



The Three Rings

An adventure for *Four Against Darkness*
Recommended for characters of level 3 and 4

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The Three Rings

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Setting

For readers who are familiar with our game world Norindaal (the backdrop of our *Advanced Song of Blades and Heroes* line of books), this adventure happens in the Kardalok continent, near the northern limit of the huge forested area south of Tezany's Cove. It is an area of wilderness, where it is possible to meet only a few sparse settlements of humans, elves, and serpent people.

How to Play This Adventure

The *Four Against Darkness* book is needed to play this adventure.

The Three Rings has a very variable playing time. If you are extremely lucky, it can be over in an hour or so. However, due to the highly unpredictable nature of some events, it may require multiple sessions. It has been designed for experienced characters: most of your characters should be level 3 or 4. It is possible to play it with lower level characters. If you want to do so, reduce the power of all bosses by lowering their Level and Life point totals by 1.

Your Mission

Your party must catch a band of orc reavers who are fleeing through a forest. Killing the orcs is not

essential. The most important part of your mission is to recover the three rings they have stolen.

Where's the Map?

No map is used in the adventure, although you can make a "mind map" jotting down circles and writing down monsters and other dangers encountered. You roll d66 and refer to a series of numbered encounters. Sometimes your choices will affect the roll, let you reroll, or lead you to a sub-section of the adventure. A few results could generate dungeons using the rules in *Four Against Darkness*.

Do not read the entries in advance! Read them only as you reach the room or area with the d66 roll. Reading the entries in advance will spoil all the fun.

Clues

In this adventure, you can collect Clues in several occasions (you will be told by the text when it is possible to do so). Once you have three Clues, you may spend them to go to encounter 36 and try to catch up with one of the orc reavers.

Keywords

In some cases, you will be asked to write keywords on your play sheet. These might affect later

encounters. Just do as instructed by the rules and you can't go wrong.

Completing the Adventure

Once you have collected the three rings, go to encounter 67 and collect your rewards.

Experience

Keep a tally of the minions you fight. When you have played through 10 encounters with minions, you get one XP roll.

You also get one XP roll per every boss you defeat. Bosses that are killed by the adventure (for example, if you discover that one of the orc reavers has been killed by a monster in the forest) do not grant any XP roll.

Treasure

Some monsters have their own treasure shown in their description. In other cases, just use the Treasure Table from *Four Against Darkness*.

Swashbucklers?

If you have the *Dark Waters* adventure, you can use swashbuckler characters in this adventure.

Start Here

The forests of southern Kardalok are dark and foreboding. But they are also rife with opportunities for adventurers. As you trek through the pines in search of monsters to slay (there's a bounty of 20 gold pieces upon the head of any serpent folk), you stumble upon a Harros Davanzu, a young nobleman who asks for your help. His once elegant clothes are shredded and he has been wounded. He's been robbed by six orc reavers who killed his guards, stole all of his gold and the three rings with the three-part seal of office. They left him for dead in the forest, just a couple of hours ago. Davanzu asks for your help. He will wait for you in this place and then, if you recover the three rings and escort him home, he will pay you 120 gold for each ring recovered.

The rings are easily recognized, as they bear the three part seal of his family. The seal has been split over three separate rings to make counterfeiting more difficult.

Davanzu shows you the bodies of his two bodyguards, both gutted by the orcs. If you have any elves or dwarves in the party, you may roll a d6 with each of them, gaining one Clue on the roll of a 6.

Through The Forest

Movement through the forest happens through a series of random events and encounters. Roll d66 and go to the appropriate numbered entry. Some encounters listed are unique: once you play through that encounter, cross it off the list, and ignore it if you roll it again. Other encounters can happen multiple times, up to a certain number of times (for example, the adventure may tell you that you can meet a certain character twice).

You are chasing six orcs who are running through the forest, so you may not go back to an encounter that you skipped. However, you may end up in the same place twice, and encounter multiple times the same creatures.

11 – Herbalist

You meet a wandering herbalist who is in the forest to pick rare plants. She carries d6 bunches of wolvesbane and she can sell them to you for 5 gp per bunch. The woman also warns you that there are hungry wolves in the forest. These are not normal wolves: the orcs of this area have a special affinity with them and breed them to wreak havoc in the woods.

Occasionally, the larger wolves are taken as pets or mounts for smaller orcs or orclings.

Write the WOLVES keyword on your party sheet.

This encounter is unique. Cross it off the list once you have played it. If you roll this again, treat as an encounter with d6+2 wolves.

Wolves, level 3 minions; reactions: 1 flee, 2-3 bribe with food (only if you have dried meat found in this adventure), 4-6 fight. Wolves are afraid of fire and must make a morale roll if at least two wolves are killed with a Fireball spell. If the same Fireball also causes the wolves to fall under 50% of their number, they will have to pass TWO morale rolls.

