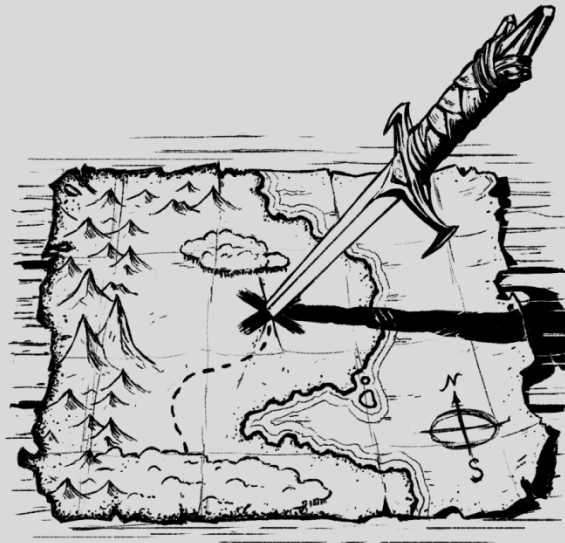

HAUNTED CAVES OF CAPTAIN SARGASSO

A FAN-MADE DUNGEON FOR FOUR AGAINST DARKNESS

LEVELS 1 TO 3

BY WILLIAM C. PFAFF



Are you brave enough to face three undead buccaneers,
a zombie parrot, and deadly traps?

Are you skilled enough to escape alive?

Haunted Caves of Captain Sargasso (a Cave Adventure for Four Against Darkness levels 1-3)

What is this? Glad you asked, this is a pre-generated dungeon for Four Against Darkness. There are some minor modifications to the basic game. Rather than using the standard chart for populating the dungeon just roll a d6 for each room as indicated in the room chart.

So what's different? Do not roll for wandering monsters (roll only when prompted to on the map which means all encounters will be in rooms, none in corridors) and anytime a chart notes that an item or creature is unique, reroll any duplicate results.

So there are NO wandering monsters? Well there can be one. The ONLY potential "wandering monster" is Bloodbeak (a roll of "6" on the Weird Monster Chart). Once you have killed all 3 bosses, if you have not yet killed Bloodbeak he attempts to track you down on the way back out of the dungeon. Roll a d6 in *each previously cleared* room as you leave- on a roll of "1" you face Bloodbeak. *Note:* since Bloodbeak will not appear in an occupied/"new" room you can use the strategy of leaving yourself a path of previously unexplored rooms on the way back out to try to avoid Bloodbeak's wrath.

What's the overall goal? To clear the caves of all three of the spirits of the pirates that died in them (the three unique bosses) and claim as much treasure as possible including the Captain's Cutlass. If you manage to kill all three unique pirate spirits, claim the cutlass OR the treasure chest AND get all four party members back out alive? Gain a bonus XP roll.

What should my party consist of? This adventure works best if all characters are around 2nd level, having one or two 1st level or one or two 3rd level characters should not change gameplay. After all, the dice can be fickle! A cleric will be even more useful here than in many adventures as this one is very undead heavy (all 3 bosses are undead).



So lay out your map, enter at room 1 (it's safe and empty but that's the only one!) and then roll from there to determine contents and may all your dice explode!

Room #		d6 Result		
1	1-5 empty	6 nothing		
2	1-3 Vermin	4-5 Minion	6 Weird	
3	1 Special	2-3 Vermin	4-5 Minion	6 Weird
4	1-3 Vermin	4-6 Minion		
5	1 Special	2-3 Vermin	4-6 Minion	
6	1-2 Treasure	3 Vermin	4-5 Minion	6 Weird
7	1-2 Special	3-4 Vermin	5-6 Minion	
8	1-2 Treasure	3-4 Vermin	5-6 Minion	
9	1-2 Special	3 Treasure	4 Vermin	5-6 Minion
10	1 Special	2 Treasure	3-5 Vermin	6 Weird
11	1 Special	2 Vermin	3 Minion	4-6 Weird
12	1 Treasure	2 Vermin	3 Minion	4-6 Weird
13	1-4 Vermin	5 Minion	6 Weird	
14	1 Treasure	2 Special	3 Vermin	4-6 Minion
15	1-4 Vermin	5-6 Minion		
16	1-3 Vermin	4-6 Minion		
17	1-3 Vermin	4-6 Minion		
18	1 Treasure	2 Vermin	3 Minion	4-6 Weird
19	1-2 Special	3-4 Treasure	5 Vermin	6 Minion
20	1 Special	2 Treasure	3-4 Vermin	5-6 Minion
21	1-6 Boss			
22	1-2 Treasure	3-4 Special	5 Vermin	6 Minion
23	1 Treasure	2 Special	3-4 Vermin	5-6 Minion
24	1-6 Boss			
25	1-2 Special	3-4 Treasure	5 Vermin	6 Minion
26	1-6 Boss			

