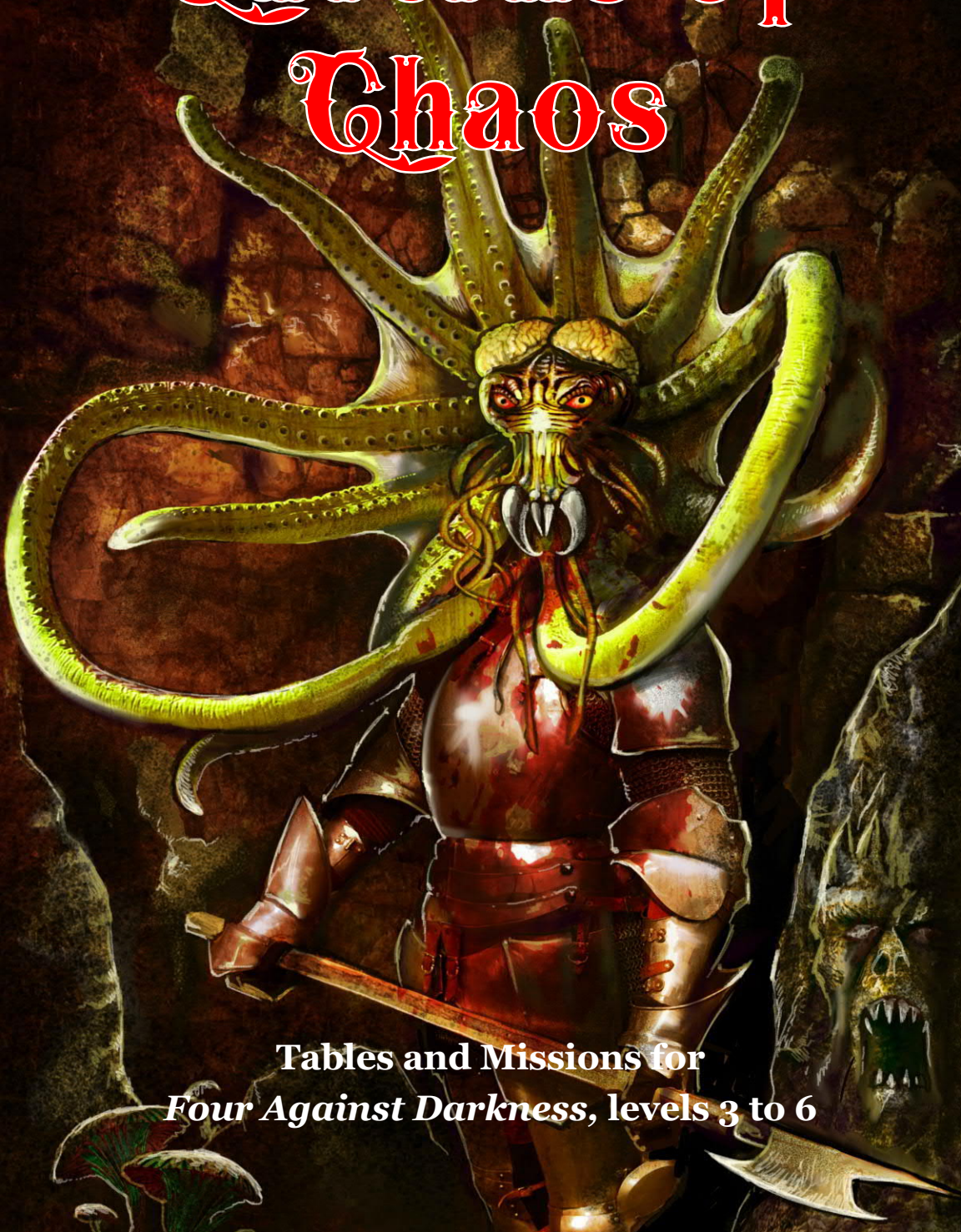


Caverns of Chaos



Tables and Missions for
Four Against Darkness, levels 3 to 6

Caverns of Chaos

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Thematic Dungeons

This supplement is part of a series of thematic dungeons inhabited by specific types of creatures. The book offers tables for vermin, minions, bosses, weird monsters and treasure appropriate to the enemy type. There are a few different missions possible in each of these supplements. In most cases, with a little bit of common sense, you can mix and match the mission from one book with the enemies described in another book. In some cases you will have to form specific parties for specific missions, such as an uneasy alliance of elves and dwarves to recover magic items stolen by goblins. Thematic dungeons are generated using the room shapes in *Four Against Darkness*. Roll for room contents on the tables provided in this book. Traps, treasure, special features and even spells found on scrolls and magic items change with the dungeon theme. 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, each thematic dungeon will have their own Secrets.

Each scenario in this book comes with a recommended level of play.

You may face these dungeons at any level, but if your party is under the average level shown, your chances of success are lower.

If your party's average level is higher than shown, the dungeon can still be challenging, but you should apply some changes:

- 1) Increase the numbers of any

Vermin and Minions encountered by 1 for each level of difference;

- 2) Increase the Life points of all Bosses and Weird Monsters by 1 for each level of difference.

Example: if your characters are, on average, 4th level and you play a level 3 mission, you should increase by 1 the number of Minions/Vermins met and the Life points of Bosses/Weird Monsters.



Gaverns of Chaos



Caverns of Chaos

Chaos cultists have holed up in a complex of underground caves and strike nearby villages from there. The caverns are filled with weird monsters and manifestations of the dark god of eternal change, Xichtul. As their dungeons are attacked by agents of the gods of Order, you may find weapons and spells used by the enemies of chaos as loot. Hopefully, your characters will have better luck than the original wielders of those weapons.