There are a total of 30 wolves in the forest. Keep a tally of how many you kill. Once 30 wolves have been slain in total, ignore this encounter.

12 – Woodsman

You meet a young woodsman. He sounds pretty knowledgeable about the ways of the forest. You may hire him as a scout for 10 gold pieces. If you do so, he will join the party (treat him as a 0 level warrior

with a slashing hand weapon, light armor, and 3 Life points). If you have a scout in the party, you may alter your next three d6 rolls by +1 or -1, for example choosing result 14 or 16 when you roll a 15. You may look at the result before choosing. Note that there are a few numbers that you can reach only with a scout. After three rolls, the woodsman will leave the party and go about his business.

13 – Merchant

You meet a merchant who is traveling with 1d6 guards. Treat the merchant as a level 2 rogue with 6 Life (Morale -1, four treasure rolls) and the guards as level 4 minions (each guard has 1d6 gold pieces). The merchant offers to buy any gems or jewelry you are carrying. If you accept, roll on the Merchant table once per each item you sell.

You may also decide to attack the merchant and the guards. If you do so, write the CRIMINAL keyword on your play sheet.

14 – Wolves

The party is circled by hungry wolves. If you have the WOLVES keyword on your play sheet, the party acts first. If you do not have it, the wolves act first.

2d6 Hungry wolves, level 4 minions. No treasure. Normal morale. If two or more wolves are killed by a Fireball spell, the remaining wolves will make a morale roll. If the same Fireball also causes the wolves to fall under 50% of their number, they will have to pass TWO morale rolls.

Reactions: 1-3 bribe (only if you have dried meat found in this adventure), 4-6 fight.

There are a total of 30 wolves in the forest. Keep a tally of how many you kill. Once 30 wolves have been slain, ignore this encounter.

If this is the first time you meet wolves, add the keyword WOLVES on your play sheet.

15 – A Shrine

You come up to a small shrine in the woods. You may ignore it and carry on (roll another encounter) or roll d6 and consult the Shrine in the Woods table.

16 – Fire!

A fire rages through the woods. You have the option to flee or to fight it. If you fight it, treat it as a combat:

Forest Fire, level 5 boss, 6 life, one attack per character. The fire does not make morale rolls and may not be damaged by ranged weapons or spells. Armor gives a bonus only on Defense rolls performed on the first turn. Shields always give their bonus against fire.

Two-handed weapons and light weapons do not get modifiers against the fire – the characters do not fight the fire with weapons, they are assumed to pick up large branches and try to smother the flames. Once all the Life points of the fire have been depleted, the forest fire is put out.

IMPORTANT: if you manage to put out the fire, ignore all other occurrences of fire in the adventure.

Your characters may escape the fire at any moment. If you flee, each character must save versus level 5 fire or lose 1 life. If you flee, write the keyword FIRE on your party sheet.

17 – Stairs Down

You may reach this entry only if you have a +1 modifier to the d66 roll

and roll a 16. Your party stumbles upon a ramp of stone stairs that descend in a large hole in the ground. You may inspect them by going to entry 28, or carry on with your mission and roll again.

21–Challenge

A voice through the forest challenges you. You may ignore and carry on through the forest. If you accept, choose one character as your champion and roll on the Mysterious Challenger table to determine the identity of the challenger and the nature of the challenge.

22 – Tracks

You find tracks of one of the orc reavers. You realize that they are escaping in different directions, but it would be too dangerous to split your party. Roll a die: you gain one Clue on a 5 or 6.

23 – Fresh Tracks

You find fresh tracks of one of the orc reavers. You may modify the next roll by +1 or -1 (for example, counting a roll of 34 as 35 or 33). You may look at the results before choosing.

24– Abomination

A giant serpent man rushes out of the woods and attacks the party!

Serpent Man Abomination, level 8 boss, 4 life, morale +1, treasure +1. Reactions: always fight. Any character bitten by the abomination must save versus level 5 poison or have a -1 on all Defense rolls. The modifier disappears once you go through the next two encounters, or if a Healing spell or potion are used on the character.

25 – Caves

On the side of a small hill, you find the entrance to a network of caves. You may ignore it and carry on, or step into the caves. If you enter the caves, generate a dungeon using the normal dungeon rules and tables found in *Four Against Darkness*.

If you encounter a boss in the caves, you may spend 3 clues to meet one of the orc reavers. Roll on the orc reavers table to determine which orc is met. The orc will have one of the rings as his treasure.

Ignore dragons in this dungeon. Treat any encounter with a dragon

as an encounter with a Serpent Man Abomination (described in encounter 24).

Once you have generated 10 rooms (not counting corridors), the dungeon ends and you must exit it, rolling for wandering monsters as usual. When the dungeon ends because you have generated 10 rooms, you DO NOT automatically meet a final boss.