Chart A: Boss Monsters (all 3 **unique**, all 3 undead) (roll d6)

1-2 **"QuickClaw" Carvington, First Mate** Level 6, 6 life, 3 attacks (QuickClaw always attacks first, even before bows/slings), treasure: normal

Reactions: Always fight to the death

3-4 **Bob Barnacles, Bosun** Level 6, 6 life, 3 attacks (Bob's cruel whip attack allows him to ignore defense bonuses from shields), treasure: normal

Reactions: Always fight to the death

5-6 **Captain Sheamus Sargasso** Level 7, 7 life, 3* attacks (Sheamus punishes what he sees as the weak, anyone who rolls a "1" on defense rolls versus him is targeted by all 3 of his attacks in the following round- if more than one character rolls a "1" select one victim at random to suffer all 3 attacks), 2 treasure rolls at +1 (***note**: if the characters have already found his *Captain's Cutlass* he can sense that fact and makes 4 attacks rather than 3 as he is further enraged)

Reactions: Always fight to the death



Chart B: Weird Monsters (roll d6)

1-2 **Crawling Man-O-War** Level 5, 8 life, 8 attacks (each time the Man-O-War loses a life it loses an attack as well), treasure: none, morale -1

Reactions (d6): 1-5 fight, 6 fight to the death

3-4 **Hovering Manta Ray** Level 6, 6 life, 1 attack, treasure: none

Each time the Hovering Manta Ray attacks roll a d6 (1-3 bite, 4-6 tail sting) the bite deals 2 life points of damage, the sting deals 1 damage and save vs. level 4 poison or be partially paralyzed. Partially paralyzed characters suffer -1 on their attack rolls for the rest of this encounter. This effect is cumulative if the same character suffers multiple failed poison saves. A Blessing spell negates the paralyzation.

Reactions (d6): 1-5 fight, 6 fight to the death

5 **Grum the Cave Giant** (**unique**) Level 7, 6 life, 1 attack (if the Cave Giant hits a character, he makes an immediate second attack against that same character), treasure -1

Reactions (d6): 1-2 bribe (50 gold) 3-4 fight, 5-6 fight to the death

6 **Bloodbeak the Zombie Parrot** (**unique**, undead) Level 5, 4 life, 2 attack, treasure: none

Bloodbeak begins the battle with his Squawk ability (just like a medusa's gaze this takes place before any other actions). Each character must save vs level 5 Squawk, those who fail roll on the *Squawk chart*!

Squawk (d6): Result

- | | |
|-----|---|
| 1 | make a level 4 save or die (Halflings add their level to this roll) |
| 2-3 | take 2 damage |
| 4-5 | take 1 damage |
| 6 | become confused and drop currently carried weapons (assuming they want their weapons, the character must spend their next action picking up their old weapon or drawing a new one). |

After squawking before the battle, Bloodbeak then just makes normal beak attacks (2/round).

Reactions (d6): 1-5 fight, 6 fight to the death

Chart C: Minions (roll d6)

- 1 **3d6+3 Craven Magpies** Level 1. treasure: 1d6+3 gold, morale: -1
Reactions: 1-2 snatch and run (1 gold from each character), 3 flee, 4-6 fight
- 2 **1d6+2 Giant Sea Otters** Level 3, treasure: none, morale: -1
Reactions (d6): 1 flee if outnumbered 2-3 flee, 4-6 fight
- 3-4 **2d6 Skeletal Buccaneers** Level 3 undead. treasure: 1d3 gold each. Crushing weapons attack them at +1, while arrows are at -1.
Reactions: Always fight to the death.
- 5-6 **1d6+2 Stone Imps.** Level 4, treasure: 1d6 gems (each worth 10 gold)
Reactions: 1 bribe (any gemstone worth 25 gold or more), 2 flee if outnumbered, 3-6 fight



Chart D: Vermin (roll d6)

- 1-2 **1d3+2 Seaweed Shamblers** Level 4, no treasure. Arrows and crushing weapons hit them at -1.

Reactions: 1 flee if outnumbered, 2-4 fight, 5-6 fight to the death.

- 3-4 **2d6+2 Shore Crabs** Level 2, no treasure. If a character rolls a "1" on a defense roll the shore crabs have managed to slice the bindings/straps that hold the character's armor together, the armor falls off and the character gains no armor bonus to defense until after this combat when they can repair their armor (which requires no special tools or materials).