Here are 6 missions that you can choose when adventuring into the Caverns of Chaos. If you prefer, roll d6 to determine a random mission. You may also play random dungeons, simply using the rules in *Four Against Darkness* and the tables found in this book.

Each mission is designed to be played only once, but if your party is completely wiped out or is forced to abort a mission, you may try again later, rerolling all the room content but keeping the layout you rolled so far. For example, if you play *the Axe of Nydann* but fail to recover the magic axe, you may go in later (maybe with a different party) and try again.

A note on XP Rolls

These missions are slightly more difficult than standard dungeons. Vermin count as Minions for XP purposes. Roll d6+1 for XP rolls.

Mission 1: Slay the Chaos Lord

Recommended level: 4+.

You must slay the final boss of a randomly generated dungeon. Use the normal rules from *Four Against Darkness*, but the final boss is automatically a Chaos Lord of Destruction with the following stats: level 8, 8 Life, 3 attacks, treasure +1 (roll on treasure table in this book). The lord is equipped with a giant weapon that will automatically shatter any shield used to block if a shield-equipped character rolls a 1 on his defense roll. Each hit from the Chaos Lord inflicts 2 damage. All his attacks target a random character.

Reactions: Always fight to the death.

If most of your party members are below level 5, the authorities will give you two scrolls of Lightning and an Amulet of Healing that allows the user to heal 4 Life points, as needed. The Amulet may be used even during combat, but the user needs to forfeit an attack action to do so. The points may be distributed among all characters as desired, and need

not be used all at the same time. These are in addition to any potions, clerical healing or bandages that your party may have. You may keep these goodies even if you do not use them in the adventure.

Mission 2: Scout and Run

Recommended level: 3+

The party is assigned the task to map at least 10 rooms of the dungeon and deliver the map to a more powerful team of adventurers that will use the information against the chaos worshippers. The mission is considered successful, and the party gains 2 XP rolls, once at least 10 rooms/corridors have been mapped. If the dungeon ends before 10 rooms/corridors are mapped, you will automatically find a secret door that extends the dungeon until you are able to connect at least 10 rooms. The party must of course exit the dungeon alive. The party is allowed to keep all treasure found during the exploration, and will get normal XP rolls from the slaying of vermin (remember that encounters from the Chaos Vermin table count as minions for purposes of experience), minions, bosses and weird monsters. Do NOT roll for a final boss. You may meet bosses as usual, but you do

not roll to determine if a boss encountered is the final boss.

If you are playing in troupe mode (that is, you have multiple characters and pick a crew according to the mission at hand), you could play this mission with a level 3 party and then continue the dungeon with a 4th-5th level party playing mission 1. If you do so, you must check for wandering monsters when moving through any of the rooms or corridors mapped by the previous party, but you will not be surprised in any of these rooms; if you are attacked by wandering monsters in a corridor, your foes will NOT attack by surprise and you may change your marching order before the combat. In addition, you will automatically save vs any traps discovered by the scouting party.

The dungeon automatically extends beyond the 10 rooms mapped by the first party -- if you reach a dead end, you automatically find a connecting passage or secret door, as you see fit, allowing you to extend the dungeon until you meet the final boss as detailed in mission 1.

Mission 3: Stolen Tapestry

Recommended level: 4+

Chaos worshippers have stolen a tapestry designed for the palace of

an elf noble. The tapestry is a picture of an ancient battle in which the elf's forefathers vanquished a chaos monster in a nearby forest.

Your party must include at least one elf, who will be given a scroll of Lightning or Sleep (your choice). If you do not have an elf in your current party, choose one character to remain at home, create a 3rd level elf and equip him with 150 gp (you may keep up to 40 gp as pocket money for the character, but you must spend the rest). You may keep the elf character for future games if you wish. The location of the tapestry is a Secret specific to this mission. To find the tapestry, you must gather a total of 4 clues while in the dungeon. When you spend these 4 clues, you automatically find the tapestry in the next room, guarded by (roll d6): 1-3) a random chaos boss, or 4-6) a random chaos weird monster. You may spend your clues to discover other Secrets as usual, but the mission is not completed until you discover the location of the tapestry.

Recovering the tapestry gives you three XP rolls, but you must use at least one of these XP rolls on the elf. The party gains XP as normal and may keep any treasure gained in the adventure, and will be paid an additional 200 gp (in total, not per character) upon delivery of the tapestry. The tapestry is a heavy

load, so the character carrying it will not be allowed to use two handed weapons or bows, and will defend at -1. The character may choose to drop the tapestry at any moment to avoid the penalty, but will need to spend one action to pick it up again. If the party chooses to withdraw from a battle, the tapestry will be left in the room where it was dropped.

Mission 4: Rescue

Recommended level: 3+

Chaos worshippers have kidnapped a few local youths to turn them into chaos acolytes. Your party has been hired by the local authorities to travel into the dungeon and rescue as many of them as possible. Roll d3+3 to determine the number of people to be rescued. You will automatically meet a prisoner every 3rd room or corridor (so one in the third room, one in the sixth, one in the ninth) and all the remaining prisoners will be found in the last room of the dungeon (you find the last of the prisoners when you run out of space on your play sheet). The prisoner will be bound and gagged. It takes one combat action to free a prisoner. If there are monsters in the room, the prisoner may not be freed unless the characters outnumber the monsters or all the monsters have been bribed. If you bribe monsters, they

will automatically let you free any prisoner in their room. ALL prisoners will be allowed free passage through the bribed monsters' room, not only the prisoners that were with the party or in the room when the monsters were bribed.