26– Forest Goblins

D6+5 goblins ambush the party. The goblins go first and shoot poisoned javelins. Each goblin has one javelin. Any character who fails to defend will have to save versus level 3 poison. Characters who fail to save are at -1 to all Attack and Defense rolls until the end of the combat, or until a Healing spell is cast on them. Multipole does of poison are not cumulative, so each character may only have a -1 to Attack and Defense rolls. Once melee starts, the goblins fight with swords.

D6 +5 Goblins, level 4 minions. -1 Morale, -1 treasure, armed with poisoned javelins.

27 – Gold

You find a leather pouch containing 1d6 gold pieces and some stale bread. Probably one of the reavers dropped it. It means they must be close! If you meet wolves, one of your characters may spend an action to throw the stale bread at them. One wolf will grab the bread and run away, reducing the number of wolves encountered by 1.

28 – Into the Hole

You descend into the hole. It is dark inside, so one of your characters will have to use a hand to carry a lantern. After a long corridor, generate a room using the random room system in *Four Against Darkness*. Roll for the room content as usual. If you encounter a boss there, you meet one of the orc reavers in his lair! He has one of the rings, and will fight to the death.

The room you generate will have no exits or doors. If you roll a corridor, just consider it like a long and narrow room. In addition to the ring, the orc reaver will have a collection of crude but useable weapons, so characters who lost a weapon during the adventure may arm themselves.

No wandering monsters may be met on the way out of this one-room dungeon.

31 – Trap

A random character must save versus a level 5 snare. A rogue, if you have one in the party, gets a chance to detect it before a random character is forced to save. Rogues save at +L against the snare. Elves and halflings roll at +1. Dwarves roll at -1. An ensnared character is thrown against a tree trunk and loses 1d3 life.

32 – Confused Tracks

Roll again, treating any results of 13 or 15 as a 14, and rolls of 25 or 31 as 26. If you roll any other result, use that result instead.

33 – A Jolly Halfling

You meet Gradus, a jolly, talkative halfling traveler who is willing to share many stories if you are willing to pay him 5 gold pieces. If you pay, roll on the Jolly Halfling table. If you ignore him, just carry on with your mission. This encounter is unique. If you meet Gradus again, treat this result as a 14 instead. Gradus has nothing of value beside his stories.

34 – Legendary Bird

As the party travels through the underbrush, a beautiful bird with golden and purple plumage flies off. All characters should make a save versus level 3, with elves and barbarians getting a +1, and wizards adding +L. If at least one character makes the save, the bird is recognized as a rare, legendary forest phoenix. All characters with a ranged weapon have a chance to shoot down the bird by hitting him (treat him as a level 6 minion). If all characters miss, the bird will fly away. If at least one attack hits the phoenix, it will be possible to sell its feathers for 50+4d6 gold pieces at the end of the adventure. In addition, you may use the bird's body to bribe any animal or monster which can be bribed with food in this adventure.

This encounter is unique. If the bird is met again, the party just hears its call through the woods but has no chance to shoot it down.

35 – Forest Fire

The wind brings acrid smoke. A fire is raging through a portion of the forest. If you have the FIRE keyword on your play sheet, all characters must save versus level 5 fire or lose

2 life each. A wizard may absorb the damage on himself only by casting a Fireball spell. If you do not have the FIRE keyword, nothing happens.

36 – Orc Reaver!

You have a chance to catch one of the orc reavers. Roll on the Orc Reavers table to determine who he is. If this is the first orc reaver you meet, he has a 2 in 6 chance of having one of Davanzu's rings, but you can determine this only if you catch him. Each character has two options: pursuit, or trying to hit him with a ranged weapon or spell. Decide what course of action each character takes before rolling for its success.

Pursuit: The character must roll a save versus the orc's level.

- Roll fails by 2 or more: the character fails to catch up with the orc.
- Roll fails by 1: the character catches up with the orc, but he is so fatigued that his Attack and Defense rolls are at -1 for the duration of the fight; the orc strikes first.
- Roll succeeds: The character catches up with the orc but the orc strikes first.

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- Roll succeeds by 2 or more: The character catches the orc unawares, strikes first, with a +1 bonus on his first attack.

Only characters who catch up with the orc may fight him in melee. Character who choose to shoot the orc (see Shooting, below) will catch up with the orc on the beginning of the third round of combat.

If NO character catches up with the orc, the orc flees out of sight. The same orc may be encountered again later.

Shooting or Spellcasting: the character can perform a single ranged Attack roll or cast a single spell. Attempts to perform ranged attacks or spells are performed BEFORE attempts to pursue. If a ranged attack or spell inflicts a wound, all characters trying to catch up with the running orc will have a bonus to their roll equal to the number of wounds inflicted by the ranged attack or spell.

For example, if during this encounter two characters shoot the orc and wound him for 2 Life points, all attempts to catch up with the orc during this encounter (or in future encounters, if the orc escapes and the same orc is met again) will be at +2.

