2d6 gp and a wooden statuette representing a lion. It is magical. If the user spends one action putting the statuette on the ground and speaking the magic word etched under its base, the lion will come to life and fight for the party. Treat as a level 4 warrior with light armor, dealing 2 damage with a successful bite attack, or performing 2 claw strikes (1 damage each). The lion may not use equipment of any kind but claws and bite attack are equivalent to hand weapon attacks from a 4th level warrior (so at +4 to hit). At the end of the encounter, the lion turns back into a statuette and the statuette loses its powers. It can be used only once and then sold for 6 gp. It can be sold for 150 gp if its power has not been used.

Adventure 4: An Old Man Gave Me This Map

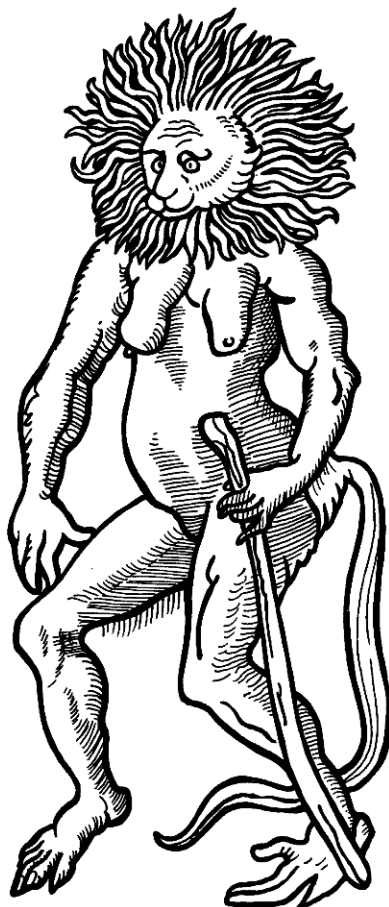
Introduction

Your party has received a map from a mysterious old man. You are undecided. Why did this man give you this map and disappear? Why didn't he want any money for it? Is it a trap, a waste of time, or the secret to a hidden fortune? The map leads to a small hole in the ground. It is an entrance to what seems an underground chamber. To get in, you must squeeze yourself between two slabs of stone. If you decide to do it, read on.

Rules

To complete this scenario, you must play a seven room dungeon using the standard rules in *Four Against Darkness*. Skip the initial room. Generate and draw seven rooms in advance, and roll for their content when your party enters them. The map shows the location of a secret passage in the last room. You can place it wherever you want, so after you fight with the final boss that is automatically found in the 7th room, you

automatically have a way out of the dungeon. However, when you are ready to move out, you must roll on the Get Out table. Do not read the table in advance, do so only when you reach the final room and are ready to move out. If your fight with the final boss goes badly, you may leave the dungeon through the secret entrance, but you still have to roll on the Get Out table.



Get Out Table (roll d6)

The map was incomplete. You must go through 3 corridors before you can get out. Each has a 2 in 6 chance of a random weird monster as a wandering monster. Roll these from any table in any *Four Against Darkness* book you own. Decide your marching order

- 1 before stepping into the corridors. You may NOT change your marching order while you move through these three corridors. Any wandering monsters encountered will attack the rear of the party and strike first. You may now resell the complete map to other adventurers (including another party you control) for 12 gp.

Deadly Traps! As you exit the dungeon, d3 characters of your choice must save vs an HCL+2 trap. Elves and halflings add +1, swashbucklers and rogues add +L. Character failing the save lose d3 life. On the body of a previous victim of the traps, you find one of the following (choose): a ruby worth 200 gp, or a magic ring that lets the wearer cast 1 spell of his choice at the cost of 2 life, once per adventure. Choose which spell the ring contains when found. It must be a spell from any *Four Against Darkness* book you own. The ring may be sold for 200 gp. It may be used by any class that can use magic items.

- 2
- 3 **Ambush!** When you exit the dungeon, a group of random minions appropriate to your party's experience tier ambushes you. Roll randomly for the number of minions, but their minimum number will be equal to the current party members plus one. You may not roll for reactions. You may bribe the minions by surrendering all of your treasure or fight. If you surrender treasure but you have a rogue or swashbuckler, you may hide one gem or item of jewelry or one magic ring or potion per such character, e.g. in a party with two rogues you may hide two items. If you choose to fight, the minions will have initiative and their level will be increased by 1 for the whole duration of the fight. The minions have normal treasure for their type.

- 4 **Ambush!** As "3" result above, however you are ambushed by a random monster. Roll d6: 1-3 boss, 4-6 weird monster. The monster has normal treasure for its type. You may bribe it with all your treasure or choose to fight it. If you choose to fight, the monster has the initiative and +1 level.

- 5 **Ominous graffiti.** As you get out of the dungeon, you read some words scrawled on a rock that count as 2 clues.