The youths have 2 life points each and have no weapons or combat bonus, but may use any weapons, shield or armor that you give them (they need to spend one action to equip themselves with a shield or weapon). They will not manage to put on armor during combat, but may do so between combats. Like any unarmed character, they fight at -2 until you equip them with a weapon.

The youths do not know the way out: you must move them out of the dungeon's entrance.

You gain 1 XP roll per every youth you bring out of the dungeon alive, but you DO NOT gain XP rolls from the slaying of vermin or minions during this mission. You gain normal XP rolls from bosses and weird monsters.

You may have a maximum of two youths with your party at any given time (three if there are only two party members remaining, four if there is only one remaining). As you can not take more than this number of prisoners at once, you will likely have to bring some to the dungeon entrance, then go back to rescue more,

rolling a 1 in 6 chance of meeting wandering monsters as you move through any room that you already visited (do not roll for wandering monsters in the entrance room).

You may keep any loot found in the dungeon.

Mission 5: The Axe of Nydann

Recommended level: 5+

The tomb of dwarven heroine Nydann has been defiled by chaos worshippers, and her magic axe has been stolen to be offered as a gift to a Chaos Executioner -- a high ranking chaos personality. Your party must get into the dungeon and collect clues. For this scenario only, you may Search for clues not only rooms that were rolled as Empty, but also rooms that have been cleaned up by your party. In other words, killing or driving off all foes makes a room empty for search roll purposes. You may spend these clues to discover standard Secrets detailed in *Four Against Darkness* or *Four Against the Abyss*, or you may spend them to discover the location of the Axe of Nydann. The location of the Axe is a dungeon-specific Secret. To find the Axe, you must gather a total of 3 clues while in the dungeon. When you spend these 3 clues, your next room will automatically contain a

Chaos Executioner (result 5 from the Chaos Boss table) as a final boss. He will be armed with the Axe of Nydann. Once you defeat the Executioner, you have to exit the dungeon with the Axe. A dwarf wielding the Axe fights at +1 on all attack rolls.

Upon leaving the dungeon, the party is expected to return the Axe to the dwarves. If the Axe is returned, the dwarves will reward each surviving party member with a gem worth $100+2d6$ gp. The party will also gain a bonus XP roll (beyond any XP rolls that may have already been gained for slaying monsters). You may assign this roll to any one party member as usual.

However, you may instead decide to keep the Axe of Nydann. In that case, you get no XP roll for it, and of course the dwarves will not give you any gems!

Mission 6: The Cook

Recommended level: 3+

The local chaos lord has a passion for fine food, and the authorities have decided to play on this weakness to assassinate him. Your party must take one halfling cook (he/she is a 2nd level halfling with no armor, armed with a light weapon and equipped with $4d6$ gp worth of equipment of your choice) into the dungeon. The

halfling is an additional party member, not a replacement for one of your characters.

The halfling cook has the equivalent of the Negotiator skill (*Four Against the Abyss*, p.20): as long as the halfling is alive, you can modify upwards or downwards the reaction roll of a monster, as long as doing so would create a non-combat result.

In this scenario, you do not get XP rolls from slaying monsters, but you get 4 XP rolls if you manage to deliver the poisoned food to the chaos lord and kill him. You will automatically meet him in your 10th room or corridor. Treat him as a Chaos Champion (entry 1 on the Chaos Boss table). To successfully deliver the poisoned food, the halfling cook must be alive in the 10th room or corridor. When you use the halfling's Negotiator skill to persuade the chaos lord to try your food, you may reroll the reaction die once if you do not like the result of your first roll, even considering the Negotiator skill modifier. The chaos lord's Reactions table is: 1-3 banquet, 4-5 Fight, 6 Fight to the death. If a banquet reaction is rolled, the chaos lord will eagerly eat the halfling's poisoned food and immediately take $d6+3$ wounds. After this happens, the chaos lord fights, but he is weakened by the poison, so your party strikes first.



Caverns of Chaos Room Contents table (2d6)

	Treasure. Roll on the Chaos Treasure table. Then roll d6, on a 1, 2 or 3, the treasure is unguarded; on a 4, 5, or 6, roll on the Chaos Boss table or Chaos Weird Monster table (your choice). The guardian will have its own treasure, as per its description, in addition to the random treasure in this room.
2	
3	Treasure protected by a trap. Roll on the Chaos Traps table and on the Chaos Treasure table.
4	If corridor, empty. If room, roll on the Chaos Unique Events table.
5	If corridor, empty. If room, roll on the Chaos Special Feature table.
6	Roll on the Chaos Vermin table.
7	Roll on the Chaos Minions table
8	If corridor, empty. Otherwise, roll on the Chaos Minions table.
9	Empty. Roll d6, on a 5 or 6 roll on the Chaos Unique Events table, rerolling any unique event that already happened in the current game. If you ran out of unique events, roll on the Chaos Boss Table .
10	Roll on the Chaos Weird Monsters table.
11	Empty if corridor. If room, roll on the Chaos Boss table.
12	Empty if corridor. If it is a regular room, roll on the Chaos Boss table. If it is a room of 12 or more squares (rooms 23, 25, 34, 35, 36, 41, 44, 52, 56, 61, and 66 of the room generation pages in <i>Four Against Darkness</i>), the room contains a random Chaos Boss and a random Chaos Weird Monster .

If a room or corridor is empty, you may Search it, gaining a clue, a hidden treasure, or a secret door (your choice) with a roll of 5 or 6 on a d6. Roll at -1 in corridors. On a 3 or 4, the search is not fruitful and nothing happens. On a 1 or 2, wandering monsters sneak up on the party. Roll d6 to determine which monsters appear: 1 chaos vermin, 2-3 chaos minions, 4-5 chaos weird monster, 6 chaos boss, then roll on the appropriate table to determine what they are.