41—Tracks Found

You find clear footprints of the fleeing orcs. Automatically add 1 Clue to your party sheet.

42 – Matanagar!

The party encounters a fungus ogre, a Matanagar. These powerful creatures are typical of the Sun-Kissed Vale in the central An-Mor continent, and are extremely rare here in Kardalok.

Matanagar, level 6 boss, 6 Life, 2 attacks, morale +1. Every time the Matanagar takes damage from a non-magical source, roll a die. On a 6, the Matanagar ignores the wound. If a character rolls a 1 on a Defense roll against a Matanagar and the character has a shield, the creature has grabbed the shield and destroyed it (the character whose shield was destroyed takes no damage that turn). If a shieldless character rolls a 1 on a Defense roll, the fungus squeezes him for 2 Life points of damage.



Reactions: 1 ignore the party, 2-3 fights, 4-6 fights to the death.

Treasure: the Matanagar carries 2d6 gold pieces and has a 1 in 6 chance of having one of Davanzu's ring, but you may roll for this **ONLY** after you kill the monster. You do not have a chance to find the ring if the Matanagar flees or ignores the party.

43– Wood Elf Hunter

You meet a wood elf hunter. He will talk and give you one Clue unless you have the word FIRE on your play sheet. For 30 gold pieces, the elf will offer to sell you an anti-fungal poison. If smeared on a blade (slashing hand weapon or light slashing hand weapon), this poison will give you a +1 to hit any fungus man or Matanagar you meet. Note that this is not considered magic and may be used by barbarians. After three successful attacks against fungi folk or a matanagar, the poison will wear off. The poison will not wear off is used against other targets.

If you roll this encounter again, you will meet *another* wood elf so you can buy the anti fungal poison again.

44– Underground Lair

You find the entrance to an underground lair. You may leave it alone and carry on, or enter it. If you enter it, create a random dungeon using the rules in *Four Against Darkness*. If you find any magic treasure, you may opt to have found one of Davanzu's rings instead. Inside the dungeon, you may spend three clues to meet one of the orc reavers (roll on the Orc Raiders table to determine who is met) instead of the final boss generated by the dungeon rules. Once you complete the dungeon, you must trace your way back to the exit (rolling a 1 in 6 chance of wandering monsters for every room) before you can carry on with encounters in the forest. For room content, use the normal tables found in *Four Against Darkness*.

45 – Pile of Skulls

You stumble upon a large pile of human-looking skulls in a clearing. You may leave them alone or send one character of your choice to inspect the skulls. If you do so, roll on the Pile of Skulls table.

46 – Cabin in the Woods

You stumble upon a small, rickety cabin in the woods. You may leave it alone and carry on, or roll on the Cabin in the Woods table.

There are a total of three cabins in the forest. Keep a tally of them. Once you have encountered three cabins and explored them, ignore this result.

51 – Mudmen

As you move next to a small body of water, d6+2 blob-like figures rise from the mud. They speak in gravelly voices and ask for a toll of 3d6 x2 gold pieces to let you pass. If you are unwilling or unable to pay, they will attack (your party has the initiative).

Mudmen, level 8 minions, normal morale and treasure. Mudmen are so slow that every character attacking them adds his level to the Attack roll. All Defense rolls against them are at +1. They are immune to Sleep, Fireball, and Lightning spells, and to all ranged weapons.

If the Mudmen flee, they disappear into the pool, and you find a small chest floating on the surface. The

chest contains 4d6 gold pieces and has a 1 in 6 chance of containing one of Davanzu's rings.

This encounter is unique. If you roll it again, ignore it.

52 – the Boulder Beast

As you rest next to a giant boulder, it shifts and rises on two massive legs. It is a Boulder Beast! The creature attacks a random party member by surprise, striking first.

Once you have met a Boulder Beast in this adventure, you will be suspicious of large stones. If you meet this creature again, it will lose the ability to strike first.

Boulder Beast, level 7 boss, 4 life, normal morale and treasure. The Beast always attacks a random character. If it fails its morale roll, it turns back into a boulder. Attacks from the creature's massive jaws inflict 2 Life with each successful hit. The monster is slow, so if you withdraw from the fight, you defend at +2.

53 – the Giant

A hill giant passes by, the earth shaking under his thunderous

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steps. As he walks past you, he drops something. Roll a die:

- 1) A purse containing 2d6 gp.
- 2) A boulder. Giants carry these as weapons, or as bowling balls to play with their friends. A random character must save versus Level 5 (elves and rogues add +L, halflings add +1) or be crushed and lose 2 Life.
- 3) A large chunk of dried meat. You may use this to bribe wolves.
- 4) A huge watermelon. You may eat it if you wish or keep it for later.
- 5) A large club that can be used as a two handed crushing weapon only by barbarians of level 5. The club is smeared with a poison that gives the user a +1 to hit giants until two successful attacks have been performed.
- 6) The corpse of one of the orc reavers! Roll on the orc reavers table to determine who was killed by the giant. The orc has 3d6 gp and has a 1 in 6 chance of having one of Davanzu's rings.