- 6 **It's better than it looked!** If you have found one gem or item of jewelry in the dungeon, you may double its gp value. If you didn't find one, or if you used what you found to bribe foes, you will find a large precious stone worth d6 x d6 gp.

Adventure 5: The Nixie in the Wineskin

Introduction

You stumble on a warband of red goblin raiders, their hands still dirty with the blood of some forest creatures they slaughtered. You have no other option than making short work of them, avenging the forest creatures. Among their meager possessions, you find 2d6 gp and a large wine-skin.

As you try to drink from it, a shrill feminine voice cries for help from within the wine-skin.

A nixie, a water-based fey creature, has been trapped there by the goblins. The nixie has been weakened by being far from her pond. The little wine made her drunk, depriving her of her magic powers. She asks you to bring her back to her pond or she will soon die. She promises a great reward if you do: many adventurers have drowned in her pond. There are magic items and gold buried in a small magical cave under the pond. Only the nixie can utter the magic words that will open the entrance to this lair.

You may choose to let her die, or accept the quest and start looking for her pond. Make your choice, then read the rules below.

Rules

Depending on your previous choice to help the nixie or let her die, you will follow two different procedures.

If you chose to let her die

You can keep the 2d6 gp from the goblins' treasure. The nixie turns into a vengeful undead spirit that curses your party. At the end of every adventure you play, you must sacrifice all your gold or the largest gem or item of jewelry you found by throwing it into a pond or lake. If you don't comply with this, one of your characters will automatically die of a wasting disease. The only way to break the curse with the current characters will be to take an oath to complete all the adventures in this book, and then play this scenario again and choose to help the nixie. While you play the adventures in this book, the nixie's curse will be temporarily suspended. The nixie in the second play of this adventure will be another nixie from the same pond who will break the curse as part of your reward.

The curse will not affect replacement characters. So if, for example, if you lose two of the original characters that were part of the group when the curse was cast, any other characters that you take to replace them will not be affected by the curse. Once all of the original characters who were cursed are dead, the curse is effectively broken. You may not sacrifice an NPC to the curse unless that NPC was present when the party was cursed.

If you chose to help her

As she finishes her story, the nixie passes out. It is impossible to revive her. She may die at any moment. She has 4 life remaining, and events in the game may cause further life loss. If she ever reaches zero life, she dies and your quest is over.

You may keep the 2d6 GP that you found in the goblins' loot.

You must now find the pond where the nixie came from and return her to its waters. Roll on the Searching for the Pond table until you find it or the nixie dies. At any moment after your first attempt, you may decide to give up. If you give up, the nixie automatically dies but nothing will happen to your party. Once you

find the pond, proceed to play section 2 of this scenario.

Searching for the Pond table (d6)

1-2 You encounter wandering monsters. These will not surprise you and, as you meet them in a fairly open area, you have the option to shoot twice with all your characters with ranged weapons before the melee takes place. At the end of the encounter, the nixie loses 1 life.

3-4 Wrong pond! You find a pond, but it's not the right one. However, proximity to its waters is beneficial to the nixie. If she has fewer than 4 life points, she heals 1 life.

5-6 You found the pond!
Proceed to play section 2 of this scenario.

Section 2: The Underwater Cave

As you return the nixie to the pond's waters, she recovers fully and regains her magic powers. She utters some magic words that let your characters breathe and operate normally underwater and opens the entrance to the underwater cave.

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The nixie gives two characters of your choice a golden leaf. You may burn this golden leaf to reroll a failed defense roll. If you do not use the golden leaves, they can be sold for 20 gp each at the end of the adventure.

Generate a dungeon of 6 rooms, using the standard dungeon generation rules from *Four Against the Darkness*. Instead of the standard room content table, use the following table:

Underwater Cave Content Table, Roll d6	
1-2	Empty, but add +1 to all your future rolls on this table. This bonus is cumulative, so if you have been in two empty rooms in a row you add +2. You may search empty rooms. On a roll of 1 when searching, you attract d6 pond dwellers (see result 3 on this table).
3	d6 pond dwellers. Level 5 fay vermin. No treasure. Morale -1. On any hit they inflict, the target must save vs level 5 poison or lose his next action due to the pain caused by their poison. Dwarves and halflings roll at +1/2 L. Reactions: 1-2 flee, 3-6 fight.
4	A random character must save vs L5 trap or lose 1 Life. If the party has a rogue in the first two positions of the marching order, the rogue may roll to disarm the trap before it strikes a random character (the rogue rolls at +L). If a rogue is the random character selected to receive the trap's attack, the rogue still gets to add +L to the save.
5	Killer Turtle. Level 4 boss, 4 life. Treasure: its shell may be turned into an indestructible, non metallic shield by any character with the Arcane Tanner skill from <i>Four Against The Abyss</i> . Morale: normal. Due to the turtle's shell, every non magical hit on a dark turtle fails if the total rolled in the attack is an odd number. Attacks that roll even numbers hit normally. Magical attacks are not subject to this limitation. This ability does NOT apply to shields built out of turtle shells. Reactions: 1-2 flee (retracts into its shell), 3 bribe (1 gem or all food carried), 4-6 fight.
6	Tracks. You may add one Clue to your party if a character of your choice performs a save vs level 7. All spellcasters and wilderness scouts add +L. Rogues add +1/2 L. Elves add +1. Choose only one character in your party to attempt the roll. If you fail, you may roll again with a different character, but any roll of 1 or 2 means that d3 pond dwellers (result 3 above) are met instead.
7+	Treasure. Roll three times on any treasure table from a <i>Four Against Darkness</i> book of your choice. Your party also gains 1 XP roll. You may have this result only once. After that, reroll any results of 6 or more.

If you reach the final room without rolling a 7+, automatically apply the 7+ result in the final room. When you reach the final room, the adventure ends. You do NOT have to retrace your steps and roll for wandering monsters on your way back.

Adventure 6: The Ivy-Covered Hole

You take a detour from a well-known path to move around some obstacle (a fallen tree or boulder) and you stumble upon a rocky, ivy-covered outcropping. By moving the creepers, you discover an entrance to an underground cave. Look at the map and read the keyed rooms as you move through the cave **ONLY** if you decide to explore it. Otherwise, just move on to the next adventure.

Rules

This adventure uses a keyed map. As you move to a room, read the corresponding content. Do not roll for random content, just play through the description of the room. Some numbered paragraphs can be reached only by performing certain choices during the adventure. The interior of the cave is dark so you need to pick one of your characters to carry a lantern (or other light source).

Exiting the Dungeon: Once you have explored all rooms, you can backtrack and exit safely the dungeon by reading paragraph 11.

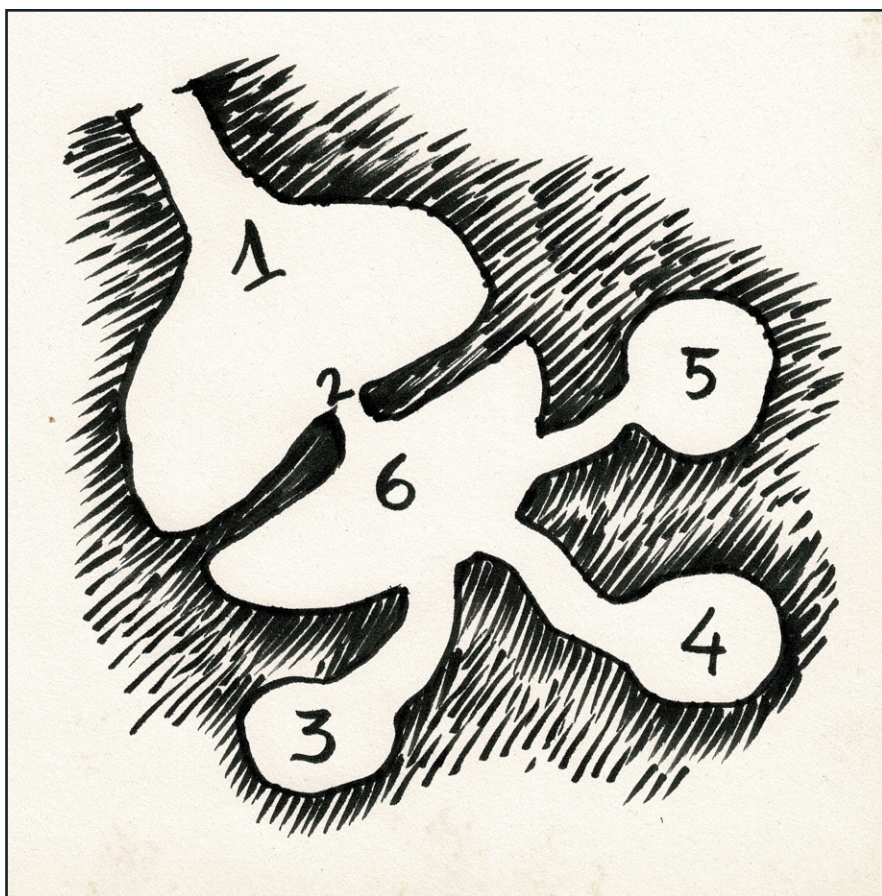
1

As you step into the chamber, the sound of your footsteps stirs a mass of large, purple centipedes that swarm all over you, stinging and biting through your characters' clothes and armor. Each character should defend against a single level 2 attack, but the lantern-bearer receives 3 attacks as the creatures are attracted by light. Each attack inflicts 1 damage. After these attacks are performed, the centipedes will swarm out of the entrance, so no combat is necessary.