Chaos Traps table (d6)

1	Dart. This trap (level d8+3) attacks one random character with a poisonous dart. A character failing to save vs the trap's level must save vs level 4 poison or become infected by chaos. Rogues add +L to the save vs the trap. Halflings add +1. Barbarians save at +1 vs the poison. A character affected by the poison must roll on the Touched by Chaos table as soon as he or she rolls a 1 on any attack, defense or save roll.
2	Chaos Chains. A huge mass of chains is thrown at a random character, inflicting 1 wound if the character fails to save vs level 5. Rogues and halflings add +L. Swashbucklers and elves add +1. Anyone wounded by the chains will gain 1 point of Madness (see Madness, <i>Four Against the Abyss</i>).
3	Pit Trapdoor. A trapdoor opens beneath the feet of a random character. The character must save vs Level 6 (elves and rogues add +L; halflings roll twice and choose the best result, dwarves roll at -1) or fall into the fighting pit below, taking 1 wound from the fall. In the pit, the character is attacked by a random weird monster. The monster strikes first and fights to the death. If the party has a rope, they may help the character out of the pit. A character trying to climb out receives an attack from the monster. If the party has no rope, the character may climb out only after he has slain the monster. Remains of previous victims in the pit have a 3 in 6 chance of having 6d6 gp in treasure and a random scroll from the <i>Four Against Darkness</i> spell list, but they may be inspected only after slaying the monster. Characters outside of the pit may help by casting spells at the monster or using ranged attacks at -1, or may jump down (Save vs 6, with the same bonuses as above, or take 1 wound from the fall).
4	Giant Cleaver. A giant cleaver-like blade falls from the ceiling onto a random character. The character takes 2 wounds if he fails to save vs the trap's level (d3 + 3). Elves, swashbucklers and halflings save at +1. Rogues save at +L.
5	Gas Trap. All characters in the room must save vs level 5 poison or take 1 wound. Barbarian and Dwarves roll at +L. Anyone wounded by the gas will have blurry vision and will be unable to use ranged weapons or read from scrolls in the next two encounters, or until they receive a Blessing or Healing, whichever comes first.
6	Chaos Globe. A mechanism throws a spiked steel ball at the party. Each party member in marching order may try to dodge it by passing a level 7 save (Rogues add +L, elves and halflings add +½ L) or may block it with a shield (make a Defense roll vs level 8, adding bonus for shield and armor; dwarves, barbarians, and warriors add +L). A successful dodge means the character ducks away and the ball continues its flight towards the next character in marching order. A successful block means the character's shield is destroyed but the ball's flight is stopped. On a failed dodge or block, the character takes d3 wounds and the ball continues its flight toward the next character. Only characters with shields may try to block. Once all characters have been hit or have dodged the ball, the ball will bounce on a wall and start the process again, this time in inverse marching order. Roll saves until all the characters have been attacked twice or a shield block stops the ball.

Caverns of Chaos

Chaos Treasure table (d6)

0 or less	d6 gp
1	d8 x 5 gp or a basic weapon from the equipment section in <i>Four Against Darkness</i> or one of the following: rope, pole, hammer, lantern, bandage, vial of holy water.
2	Choose: 4d6 x 10 gp or 1 random item from the Caverns of Chaos Useful Stuff table.
3	A scroll with a random spell from the Chaos Spell table.
4	One gem worth 4d6 x 30 gp.
5	Choose: 1 item of jewelry worth 4d6 x 15 gp or 2 random items from the Useful Stuff table or 1 Chaos Crystal (see the special features table).
6	1 random magic item from the Chaos Magic Treasure table.
7+	Choose one of the results on this table.

Chaos Hidden Treasure Complication table (d6)

1	An alarm goes off, attracting wandering monsters to the room!
2	The treasure is infected by chaos. The character picking it up must roll on the Touched by Chaos table.
3	The treasure is protected by a trap. Roll d6+1 to determine its level. A rogue may try to disarm the trap. If there is no rogue, the trap attacks a random adventurer, inflicting d3 wounds if he fails to save.
4	The treasure is in a puzzle box that requires rolling vs Level 7 to be solved. Rogues roll at +1 and wizards add +L. Every failed attempt gives the character 1 Madness as the box gives visions of chaos to the user. It is not possible to move the box from the dungeon.
5	Two random party members fight over the treasure. Both have to make a defense roll versus each other's level, or take one wound from each other's attack. After this brief fight, the characters manage to regain their composure. If there is only one character when this result is rolled, ignore this result.
6	The treasure chest is actually a creature, a void monster (level 5 weird monster with 10 life points). If a rogue saves against its level (add +L to the roll), the rogue manages to shout a warning and the creature does not surprise the party. If the rogue's roll fails, or if there is no rogue in the party, the monster attacks a random character, inflicting 1 wound and stealing one item carried by that character (your choice) on a failed defense roll. The void monster cannot move so your party may automatically withdraw from this battle without being hit. If you remain in the room and defeat the void monster, you may take its treasure as normal, and recover all the items lost in this battle.