However, if you stop to pick up any of the above items, there is a chance that the giant will see you with the corner of his eye and attack you. Choose one character to pick up the treasure and save versus the giant's eyesight at level 4. Rogues add +L to this roll. Halflings and Swashbucklers (from the Dark Waters adventure) add +1. If the roll fails, the giant turns and attacks the party.

Hill Giant, level 7 boss, 8 life, 2 attacks, +2 morale, 3 treasure rolls at +1. Shields do not count against the giant's attacks, which inflict 2 Life points on a successful hit. Any character hit by the giant will be knocked back and will have to forfeit his next attack, using his action to rejoin the fray. The knocked back character may also opt to remain at a distance and pelt the giant with missiles. Ranged attacks hit giants at +1. However, if any character performs a ranged attack at

the giant, there is a 2 in 6 chance that the giant will throw a boulder at the party (see result 2, above, for the effect of a thrown boulder). The giant throws boulders as a free action, but he will not throw more than one boulder per turn.

You may roll this encounter multiple times, but there is only one giant in the forest. Once he has been slain, it will not be encountered again. Also, the giant is carrying a total of 3 watermelons, so if you get that result more than three times, reroll.

54 – Spiked Tail Beast

As you advance through the underbrush, a gigantic form darts through the woods, knocking small trees over. It is a huge lizard-like creature, with a spiked tail powerful enough to crush a man with a single blow.

These creatures are common in the lands of the barbarians. If you have a barbarian in the party, he will urge the party to keep their heads down and avoid confronting the creature. You must roll a 7 or better to do so. Add the barbarian's level to the roll. If the roll fails, or if you do not have a barbarian in the

party, you will have to fight the beast.

Spiked tail beast, level 5 dinosaur boss, 6 life points, normal morale, no treasure. A character rolling a 1 on a Defense roll has his shield (if any) destroyed by the creature's bite. In addition to its bite, every turn, the creature will flail its spiked tail and strike a random character. Shields and armor do not protect against the tail. The only option is to jump away! Rogues, elves and halflings add +½ L, barbarians add +1 to this Defense roll. The tail inflicts 2 Life damage if it strikes.

55 – Bad Weather

It starts to rain. The rain makes tracking harder, and there is a chance of a lightning storm. A wizard may use one of his Lightning spells, if any, to absorb the electricity in the air. If a wizard doesn't do so, there is a 1 in 6 chance that a lightning bolt will hit a random character. The character must save versus level 5 electricity or die. Characters in heavy armor roll at -1.

From now on until the end of the game, if you roll event 41, ignore it, as the rain makes tracking harder.

This event is unique. Ignore it once it happens once in the adventure.

56 – Swarming Bees

The party disturbs a swarm of bees. All characters must save versus level 3 poison. Any character who fails to save will be at -1 on Defense rolls until a healing spell is cast, or bandages are used and the party has gone through three more encounters.

61 – Wolves

The party is circled by hungry wolves. If you have the WOLVES keyword on your play sheet, the party acts first. If you do not have it, the wolves surprise you and get the initiative.

2d6+2 Hungry wolves, level 4 minions. No treasure. Normal morale. If two or more wolves are killed by a Fireball spell, the remaining wolves must make a morale roll. If the same Fireball also causes the wolves to fall under 50% of their number, they will have to pass TWO morale rolls.

Reactions: 1-3 bribe (only if you have dried meat found in this adventure), 4-6 fight.

There are a total of 30 wolves in the forest. Keep a tally of how many you kill. Once 30 wolves have been slain, ignore this encounter.

If this is the first time you meet wolves, add the keyword WOLVES on your play sheet.

62 – Whirlwind

The party is hit by a violent whirlwind of magical origin. Every character must save versus a level 5 spell or take 1 damage and lose one item (player's choice of a weapon, shield, or magic item, unless the character has scrolls: scrolls are always carried away first by the whirlwind). Wizards roll at +1. If you meet the whirlwind a second time, you have +1 on the save roll. Once you have met the whirlwind twice, ignore any further encounters with it.

63 – The Old Oak

You see a large oak with a large hollow. The tree has a gnarled appearance, and the grass in a two foot radius around its roots seems withered and dry. If you want to leave the tree alone, carry on. If you

want to inspect the tree (the hollow seems the perfect place to hide some stolen goods), choose a character to inspect it and roll on the Old Oak table.

There are three similar old oaks in the forest. Once you have encountered the old oak three times, ignore this result.

64 – The Mushroom Growth

You step into an area of the forest that is covered by giant mushrooms. Some are as tall as a man. You may avoid this dangerous looking area or step into it. If you step into it, roll on the Mushroom table.