2

Coming through this narrow passage, you hear some inhuman, chittering sounds. The passage is large enough for a lutin, halfling or similarly small character to move through, but larger characters should force their way through the limestone and enlarge the narrow opening. To do so, roll a level 6 save, with barbarians, ogres and troll characters adding +L, and dwarves and warriors adding +1. On a success, the character removes enough limestone to enlarge the opening so up to two characters can move through it. On a failure, the character can try again. On any roll of 1, however, the sound attracts wander-

Lairs, Dens and Burrows



ing monsters (to determine which monsters appear, roll on the Vermin table from *Four Against Darkness* or from the Vermin tables of any supplement you own). The wandering monsters will come from room 1.

3

There's a locked chest in this chamber. You may want to try

and unlock it using a rogue's skills (go to paragraph 8) or smash it (choose a character to do so and go to paragraph 7). You may also decide to leave the chest alone and move to another room.

4

In this room, there is a life-size, white marble statue of a four-armed feminine figure. It has a

woman's torso on a snake's body. This snake-like figure might represent a type of medusa or, even worse, it could be one of the myriad representations of the evil goddess S'sikliss.

The eyes of the statue are two large emeralds. They could be worth 100 gp or more each. If you want to take them, choose a character to do so and read paragraph 9.

5

On the floor of this chamber, you find a butterfly-shaped bronze key. You may take it if you wish.

6

The first character to enter this room must save vs. a level 5 trap or fall into a hole in the ground. Characters wearing no armor roll at +2. Rogues add +L. In the room, there are d6+2 morlocks armed with javelins and knives.

D6+3 morlocks, level 3 minions, normal morale. Morlocks hate light and will concentrate up to 3 javelin attacks on any character carrying a lantern or other light source. On a defense roll of

1 against these attacks, the character takes no damage but the lantern is shattered instead! Luckily there will be a little light in the room, so the net effect will be a -1 on all attack and defense rolls and spells, until the characters use some other effect that counts as a source of light.

Treasure: Each morlock carries d6 gp. One of them has a golden necklace worth 50 + 5d6 gp.

Morlocks are a race of dim-witted, large-eyed subterranean humanoids related to kobolds and goblins. They hate sunlight and venture outside of their burrows only at night, raiding human settlements and stealing livestock -- especially chicken, of which they are very fond. They are armed with crude blades and carry round shields.

7

As the lock is smashed, a deadly cloud of poisonous fungi spores fills the room. All characters must save vs. level 4 poison or take 2 damage. Halflings and barbarians roll at +1. Any character affected by the spores will have problems

focusing for the duration of the next two adventures, and any spells cast by the character will have a 1 in 6 chance of failing at the moment of casting: roll a d6 even if the spell does not normally require a die roll to succeed, and on a result of 1, the spell fails. This applies even to spells cast through magic items and scrolls. Drinking a potion of healing will cancel this effect. Affected characters will also have a -2 on all attempts to solve puzzles and -1 on Search rolls.

Inside the chest, there's a magic ring of gremlin spotting. The wearer of this ring will be able to attack invisible gremlins as if they were level 1 minions. Treat any encounter with invisible gremlins as an encounter with 3d6 level 1 minions (morale -1, 4 treasure rolls) as long as the wearer is present and alive. If the gremlins kill the ring bearer, they will steal the ring as first thing and then proceed to steal objects as per a normal encounter with invisible gremlins.

8

The rogue must pass a lockpicking save at level 7 (add the rogue's level to the roll) to open the lock. The rogue may try as many times as desired, but any roll of 1 will release a jolt of magic energy that

will inflict 1 damage on the rogue. On a success, the chest is unlocked without any damage, and you may proceed to read paragraph 7 ignoring the rules for shattering the lock.

9

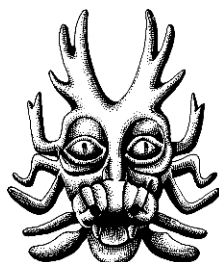
Your character picks up the emerald. It is worth at least 110 gp. If you want to pick the other emerald too, continue reading to 10.

10

As you pull the other emerald from the statue's eye socket, both emeralds explode in a cloud of tiny shards. They are both worthless now.

11

You move out of the cave, breathing fresh air again. You may now go home to rest or proceed to your next adventure.



Adventure 7: The Hyena Pack

Number of hyena-men

Roll d3 for every tent to determine the total number of hyena men in the camp.

Introduction

You stumble upon a camp of $d6+3$ tents. From the vile smell surrounding these tents, you surmise it's a camp belonging to hyena-men. More than likely, they are bandits who have been raiding nearby villages.