Chaos Vermin table (d6)

- 1 **2d6 chaos acolytes.** Level 2, normal treasure, morale +1.
Reactions: 1 peaceful, 2-3 bribe (50 gp each), 4-5 fight, 6 fight to the death.
- 2 **d8 mutant rats.** Level 3, no treasure, morale -1. These rats emit a piercing shriek that makes spellcasting difficult. All spells cast in the room will count as if the user was 1 level lower. Characters who are not normally spell-casters are unable to read scrolls. The rats also love to gnaw at clothes and old parchment. Unless the rats are completely defeated on the first turn, each scroll or magic item of clothing (hats, sacks, bags, boots, robes) has a 1 in 6 chance of being destroyed (roll once per encounter, not once per turn). Reactions: 1 flee, 2 bribe (1 mundane or magic item), 3-6 fight.
- 3 **d6+1 serpent people warriors of Ssiklis.** Level 4, normal treasure and morale. Reactions (d6): 1-3 bribe (25 gp each), 4-6 fight.
- 4 **d6+3 chaos goatmen.** Level 6, two treasure rolls, never test morale. Chaos goatmen fanatically charge into battle. Treat them as level 8 on the first round of combat, either if you are attacking or defending. At the beginning of every of their turns, there is a 1 in 8 chance that they will bellow, calling one additional chaos goatman into the fray. Reactions: 1-3 bribe (30 gp each), 4-6 fight to the death.
- 5 **Swarm of chaos wasps.** Level 6, no treasure, morale -1. Treat as a single Level 6 creature. Every successful attack lowers the swarm's level by 1. When it becomes 0, the swarm is dispersed. A Fireball spell automatically kills the whole swarm. The swarm is immune to Sleep. The swarm's attacks ignore armor and shields, even magical ones.
- 6 **d6+3 chaos gremlins.** Level 5, normal treasure, morale -1. Chaos Gremlins feed on luck. All your characters gain 1 unluck point at the end of their turn if chaos gremlins are present. Gained unluck points remain until removed. If a character has 1+ unluck points, that character may not explode dice (when you would explode a die, remove 1 unluck instead). You may also receive a Blessing or use one point of Luck (if a halfling) to remove 2 unluck points. Reactions (d6): 1 flee, 2-4 bribe (20 gp each), 5-6 fight.

Because of their power, Chaos Vermin counts as Minions for purposes of XP rolls. Gain one XP roll every 10 encounters.



Caverns of Chaos Special Feature table (d6)

1 Offerings to the Chaos Gods. An altar with plenty of food and drink offerings is the room. You may eat and drink the offerings, or leave them alone. Roll d6 for every character that eats. On a 1, that character must roll on the Touched by Chaos table. On a 2-4, nothing happens. On a 5 or 6, that character heals d3 Life points or gains a +1 to all attack rolls for the duration of their next combat encounter.

2 d6-1 (minimum 1) chaos crystals grow in this room. These are pulsating, living minerals that resonate with the energy of Xichtul, the chaos god. Any character picking up a crystal must roll on the Touched by Chaos table, but the crystal will also let the character cast a random chaos spell once. The chaos crystals may be sold for 5d6 gp each, but lose their powers between adventures.

3 Chamber of horror and pain. The room is a torture chamber. All characters gain 1 Madness point (see Madness in *Four Against the Abyss*) and must save versus level 7 fear (wizards and clerics roll at +1) or be at -1 on all Defense rolls until a Blessing spell is cast (one Blessing per affected character) or until that character breaks the curse by rolling an explosive die result at any Chaos monster (any creature from this book or having the word Chaos in its name).

4 Prisoner. The room is a prison. A random boss from the Boss table in *Four Against Darkness* has been enslaved by the chaos cultists and is held here. The party may leave him alone, kill him (gaining no XP rolls or treasure for this cowardly act) or set him free. If the party sets the monster free, the monster will give the party a clue or reveal the location of a scroll with a single, random chaos spell.

5 Library of chaos textbooks. The room is a library. If you want to spend some time in research here, roll for wandering monsters. At the end of the research, a character will automatically gain a clue and has a 2 in 6 chance of finding a scroll with a chaos spell. Roll d6, on a 1 the character also gains 1 Madness. Roll d6, on a 1 or 2 the character must also roll on the Touched by Chaos table.

6 Puzzle room. The room contains a puzzle box. Its level is 2d6. You may leave it alone or try to solve it. For every failed attempt, the character trying to solve it loses 1 life or gains 1 Madness (your choice). Wizards and rogues add +L to their puzzle-solving roll. If the puzzle is solved, the box opens. Make a roll on the Chaos Treasure table to determine its content, and add a number of gp equal to the level of the box x 10 (so, for example, a level 11 box will contain the result of one treasure roll + 110 gp).

Chaos Magic Treasure table (d6)

1	Blood fury bracelet: The wearer of this bracelet may channel his fury into combat prowess. When he is wounded to half Life or less, the wearer gains 1 Madness point but also enjoys a +1 to defense and attack rolls. The bracelet may be sold for 300 gp. Multiple bracelets of the same type do not stack. A character may wear as many as desired but will benefit only from one.
2	The sign of Xichtul: Once per adventure, the wearer of this lead medallion may roll d8 + L against a group of chaos vermin or minions. If he rolls the minions' level or higher, the minions will ignore the party until the party no longer has the medallion or attacks the minions. This roll is the equivalent of checking that monsters' reactions. The medallion may be sold for 200 gp on the black market (only a rogue may sell it).
3	Invocation of Order: This page from an holy book devoted to the cult of Tamas Zeya, deity of law and justice, can be used as a scroll. It may be used only by wizards, clerics, and warriors, and only if the character has no chaos taint (that is, the user has no lasting effects from the Touched by Chaos table). The invocation requires no roll. It automatically inflicts 3 wounds to one chaos boss or weird monster, or forces a group of chaos vermin or chaos minions to perform a morale roll, even if their description says they never test morale. Once used, the page turns to dust. The invocation may be sold for 180 gp.
4	Mace of righteousness. The wielder of this crushing hand weapon attacks chaos creatures at +1 and heals 1 wound each time the mace inflicts the killing blow to any chaos boss or chaos weird monster. The mace may be sold for 360 gp.
5	Philter of mental calm. This potion removes up to 2 Madness from the drinker. It may not be used in combat, however, as it requires the drinker to be in a peaceful state of mind. The philter may be sold for 50 gp.
6	Hood of Chaos. This dark hood is inscribed with blood red, pulsating chaos runes. The wearer must immediately roll on the Touched by Chaos table. Once per dungeon/adventure, the wearer may cast the Aura of Terror spell from <i>Four Against the Abyss</i> or gain a +3 to a single melee attack versus a Boss or Weird Monster. The wearer may remove the hood at any time, but must roll on the Touched by Chaos table every time he dons it. When the wearer returns to civilization (between adventures) he MUST remove the hood or will be jailed and put on trial as a chaos worshipper. The hood of chaos may not be sold, but may be given as a bribe equivalent to 200 gp to any chaos creature.