65 – The Beggar

You meet a beggar who seems lost in the forest. If you have a watermelon to give to him, or some dried meat, the beggar will thank you and bless you. This will let you reroll your next encounter.

66 – Orc in the Web

You find an orc trapped in a giant spider web strewn between two tall trees. The orc seems dead, but it is difficult to say, as most of his body

is covered by a gossamery cocoon. You may leave him alone and carry on, or inspect the body by rolling on the Giant Spider Web table.

67 – Concluding the Adventure

Once at least one ring has been found and Davanzu is accompanied to safety out of the forest, the party will be given 120 gold pieces for every ring recovered. In addition, if any serpent men have been slain, the local authorities will gladly pay 20 gp for every serpent man head taken, and 30 gold pieces for any serpent man abomination.

You may not conclude the adventure unless you have recovered at least one ring. If you recover three rings, a character of your choice gets an additional experience roll, in addition to xp rolls gained during the adventure for slaying bosses.

Shrine in the Woods Table (d6)

1 Shrine of Tamas Zeya, god of law. A single cleric in your party may recover one Blessing that was used in this adventure. If you have any heads of serpent people, the cleric of Tamas Zeya will pay you 20 gold pieces per head. There is only one such shrine in the forest. Cross it off the table. If you encounter it again, reroll until you select a different result on this table.

2 Temple of Lura, god of light. All wounded characters heal 1 Life. There is only one such shrine in the forest. Cross it off the table. If you encounter it again, reroll until you select a different result.

3 Abandoned, dilapidated shrine with no power.

4 Temple of Fari, the smith god. You may buy slashing hand weapons and light slashing hand weapons here. You may also buy a single silvered slashing hand weapon for 25 gold pieces here, that gives the user a +1 when attacking were creatures. There is only one such temple in the forest. Cross it off the table. If you encounter it again, reroll.

5 Shrine to a local spirit. You can rest and buy bandages here.

6 Cursed shrine of Ssickliss, mother goddess of serpent people. The shrine is guarded by 2d6 forest serpent men (level 5 minions) led by a serpent men chieftain (level 7 boss with 3 Life points). Attacks from the chieftain are poisoned: any character taking one wound must save versus level 5 poison (barbarians and halflings roll at +1) or suffer a -1 on Defense rolls until a Healing spell is cast on the character. The serpent men always fight to the death and never check morale. The serpent man chieftain fights at +1 (count him as a level 8 boss) if your party is carrying any severed serpent men heads.

Treasure: make one treasure roll to determine what is found inside the temple using the standard treasure table from *Four Against Darkness*. Then roll d6: on a 5, you find a Clue. On a 6, you find one of Davanzu's three rings!

Mysterious Challenger Table (d6)

- 1 **An ogre challenges you to an arm wrestling contest.** Roll versus level 6 difficulty. Barbarians add +L, warriors add +½ L, wizards and halflings roll at -1. The bet will be 20 gp. If you lose, you pay 20 gp or lose 1 Life as the ogre twists your arm. After the contest, you may attack the ogre, who is a level 6 Boss with 8 life and 3d6 x 10 gp in treasure, and fights to the death if provoked.
- 2 A pixie challenges the character but upon seeing him, she just flutters away.
- 3 A forest troll challenges the character to hand to hand combat. Roll a die to determine who strikes first: 1-3 the troll, 4-6 the character. Roll at +1 if the character is an elf, a rogue, or a halfling. After one turn, the rest of the party may join the fray. The forest troll is a level 5 boss with 3 life. Each hit from the troll inflicts 2 damage. He has 5d6 gold pieces and fights to the death.
- 4 **A dwarf challenges you to a game of davlok.** Davlok is a kardalokian pastime, combination of chess and dice. The ante is 20 gp. The character will be sent away if he hasn't enough money to participate. You must save versus level 5 to win. Wizards add +L and Rogues and Swashbucklers (from the Dark Waters adventure) add +1. If a character loses, another character may challenge the dwarf. After losing one game, the dwarf will disappear into the woods.
- 5 **A wandering hermit challenges the character to a religious debate.** Save versus level 5, with a cleric adding +L and a wizard adding +1. On a success, a light descends upon the character and heals 2 life. On a failure, the character will be at -1 on all Defense rolls until a Blessing is cast to remove this condition. In both cases, the hermit disappears.
- 6 **A forest hag challenges the character to a cooking contest.** If you have a watermelon, you automatically win. If you do not have it, roll versus Level 5 to win. Halflings add +L. On a failure, the character must save versus level 5 poison or lose 2 life. On a success, the forest hag gives one potion of ultra healing (one dose, heal all damage) to the character.