Rules

This encounter does not require mapping. You just have to make a few choices.

You may do one of the following:

- 1) Intimidate the hyena men into giving you all of their treasure.
- 2) Sneak into the camp and steal their treasure.
- 3) Ignore the encounter and move onto your next adventure.
- 4) Attack them, taking the initiative.

Pick your course of action and then read the following rules.

Treasure

The total treasure will be $d6$ gp x the number of hyena-men, but treat any roll of 6 as an exploding result, and if a hyena man has more than 25 gp, he will also have a random magic item (that he can't use). There's a problem though, this treasure is all in copper coins. It takes 20 coppers to make 1 gold piece, so you must multiply the number of coins by 20 to calculate their weight. Remember that a character carrying over 200 coins will suffer a -1 on his defense rolls. The hyena men also have one hand weapon each. These are crude and may be sold for just 4 gp each.

Roll a d8 for every tent. There is a 1 in 8 chance for each tent to have a dreamcatcher hanging from a pole in front of its entrance. Roll on the dreamcatcher table below if you decide to take one. Do not read the table before you choose to take the dreamcatcher.

Intimidation

You threaten the hyena men and intimidate them into handing over their treasure.





The hyena-men armor is tailored to their misshapen bodies and will not fit humans, but their weapons and shields, however crude, may be used by adventurers.

Add all of your party's levels. This is your party's intimidation value. Add the number of hyena-men. If your total intimidation value is 3 times higher, they will automatically surrender their treasure.

If your total is less than 3 times but at least twice as much, roll at +2 on the intimidation table.

If your total is higher but not double, roll at +1. If it's the same,

roll at no modifier. If it's lower, roll at -1.

If their number is twice yours or better, roll at -2.

Sneaking

The guard is sleeping, so you can sneak in and steal the hyena-men loot from their tents. Make a stealth roll for every tent against the level of the hyena-men +1. Determine randomly how many hyena-men are in that tent. If the stealth roll is successful, you may take their treasure. If it fails, the stealth mission for that tent is aborted, but the character may try again to skulk into another tent.

If the stealth roll is a 1, all hyena-men in the camp wake up and fight. All the hyena-men in that tent will attack the stealthy character, striking first. The other hyena-men will attack the other characters in the party.

Only one character may perform a stealth mission. Use the modifiers below:

Stealth Modifiers:

Rogue, assassin: +L

Swashbuckler, halfling: +1/2 L

Character has a shield: -1

Character has heavy armor: -1.

All modifiers are cumulative.

Intimidation Table (roll d6)	
1-2	They fight with +2 on morale rolls.
3-4	They fight.
5-6	They surrender and give their treasure.

Hyena-Men Dreamcatcher Table (roll d6)	
1	Characters may not use the rest option in their next 3 adventures (this applies only to adventures that allow for resting).
2-4	It's just a bauble with no magical effect.
5-6	You may sacrifice the dreamcatcher to cast a Blessing or to avoid an encounter (count as a successful bribe) with a ghost, spirit, wraith, mistgaunt or other incorporeal undead or demon. Demonic characters may not use this item.

Fighting

If a fight takes place, treat it as a normal combat with a group of minions. If 10 or more hyena-men are present in the camp, one will be a shaman (level 4 boss, 3 life). Until the shaman is killed, all characters may not cast spells until they win a spell-casting challenge against the shaman (it's a level 4 save, spellcasters add +L, clerics and druids add +1/2 L). If 12 or more hyena-men are present, in addition to the shaman there will be a leader (level 6 boss, 6 life). If a leader is present, all hyena-men gain +1 to their morale rolls until the leader is wounded down to 3 life or less.

XP rolls

The hyena-men count as an encounter with minions. If there are more than 10, count it as TWO encounters with minions. Count shaman and leader separately as boss monsters.

Campaign Consequences

The hyena men are a vengeful lot and do not forget the scent of those who wronged their kin. If you win the combat but do not kill all of them, make a note of how many flee. When you roll the first wandering monster encounter in your next play session, assume it

is with the vengeful hyena men who have managed to track your party.

Replaying This Scenario With Different Monsters

You can easily adapt this scenario to a different enemy type. You can use any humanoid species (orcs, goblins, hobgoblins, bugbears). Keep the same structure, number of tents, and treasure, but alter the encounter based on the abilities (level, morale, etc) of the different minion type. Assume that most humanoid species will have shamans and leaders just like the hyena-men. Here are a few suggested modifications.

Goblins: Increase their number to d6 per tent. Their treasure stays the same. One goblin in 3 will have a single ranged attack that he will perform before melee (javelins or other thrown weapons).

Orcs: Their treasure will be in gold, not in copper pieces.