Chaos Minions table (d6)

- | | |
|---|--|
| 1 | <p>4d6 chaos goblins. Level 5, normal treasure and morale. 1 in 6 chance of a level 10 leader with 3 life. Reactions: 1–3 bribe (10 gp per goblin), 4–5 fight, 6 trial of champions (see <i>Four Against the Abyss</i>).</p> |
| 2 | <p>2d6 chaos beasts. Level 4, normal treasure, morale -1. These are mutant animals (cats, dogs, lizards and large rats), with exaggerated claws and fangs and bone quills. They have a 1 in 6 chance of gaining surprise. For each chaos beast group encountered, roll the following: a 1 in 6 chance of being led by a chaos beastman (level 6, 2 Life), a 1 in 6 chance of having natural ranged attacks (if they have, each will shoot a bone projectile before the melee). Reactions: always fight.</p> |
| 3 | <p>d6 chaos dwarves, level 7, 2 treasure rolls, normal morale. They have a 1 in 6 of being equipped with crossbows. In that case, they will automatically gain the initiative and shoot before your party has a chance to attack them (if your party has missile attacks too, first resolve your party's attack, then the dwarves'). If met in a corridor and equipped with crossbows, two dwarves in front will use axes and those in the rear will shoot crossbows over their friends' heads. Reactions: 1-3 bribe (80 gp each), 4-6 fight.</p> |
| 4 | <p>d6 chaos skeletons. Level 9 undead, normal treasure. Crushing weapons strike at +1 against them. Arrows strike at -2. Reactions: always fight to the death.</p> |
| 5 | <p>2d6 chaotic ratmen + leader. Level 3, treasure +1, morale -1. Any character wounded by ratmen has a chance of taking an additional wound from their infected blades. Keep track of the number of wounds inflicted by ratmen on the characters. Roll once at the end of the encounter for each wounded character. If the result is 1, or is lower than the wounds lost in this encounter, the character loses 1 additional life. They always have a leader who is level d3+3 and has d3+2 life. He is armed with an infected blade. Reactions: 1–2 bribe (20 gp each), 3–5 fight, 6 trial of champions (the leader will fight).</p> |
| 6 | <p>d6+3 chaos fanatics. Level 5, normal treasure, morale +1. They have a 2 in 6 chance of having a leader (level 5, 4 Life, 2 attacks). Reactions: 1-4 fight, 5-6 trial of champions.</p> |

Chaos Scroll table (d6)

1	Gift of gold: When this spell is cast, all the gp found as treasure in a room are doubled. May not be cast on gold carried by the characters, and has no effect on miscellaneous treasure like gems or magic items. Multiple castings of this spell are NOT cumulative. No spell roll is needed.
2	Chaos missile: Cause 2 wounds to all Bosses or Weird Monsters in a room and 1 wound to the caster. The effect is automatic (no spell roll is needed) and no save is possible for the caster.
3	Xichtul's kiss: When this spell is cast, roll d6 for all characters and monsters in play, using the explosive 6 rule. Anyone rolling above its level takes 1 wound.
4	Chaos teleport: Choose 6 rooms/corridors on the map and number them 1 to 6. Roll d6. Caster is transported to that room immediately. This spell may not be cast until you have visited at least 6 rooms in the dungeon. No die roll is needed to cast this spell.
5	Eye of terror: When this spell is cast, the caster must affect the target with a spellcasting roll. If that is successful, all opponents must immediately perform a Morale roll at -1. This spell does not work on undead or artificial creatures, dragons, oozes, slimes, or jellies.
6	Gaze blast: The caster's eyes project a blast of dark energy. Casting the spell does not require a spell roll. The caster gains 1 Madness and performs a ranged attack. Add the caster's level to the ranged attack roll if the caster is a wizard or an elf. The blast inflicts 2 damage if it hits (killing TWO minions/vermin or inflicting 2 damage to a boss/weird monster).

Touched by Chaos table (d6; halflings may reroll)

1	Your body rejects the invasion of chaos, but at the cost of fever and bleeding nostrils and eyes. Take 1 wound.
2	You manage to repel the invasion of chaos but both your body and soul are scarred by the experience. Take 1 Wound and 1 Madness.
3	Take 2 wounds and 1 madness. If you are killed or become insane because of this, your character is immediately reborn as a chaos monster that attacks the party. Roll on the Chaos weird Monster table to determine what monster you become. You may not be resurrected. Your equipment falls to the ground during the transformation and may be picked up by the other party members.
4+	You start turning into a chaos monster. As soon as you are killed or become insane, you are immediately reborn as a random chaos weird monster. The only way to stop the transformation is to slay singlehandedly (you must fight alone, without the help of the rest of the party) a chaos boss or weird monster, and then have a Blessing cast on you immediately afterwards.