The Three Rings

Pile of Skulls Table (d6)	
1	The character is bitten by a bone mite. He must save versus level 3 poison (rogues add +½ L) or lose the use of that hand until it is healed with a potion of healing or a Healing spell.
2	The character finds 2d6 gold pieces hidden in one of the skulls.
3	The character finds a bone with a random spell written upon it. Treat as a scroll. Until the spell is cast, the bone can be used as a magic crushing hand weapon. When the spell is cast, the bone will shatter. If unused, the bone can be sold for 70 gp.
4	The skulls animate and attack the character inspecting the pile. Treat as an encounter with 3d6 skeletons (level 3 undead minions). On the first turn, the skeletons will have initiative and up to 6 of them will attack the character. On the second turn, the rest of the party may join the fray. The skeletons fight to the death and have no treasure.
5	The skulls explode. All characters must save versus level 5 magic or lose 2 life. Wizards save at +L. After the explosion, the party finds 1d6 gems, worth 3d6 gp each.
6	A griffin attacks from the sky. It has initiative on its first attack, which is directed at the character inspecting the bones. Starting from the second turn, the rest of the party may join the fray. Griffin, level 6 boss, 4 life, 3 attacks, normal morale, treasure: two rolls at +1. The griffin is hit at +1 by ranged attacks and by the Lightning spell. Sleep spells affect griffins at -1.

Merchant Table (d6)	
1	The merchant will pay 10% less than the full value of the object you are selling.
2-5	The merchant will pay the full value of the object you are selling.
6	The merchant will pay 30% more than the full value of the object you are selling. If you have a dwarf in the party, count rolls of 5 as 6.

Cabin in the Woods Table (d6)

1	A forest hag lives in the cabin. All characters must save versus level 5 magic (wizards and elves add +½ L) or be turned into a frog. The only way to break the spell is to use a Blessing or slay the hag. Characters turned into frogs do not take part in the fight but may be carried to safety by their friends who can cast a Blessing later. Forest hag, level 5 boss, 4 life, -1 morale, normal treasure. She is armed only with a large knife so all characters defend at +1 against her. She has a potion of healing and will use it instead of attacking if reduced to 1 Life. Note that if the hag flees, the spell is NOT broken.
2	A woodsman lives in the cabin. Treat as event 12.
3	Nobody lives here.
4	An old healer lives here. He will heal up to 2 points per character at the cost of 5 gp per life point healed. He has a love of stories, so the party will be healed for free if they have 3 or more clues on their party sheet.
5	The cabin is the camouflaged entrance to an underground lair . Generate a random dungeon. Any boss encounter will be with a serpent man abomination (see event 24). Any minion or vermin encounter will be with 1d6 Serpent men (see event 25). Any abomination has a 1 in 6 chance of having one of Davanzu's rings. Once you have generated 10 rooms, the dungeon is complete.
6	The cabin is a level 5 trap that will collapse upon the party. Any character failing to save will lose d3 life point. Rogues save at +1. There is a box with 4d6 gold pieces inside.

Old Oak Table (d6)

1	As the character puts his hand in the tree hollow, it snaps shut like a giant maw and crushes his arm. The character loses 1 Life and may not use the arm until a Healing spell restores it.
2	D6 forest orcs (level 4 minions, -1 morale, no treasure) attack the party. Unlike standard orcs met in dungeons, these are accustomed to magic and do not make morale rolls if attacked with spells.
3	Forest pixies living in the oak start to sing. All characters must save versus level 6 magic (wizards add +L) or start dancing. If all characters dance, pixies steal all their scrolls and magic items (but not any rings or gold pieces) and disappear. If at least one character makes his save, he can automatically shoo the pixies away.
4	A giant centipede bites the character. He must save versus level 3 poison (barbarians, dwarves, warriors and halflings save at +1) or lose -1 from all his attack rolls until healed with a potion or with a Healing spell.
5	You were right, someone hid treasure in the tree hollow. Make a treasure roll on the standard treasure table in <i>Four Against Darkness</i> .
6	The character finds one of Davanzu's rings! However, the ring is protected by a bear trap (level 5). A rogue gets a chance to detect the trap. Any character failing to save against the trap loses 1 Life and the ability to use his arm until healed with a potion or a Healing spell. Finding the ring in the tree hollow is a unique event. Cross it off this table. If you roll it again, reroll until a different result is selected.

Mushroom Table (d6)	
1	As you step into the area, the largest fungi move to attack you. Treat them as d6+1 fungi folk, level 5 minions, normal morale and treasure. They fight to the death.
2	Nothing happens, they are just very large mushrooms.
3	One of the giant mushrooms is actually a matanagar, a fungus ogre. Treat as event 42.
4	One of the mushrooms is a sorcerer and casts a spell at the whole party. All characters must save versus level 5 magic or be charmed. Wizards add $+\frac{1}{2}$ L to the roll. If the whole party is charmed, your adventure ends here: you are quickly overpowered and killed by fungus men. If at least one character resists the spell, the mushroom men will attack. 1d6 Fungus men, level 4 minions, normal morale and treasure, led by one fungus man spellcaster, level 5 boss with 2 Life, normal morale and +1 treasure.
5	As you step into the area, some fungi explode, releasing clouds of spores. All characters must save versus level 5 poison or lose 1 Life. Dwarves and barbarians roll at +1.
6	You find an orc's arm, gnawed and covered with fungal growth. It has a 2 in 6 chance of having one of Davanzu's rings on a finger.