Reactions: 1 flee if outnumbered, 2-5 fight, 6 fight to the death.

- 5 **1d6+2 Cave Leeches** Level 3, no treasure. A character wounded by a cave leech will lose 1 life every turn (when you would make your defense roll) until all leeches are defeated. This simulates the draining of blood from these horrific creatures.

Reaction: Always fight to the death.

- 6 **1d3+2 Giant Sand Spiders** Level 4, no treasure. A character wounded by a sand spider must make an immediate level 3 poison save or take an additional 1 life damage.

Reactions: 1 flee if outnumbered, 2-3 fight, 4-6 fight to the death.



Chart E: Special Features (roll d6)

- 1 *Pool of Water* - **unique** (add up all the letters in the drinking character's name to determine which Pool Chart to use). Each character may only drink once; any additional drinks have no effect.

<u>D6</u>	<u>Even total</u>	<u>Odd total</u>	<u>I didn't name my character</u>
1-2	Take 2 damage	Take 3 damage	Level 5 poison save or die
3-4	No effect	Take 2 damage	Level 4 poison save or die
5-6	Heal 2 life	Gain 1 maximum life permanently	Level 3 poison save or die

- 2 *Spear Trap* – this level 4 trap targets two random characters. Those who fail their defense roll lose 1 life.

- 3 *Poison Dart Trap* -this level 4 trap targets one random character. A failed defense roll results in 1 life damage, those rolling a “1” on their defense roll get hit by a particularly large dose of poison and lose 1 additional life.

- 4 *Falling Rubble* –all characters must make a level 5 save [barbarians, dwarves, halflings and rogues can all add +1/2 level (round down) to their roll], those making their save avoid any damage, those failing lose 1 life, those rolling a “1” on their save roll lose 2 life.

- 5 *Weapon Cache*- contains 2 light slashing hand weapons, 2 crushing hand weapons, and 1 slashing two-handed weapon. (when each weapon is found roll a d6, on a roll of “6” the weapon is a magical +1 version)

- 6 *Treasure Chest* –**unique**, contains 2 (roll twice), 3, 4, and 5 on Chart F for contents

Chart F: Treasure (roll d6 – results of 0 or 7 are possible based on modifiers)

0 or less	1 gold
1	1d6+1 gold
2	2d6 gold
3	White Pearl (worth 1d6 x 5 gold)
4	Sky Blue Pearl (worth 1d6 x 10 gold)
5	Jewelry (worth 3d6 x 10 gold)
6	Roll on Chart G (Magic Items)
7 or more	Roll on Chart G and roll <i>again</i> on Chart F [re-rolling any result above 5 on Chart F]

Chart G: Magic Items (roll d6)

1 Potion of Healing

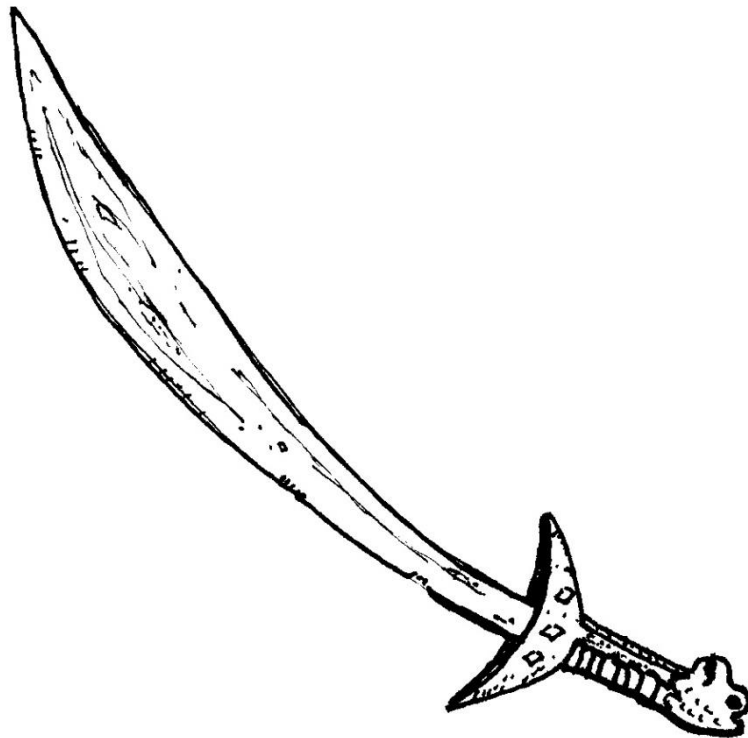
2 Potion of Heroism -Imbiber gains 1 temporary life point. This temporary point is lost before any real life points and lasts until damage is taken or until the end of the current adventure. A character cannot drink more than one potion of heroism per adventure.