Caverns of Chaos Boss table (d6)

1	Chaos champion. Level 4, 9 life, normal treasure and morale. The champion is protected by spiked armor that renders him immune to Sleep and inflicts 1 additional wound against any character rolling a 1 on their defense roll. Reactions: always fight.
2	Chaos psyker. Level 6, 5 life, normal treasure and morale. The psyker has a 3 in 6 chance of surprising the party. It attacks through mental bolts that ignore protection from shields or armor and inflict 1 wound and 1 Madness point on a failed defense roll. All characters add half their L to this defense roll. Reactions (d6): 1 flee, 2-3 bribe (200 gp), 4-5 fight, 6 fight to the death.
3	Tentacled mutant. Level 6, 7 Life, d3 attacks (roll once when encountered), normal morale and treasure. Any character rolling a 1 on an attack or defense roll has one item of his choice grabbed by the mutant. The item may no longer be used during the combat, but may be recovered at the end of the encounter if the mutant is defeated. Reactions (d6): 1 flee, 2-3 bribe (100 gp), 4-6 fight.
4	Chaos lizardman. Level 4, 8 life, morale +1, normal treasure. Every turn, in addition to his normal attack, roll d6. On a 5 or 6, the lizardman performs a tailslap that knocks a random character off balance. That character forfeits his next attack. Reactions: always fight.
5	Chaos executioner. Level 5, 8 life, treasure +1, normal morale. His huge axe automatically destroy a character's shield if a shield-equipped character fails a defense roll. Each hit inflicts 2 damage, or 3 damage if the defense roll is a 1. Reactions (d6): 1-2 bribe (100 gp), 3-6 fight.
6	Avatar of Xichtul. Level 6, 12 life, 3 treasure rolls, morale +1. The Avatar is a writhing mass of tentacles and eyes. Roll d6 for the number of attacks when the foe is encountered. Up to 4 attacks have normal level (6); if it performs 5 or 6 attacks, they are at Level 5. All characters must save vs Magic 6 when they first see the monster. On a failure, they must drop one object (including weapons or at least 20 gp) of their choice. Characters with no objects will offer their own blood (1 wound). Objects can be retrieved when the monster is slain. Reactions: 1-4 bribe (all treasure), 5-6 fight to the death.

Caverns of Chaos Weird Monsters table (d6)

1 Black ooze. Level 3, 12 life points, no treasure. The ooze will form a number of pseudopods equal to the number of targets available, so that every target receives one attack. The party can withdraw from the combat (receiving one last attack) even if there is no door to slam shut between them and the ooze. The black ooze is vulnerable to salt as is automatically killed if a sack of salt is thrown at it. Salt may be found as loot or purchased in town for 6 gp. Reactions: always fight to the death.

2 Black manticore. Level 5, 5 life, normal treasure and morale. A manticore always performs 2 attacks against the same target. Roll d6 to determine the nature of these attacks. 1-2 claw attack (1 wound), 3-4 bite (2 wounds), 5-6 tail strike (1 wound, plus a Save vs level 2 poison or die instantly). A character may decide to attack the manticore's tail by striking a level 6 target. A wound on the tail will disable it. If the tail is disabled, when the d6 roll indicates a tail strike, the manticore will just skip an attack, but the wound inflicted on the tail does not count against the manticore's total Life points. Reactions: 1-2 bribe (50 gp), 3-4 fight, 5-6 fight to the death.

3 Gray slime. Level 5, 6 life, 2 attacks, no treasure, never tests morale. The gray slime has a 1 in 6 chance of surprising the party. If the gray slime hits, the character must either sacrifice his shield, weapon, lantern, armor (choose one) or take 2 wounds. Gray slime moves very slowly so the party may choose to withdraw from the fight even if there is no door to slam shut between them and the slime. A bag of salt thrown at a slime inflicts 2 wounds. Slimes are often set as guardians of secret doors. A room that was guarded by a slime may be searched once the slime has been killed, just like an empty room. Reaction: 1-2 peaceful, 3-6 fight to the death.

4 Xicthul's spawn. Level 6, 5 life. Normal treasure. Never tests morale. When the Spawn is killed, it separates into d6 level 4 minions. If any character is killed by the Spawn, it also turns into d6 level 4 minions. The spawn is immune to Sleep and poison. Reactions: always fight.

5 Thunder lizard. Level 5, 8 life, morale +1. The thunder lizard is a small dinosaur, left as a guardian by Ssikliss (goddess of dragons and reptiles, and Xicthul's spouse). It has no treasure but it has a 3 in 6 chance of having d3 eggs in its lair. Each egg can be sold to researchers for 20 gp, but no character may carry more than one without the eggs breaking. The bite of the Thunder lizard inflicts 2 wounds. Reactions: 1 flee, 2-6 fight.

6 Chaos chimera. Level 5, 5 life, normal treasure and morale. The chaos chimera is immune to Sleep and has 3 attacks: a bite (2 wounds), a tail strike (1 wound; target if hit must Save vs level 3 poison or be at -1 to defense rolls for the next 3 encounters) and a gore (1 wound, target must save vs level 4 or be unable to attack on his next turn; dwarves and barbarians save at +1). When the chimera is reduced to 3 or fewer life points, it will forfeit all attacks and spew acid instead (a level 4 attack that hits all characters in the room and ignores armor, inflicting 1 wound to anyone who fails a defense roll). Reactions: 1-2 bribe (50 gp), 3-6 fight.