Hobgoblins: Increase by 1 the level of shaman and leader. A leader should have two attacks. Their treasure will be in high quality weapons (roll their treasure, then purchase as many weapons as possible, splitting the money equally between slashing, crushing and ranged weapons).

Adventure 8: The Mayhem Machine

Introduction

You meet Vreelus, a gnome artificer whose plans for a huge steel golem have been stolen by a rival artificer, Sheebo. Vreelus asks you to retrieve the plans, offering a nice sum for the job. Each character will receive 15 gp x level in payment when the plans are delivered. In addition, a character of your choice will receive a contraption built by the gnome. If you accept this dangerous mission, read on.

Rules

Sheebo is hiding in an underground complex in an abandoned gnomish town. You must play a random dungeon, using the rules in *Four against Darkness* or *Four Against the Abyss* as appropriate to your character's tier level. You may search each room, not only the empty ones. When you find 2 clues and spend them to locate the rival artificer, you roll on the Sneaky Gnome Complication Table and play the final encounter for this dungeon.

Sneaky Gnome Complication Table (roll d6)

1	Sheebo built it!
2	Construction Incomplete
3	A Deadly Trap
4	A loud Alarm
5-6	Steam-Powered Dragon

Sheebo Built it!

Sheebo has already built the golem and the plans are kept inside the steel automaton's torso. You must fight it and destroy it to retrieve the plans, but as you do this, Sheebo will try to escape.

Sheebo's Steel Golem

HCL weird monster with minimum level 6, HCL+3 life. 2 Attacks, each inflicting 2 damage. Any hit on the steel golem is negated and bounces off the creature's chrome skin if the die roll is an odd number (exploding dice results are counted as 6s and will not be negated).



Sheebo, renegade artificer

Level 6 boss, 3 life. Sheebo will fight with a contraption that lets him hit his opponents with an electrical discharge, negating the protection of heavy armor (but not the protection offered from light armor, shields or magic). Every character hit by the electrical discharge must save vs. level 3 electricity or drop whatever weapon the character is holding. The contraption is useless in the hands of a character.

Construction Incomplete

Sheebo has put together the materials to build the golem, but he hasn't completed it yet. He hired two HCL orc brutes to guard the expensive materials. You must fight the two orcs (HCL bosses with HCL life points; Reaction: they always fight, armed with two handed swords and striking for 2 damage per attack) and then defeat or capture Sheebo (attack him at -1 if you want to subdue him and to catch him alive, or use a Sleep spell to put him to sleep; stats for Sheebo are in the previous paragraph). The materials may be sold to any gnome artificer for (d6 x d6) x 100 gp.

Deadly Trap

Sheebo's lab has a deadly trap. A rogue character of your choice, or a random character if you have no rogues in the party, must save vs. an HCL+2 trap or lose 3 life. Rogues add +L to the save. Halfings and elves add +1. After resolving the trap, you find the plans for the golem in the lab, but there is no trace of Sheebo. You may spend 3 clues at any point during the campaign to meet him again, by rolling on the Sneaky Gnome table again during a random dungeon, and then returning to the rules for this adventure to claim your rewards once you defeat him.

A Loud Alarm

A loud alarm blares as you touch the the plans. Metallic doors drop from the ceiling, blocking any unexplored openings or doors in that your dungeon layout. You may take the plans but the only way out now is through the dungeon's entrance. The alarm alerts the guards and creatures that Sheebo has mustered to defend his lab. The chance to meet wandering monsters is now 3 in 6 in each room as you backtrack towards the exit.



A steam-powered, mechanical dragon can use the steam from its internal engine as a breath weapon. Hot steam will boil alive both armored and unarmored targets.

The Steam-Powered Dragon

Sheebo has modified the plans and has built a steam-powered mechanical dragon instead. When you meet Sheebo, draw a room 15x15 squares, with one opening or door (roll d6, with a 1-4 indicating an opening and a 5-6 indicating a door) on every side. This is Sheebo's laboratory, where he built the dragon.

Sheebo is inside the dragon, piloting it. He resents your intrusion and attacks you, trying to crush you under the automaton's steel paws. Jets of boiling steam, hot enough to boil a man alive, are expelled from the creature's nostrils and mouth every few seconds.

To retrieve the plans, you must either destroy the mechanical dragon, or enter its mouth as it prepares to blow steam. Only a small character like a halfling, goblin or lutin may attempt this heroic action. To jump inside the dragon's mouth, the character must save one action (not act on one turn to prepare for the jump: he was saving his action for later, waiting for the right moment to jump into the mechanical monster's maw). The jump requires a successful save vs. level 8. Add the character's +1/2 level, -1 if the character is wearing any armor and -1 if the character is using a

shield. On a failure, the character is hit by a full blast of hot steam and takes 2 damage. On a success, the character manages to jump inside the mechanical creature and may retrieve the plans on the following turn.