Giant Spider Web Table (d6)

1-2	A giant spider attacks the party. Giant spider, level 5 boss, 4 life, 3 attacks (one bite and two claw strikes). Morale -1, treasure +1. The spider has initiative. Any character bitten must save versus level 4 poison (barbarians and warriors save at +1) or be paralyzed until a Healing or Blessing spell is cast to remove the condition. Any paralyzed character is trapped in the spider's web and may not withdraw from the encounter unless a Fireball spell is cast, burning the web and inflicting 1 Life to all trapped characters.
3	You find 1d6 gold pieces on the orc's body.
4	The orc is still alive and will give you 1 clue if you set him free.
5	The orc is dead. He was one of the orc reavers. There is no trace of the ring, but you find 2d6 gold pieces and a scroll of Healing on his body. Roll on the Orc Reavers table to determine who he was and strike him off the table. If he is one of the last three orc reavers (because you have found the bodies or have killed the others), he will have one of the rings, but the party will be attacked by the giant spider as described in 1'2 above. You may grab the dead orc's treasure BEFORE the giant spider attacks.
6	The orc is one of the orc reavers, captured and killed by a giant spider. Roll on the Orc Reavers table to determine who he was and strike him off the table: he is dead and may not be encountered in any other situation. You have a 2 in 6 chance of finding one of Davanzu's rings on his right hand. If he is one of the last three orc reavers (because you have found the bodies of the others or have killed them), he will have one of the rings.

The Three Rings

Jolly Halfling Table (d6)

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| 1-2 | The halfling tells you that he has seen orcs escape on some old path through the woods. He will show you where the path is. Add one Clue to your play sheet. |
| 3 | The halfling says that some local farmer's watermelon field has been ransacked by a giant. You may encounter a giant if you wander through the forest. If the ground trembles under your feet, hide. |
| 4 | The halfling says that the forest is haunted by a pack of hungry wolves. These are more aggressive than normal wolves. They are bred by orcs. Add the WOLVES keyword to your play sheet. |
| 5 | The halfling tells you to avoid the cabin in the woods. An old, evil hag lives there and there is nothing good to be gained from it. |
| 6 | A group of about 15 serpent people have established a shrine to their evil goddess Ssiklis somewhere in the forest. Remember to collect the heads of any serpent men you kill. In the closest town, you can collect a reward of 20 gold pieces per head. There are also other shrines, devoted to other, non-evil deities. |



Orc Reavers Table (d6)

1	Garutt, orc reaver boss , level 6, 5 life, 2 attacks, +1 morale, +2 treasure. He is armed with a huge battle axe. If a character rolls a 1 on a Defense roll, he loses 2 life due to the power of the blow.
2	Morkar, orc reaver boss , level 7, 4 life, 2 attacks, normal morale, treasure +1. Morkar is a heavy drinker. When you meet him, he has a 3 in 6 chance of being drunk. If he is drunk, any Attack roll of 6 will knock him down. On the turn in which he falls, Morkar forfeits one of his attacks to stand up again. In addition to his treasure, he carries d6 bottles of strong liquor, each worth 1 gold piece.
3	Klug, orc reaver boss , level 5, 6 life, 3 attacks, three treasure rolls. Klug has a large shield and is good at using it. Every time he is wounded in melee, roll a die, and on a 5 or 6 that wound is ignored. Klug never rolls morale.
4	Derrk, orc reaver boss , level 5, 4 life, normal treasure, normal morale. Derrk has a long whip. Before any combat, a random character will have to make a successful Defense roll or lose his weapon until the end of the fight. Klug will continue to use the whip (losing one of his attacks to do so) until he has disarmed one character.
5	Zorr, orc reaver boss , level 4, 8 life, 2 attacks, normal morale, normal treasure. Zorr is so powerful that all Defense rolls against his attacks are at -1.
6	Deko, she-orc reaver boss , level 5, 6 life, 2 attacks, normal morale, normal treasure. If a character rolls a 1 or 2 when defending against Deko, Deko immediately performs an additional, free attack against that character or against another character if that character is slain.

Orc reavers and rings: unless otherwise determined by the encounter, each orc reaver encountered has a 1 in 6 chance of having one of the rings. If the rings haven't been found in other encounters, the last three orc reavers will automatically have one ring each. This includes any DEAD orc reavers that you might find slain by the dangers of the forest.



Event Tracker

As a reminder, list here the unique events that have happened in the adventure and that may no longer happen:

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Wolf Tracker

Tick off one wolf icon each time you kill one of the wolves.