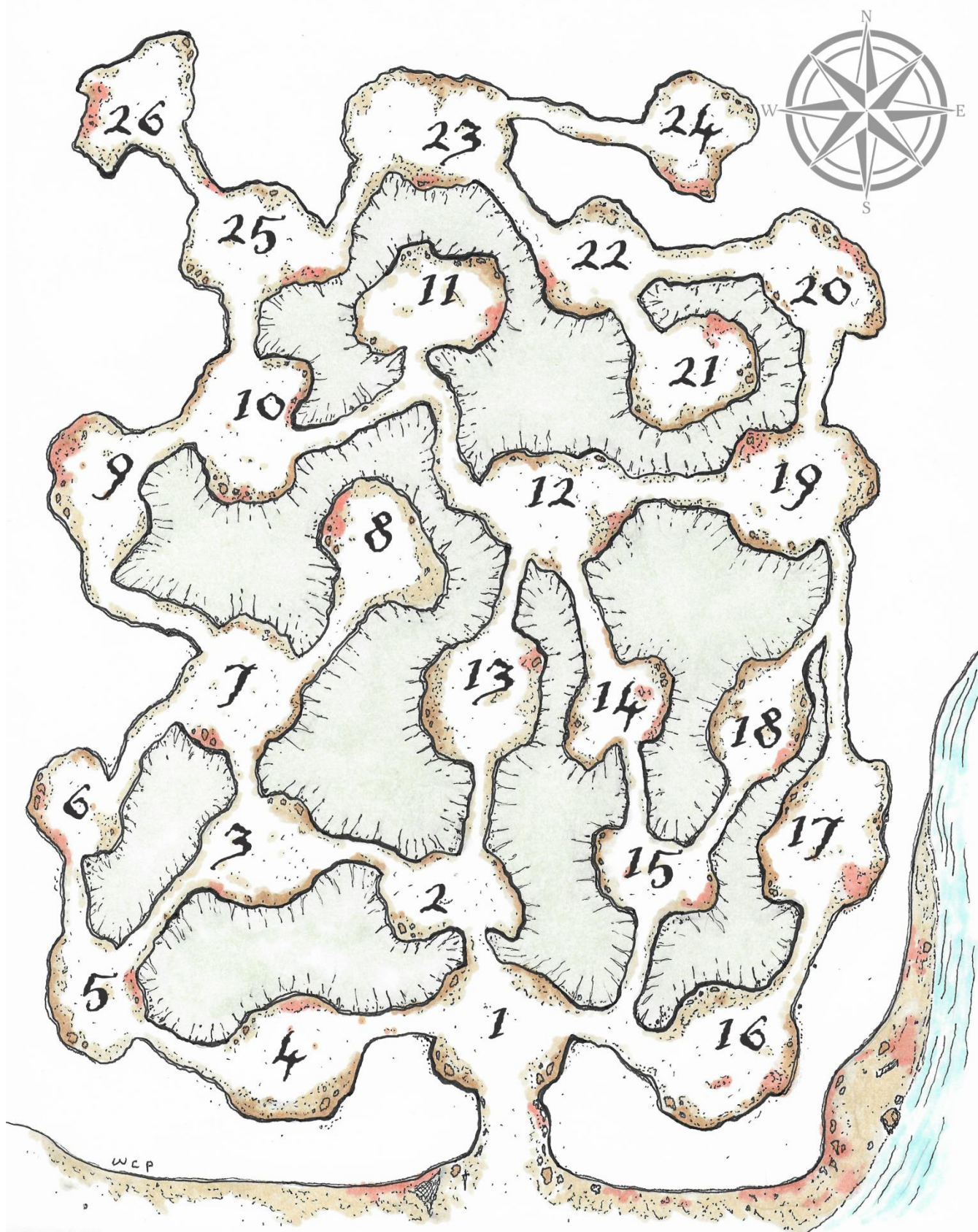
3 Cape of the Shark – allows the wearer to breathe underwater and if unarmed can make a bite attack (slashing) at -1 as opposed to the normal unarmed penalty of -2.

4 Boots of Escape – wearer gets +1 to defense rolls while taking the withdrawal action.

5 Lightgiver Dagger (+1 magical slashing light hand weapon, when wielded counts as a lantern).

6 Captain's Cutlass (**unique**) +1 magical slashing hand weapon +2 versus any creature with: Pirate, Corsair, Buccaneer, Raider, Brigand, or Bandit in the name.





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