Caverns of Chaos Unique Events table (d6)

1	Gospel of Chaos. You find a book hidden under a loose stone. You may leave it alone or decide to pick it up and read it. A character of your choice can read the book and gain d6 Clues. However, the character reading the book must save vs the number of Clues +2 or gain 1 Madness and roll on the Touched by Chaos table. Wizards and clerics add ½ L to this save.
2	Chaos infection. A random character must save vs level 5 disease. On a failure, the character must roll on the Touched by Chaos table.
3	Swarm of critters. The party is engulfed by a cloud of stinging insects. You may use a Fireball spell to destroy the swarm. Otherwise, all characters automatically take 1 wound from the poisonous stings. The Swarm is automatically dispersed after that.
4	Secret stairs. The room contains a secret passage to a room containing the battleplans of the chaos lords. The room is guarded by two random weird monsters. If you defeat those monsters, you find no treasure, but the battle plans are the equivalent of 3 Clues.
5	Help from above. A spirit of the forces of Order appears to help you. You may heal all damage on a single character, as long as that character has not been tainted by chaos (the character should have no lasting effect from the Touched by Chaos table). Alternatively, you may remove 1 Madness, or heal 1 wound from any single character, even if tainted by chaos, or find something useful (roll on the Caverns of Chaos Useful Stuff table).
6	Mana sink. All spellcasters must save versus a level 7 mana sink once for each spell they possess or lose that spell. Spells on scrolls and magic items are unaffected. Characters add +½ level. If the party moves through the room with mana sink again, do not apply the effect a second time.

Events on this table may happen only once per adventure. Mark them off with a pencil when they are rolled. If a marked event is rolled again, reroll until a new event is selected. If all events are marked, meet a random chaos boss or weird monster (your choice) instead.

Caverns of Chaos Useful Stuff table (d6)

- | | |
|---|---|
| 1 | Choose one of the following: rope, lantern, 1 sack of salt, 1 bandage, a basic slashing or crushing hand weapon (light, normal or heavy) from the equipment section in <i>Four Against Darkness</i> , or one bow with 3d6 arrows. |
| 2 | d6 throwing stars. These are ranged light weapons (-1 to hit) and may be used by any character type. A rogue may learn the Knife Throwing skill (see <i>Four Against the Abyss</i> , p.19) especially for throwing stars, and be able to throw TWO stars per action. |
| 3 | d3 doses of oozebane. This powder may be thrown against any acid cube, sludge, ooze, mold, slime, mushroom or fungus creature, automatically inflicting 2 wounds. Against minions or vermin, the powder will automatically slay two creatures. Throwing the powder requires one action. The powder may be sold for 40 gp. Oozebane is not magic and barbarians may use it. |
| 4 | Gilded weapon. This is a slashing hand weapon (a sword) or light hand weapon (a dagger) that has been coated in gold. Gilded weapons hit energy creatures, like electric/lightning elementals, at +2. A gilded weapon may be sold for 50 gp. |
| 5 | Caltrops. This is a bag of caltrops that may be thrown on the ground to delay pursuers. One use of caltrops allows a party to retreat from a room even if there is no door to slam shut between the party and the pursuers. Caltrops work ONLY against vermin and minions. They have no effect on bosses or weird monsters. |
| 6 | Bomb. It takes 1 action and one ready flame (a torch, that may be purchased in town for 1 gp) to light the fuse of this alchemical bomb. The bomb must be carried in one hand and thrown with a combat action. The explosion attacks minions and vermin at +3 (perform TWO attack rolls at +3), or a single attack at +3 against every boss and/or weird monsters in the room. No levels or other bonuses from the thrower are added. All party members, including the thrower, must save vs the level 5 explosion or be stunned, defending at -1 during the next enemy turn. Dwarves save at +1. A bomb may be sold for 40 gp. Barbarians may NOT use the bomb. |

Secrets of the Caverns of Chaos

In addition to the standard Secrets found in *Four Against Darkness* and *Four Against the Abyss*, you may spend 3 clues to discover one of the following secrets while adventuring in the Caverns of Chaos:

Secret Passage to the Sancta Sanctorum

You find a secret door that opens into the sancta sanctorum of a chaos sorcerer. Any character going through must immediately test for chaos infection (see Caverns of Chaos Unique Events table), but you gain d6 scrolls. Each scroll has a random spell from the Chaos Spell table.

Chaos Slayer

You find the body of a paladin with a hand weapon of your choice (light, normal, heavy as desired). The weapon has been imbued with the spirit of the paladin and, in the hand of a character who has NOT been tainted by chaos, will strike all chaos creatures at +1, and add an additional +2 to the total for every die explosion rolled in the attack. For example, if the dice in your attack roll explode twice, you will add a total of +5 (+1 for the weapon, +2 for the first

explosion, +2 for the second explosion). The power of the weapon is permanent. You may choose this secret only once in a campaign (mark it off this page with a pencil mark to remember that you took it).

The Cleansing Ritual

You find a scroll with a cleansing ritual that can be performed (but not during combat) by any cleric or wizard. The ritual may be used to remove 1 Madness or to remove all effects of chaos taint (anything gained by rolling on the Touched by Chaos table). Once the ritual is performed, the scroll turns to dust. There is no way to learn the ritual or to copy it in a spellbook, but you may spend another 3 clues to find another copy of the ritual.

Amulet of Warning

You find an amulet that belonged to some enemy of chaos. If the amulet is worn by a character in the first space of the marching order, the party reduces by 1 all chances of being surprised by chaos creatures. For example, a creature with a 1 in 6 chance of surprising will NOT surprise the party, and a creature with a 2 in 6 chance will only surprise the party with a result of 1 on the die roll.