Once inside the dragon, the character may not be attacked and may fight in melee with Sheebo while the rest of the party can attack the dragon from outside. Once Sheebo is subdued or killed, the character inside the dragon may start to damage the dragon's controls. Roll a die every turn, adding the character's L, and on a 7 or better the dragon is destroyed.

Mechanical Steam--Powered Dragon, HCL+3 level weird monster, HCL+4 Life. As an artificial creature, the dragon is immune to sleep, poison and disease, but takes 2 damage from the Lightning spell or any other electricity spell. If the dragon is hit by a Fireball spell, there is a 1 in 8 chance that it will overheat and explode. If the dragon explodes, there is a 3 in 6 chance that the plans will burn to ashes, and everyone in the room will automatically take 2

damage, and anyone inside the dragon would take d3 damage. The dragon has 3 attacks, that it will always direct at the three character with the highest current life point total. In addition, every turn there is a 1 in 6 chance that the dragon will blow steam from its mouth, striking a random character for 3 damage if the character fails to defend (light and heavy armor gives no bonus against the steam blast, but a shield does). Morale: the dragon always fights to death and does not flee.

Treasure: the material components of a steam dragon may be sold to any gnome artificer for $(d6 \times d6) \times 100$ gp. Halve this value if the dragon was destroyed by an explosion.

XP rolls

Bringing back the plans to Vreelus gives 2 XP rolls.

Defeating a steel golem or a steam-powered dragon gives two XP rolls.

Defeating Sheebo gives 2 XP rolls if he is captured alive, 1 XP if he is killed. As an alternative reward if the plans are brought back to

Vreelus, you may forfeit one of the the two XP rolls and receive a contraption from the gnome artificer instead. There are two contraptions available, the smoke bomb and the jeweler's goggles.

Smoke Bomb: One of your characters gets an experimental smoke bomb. There is only one in existence at the moment. The bomb will let the whole party automatically flee from any encounter with no ill effect and without receiving any attack from their enemies. The bomb will have no effect in an encounter with air or smoke elementals. Using the smoke bomb is a free action as long as the character is holding the smoke bomb in a free hand. The character is assumed to just drop the bomb to the floor and let it explode. Using the bomb requires one action to ready it if the character is carrying the bomb in a backpack. Any character, including a barbarian, may use the bomb. It does not count as a magic item.

Jeweler's Goggles: These goggles allow the wearer to make a 10% profit when selling gems and jewelry of any kind. This is cumulative with any other abilities that increase the value of sold items. The goggles are not considered magic and may be used by any class, including barbarians--who will, however, look very unusual wearing them!



Dark unicorns are thankfully rare. Savage and ruthless, they spread disease and destruction in their wake.

Adventure 9: The Dark Unicorn

Introduction

As your party travels through a small forested area, you find the unmistakable signs of the presence of a dark unicorn. Twisted branches, slaughtered woodland creatures, infected gaping holes on the bark of trees, and a nauseating stench of decay.

This is an extremely dangerous creature, so you may decide to turn on your heels and ignore this encounter. Your honor will not be tarnished if you choose discretion as the better part of valor. Choose one of the following courses of action, then read the corresponding paragraph.

- Flee! Go to paragraph 1.
- Hunt the dark unicorn! Go to 2.
- Ask the Woodland Creatures for help! Go to paragraph 3.

1 – Flee!

You think that a dark unicorn is too tough for your party to handle, and decide to turn tails. However, the creature may sense your fear and hunt you down. Roll a save

vs. level 5 magic for every character. Elves roll at -1, non-elf spellcasters roll at +1, conservationists roll at +1/2 L. If all characters pass the save, you are blessed by the gods. Not only you manage to move away from the forest, you also find a rare flower that may be used as a potion of healing. You may use it only during your next adventure, after which the flower will lose its properties, but will still have a market value of 2d6 gp if sold by a conservationist, healer, alchemist or wizard. The flower is a natural remedy, it is not considered magical and may be used by any character type, including barbarians.

If you have one or more elves in the party, the blessing comes from Elidra, goddess (among other things) of elves and harmony, and you find a number of rare flowers equal to the number of elves in your party +1.

In ANY character fails the save, however, the dark unicorn charges out of the woods and attacks one of the characters who failed the save. Select one character randomly if more than one character failed the save. The dark unicorn automatically gains surprise. It has +2 to its level on its first attack only.

Dark Unicorn, level 8 weird monster, HCL+2 Life. Hits from its horn inflict 2 damage, and this damage may not be healed until the dark unicorn is killed. Any character hit for 4 or more damage by a dark unicorn must save vs. a level 10 disease (barbarians add +1/2 L, halflings roll at +L). On a failure, a character must roll on the Wasting Disease table.

Treasure: the dark unicorn's horn is worth 1000 gp.

Reactions: always fight to the death.

2– Hunt the Dark Unicorn

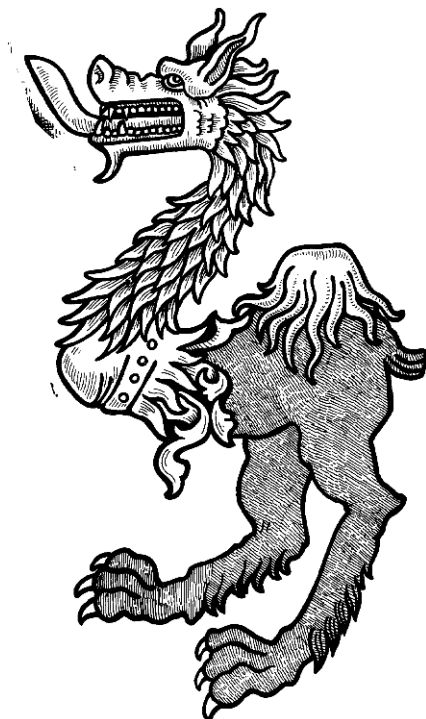
You may spend 1 clue to meet the dark unicorn and fight it. If you do not have clues, roll d6 while crossing the forest. On a 5 or 6, you meet the dark unicorn. On a 1, you meet a wandering monster (to determine which monster is encountered, roll on the tables of any *Four Against Darkness* book appropriate to your party's experience tier). On a 2 to 4, you may

decide to abandon the hunt or to roll again.

3 –Ask The Woodland Creatures For Help

If you ask for help, roll a d6 on the following table. Add +1 if you have any wood elf, druid, conservationist, ranger or satyr in the party. +1 is the maximum bonus, so if you have more than one of these character types, the bonus is still +1.

After asking for help, you must proceed to paragraph 2, Hunt the Dark Unicorn, or paragraph 1, Flee.



Asking For Help table (roll d6)

1-2	No help is available. The woodland creatures are terrified and their best fighters are already been killed by the dark unicorn.
3	A fairy gives you 1 clue to find the dark unicorn.
4	A woodland sprit blesses the party. You now have +2 on all saves vs. the dark unicorn's wasting disease until the end of this adventure.
5	A scroll containing a spell of your choice from any <i>Four Against Darkness</i> book. The spell is written in an archaic, arcane language and only an elf, wizard or druid may use it.
6	All the party's weapons will be enchanted until the end of the adventure. Attacks with enchanted weapons will explode with 1 point easier (for example, a d6 roll that normally explodes only on a 6 will explode on a roll of 5 or 6).
7	As 6, above, but the effect is permanent. The effect works ONLY against dark unicorns , demons and chaotic monsters.



Wasting Disease Table (roll d6)

- 1 The character loses the advantage of gaining additional life points when he or she gains a level. The only way to remove this curse is to perform a major personal quest. The character must go into a dungeon alone, slay the final boss and donate all treasure gained in that dungeon to a church. As soon as he does this, the curse is removed and the character gains any Life points he did not gain before when levelling while subject to the curse.
- 2 The character loses any advantage when rolling for saves. In other words, when options are listed that let the character add a bonus based on its character type, level etc. these are ignored. This effect will last until the curse is lifted. To lift the curse, the party must always roll for reactions for all monsters encountered during their next adventure (this does not apply to that adventure's final boss or to any creature whose only reaction is to fight or fight to the death). As soon as that adventure is successfully completed, the curse disappears.
- 3 The character loses the ability to read and must use a successful XP roll to gain literacy again. An illiterate character may not use maps, find any secret that involves reading or deciphering symbols, cast any spells except those he or she has already memorized (those he or she did not use over the course of this adventure) or use scrolls.
- 4 The character may not use shields until he or she spends 1 XP roll to gain that ability again. Character types who do not use shields must reroll on this table until a different result is selected.
- 5 The character loses the use of any expert skill from *Four Against the Abyss* until he passes one XP roll to learn it again. Characters without any expert skills yet will have to use an additional XP roll to learn their first expert skill.
- 6 The character loses the ability to explode dice until he performs a major task. Choose one of the following: 1) Slay a boss or weird monster single-handedly; 2) Donate 1000 gp to a church; 3) Go through a dungeon without ever receiving any form of healing or blessing (no game mechanics casting Blessing or healing any amount of Life points may be used).



A Collection of Quick Encounters

Sometimes, you do not have the time to play a full dungeon, or maybe you just want something different between two long missions.

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An Old Man Gave Me This Map
The Nixie in the Wine-Skin
The Ivy-Covered Hole
The Hyena Pack
The Mayhem Machine
The Dark Unicorn**

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