

Four Against Darkness – Random Events

Random Events on the way to the dungeon (2d6) Roll on this table once before starting a dungeon crawl	
2	It's a trap! The party is outnumbered by bandits who demand a toll. Lose 2d6 gold pieces total from the party. If the total party gold is less than this number, they lose all of their gold.
3	Since you're heading that way... The party finds a gnome smoking his pipe while sitting in a tree. The gnome offers the party a quest. Roll once on the quest table. To complete the quest, the party must bring the object of the quest to the entrance of the dungeon where the gnome is waiting for them.
4	A pox on you... The party encounters a spiteful demon that hexes them. The next XP roll attempted by a party member acts as if that party members level is 2 higher they actually are. (I.E. a level 1 party member would need to roll a 3 or higher to level up).
5	Can you scratch me right there? The party aids a treant that has been beset by nasty imps. One random party member gains a bonus of +1 to all attacks made with a weapon for the duration of the next dungeon.
6	...Or is it a curse? An evil spirit passes the parties path and curses one random party member. That party member suffers -1 on all defense rolls for the next dungeon.
7	Ugh. You guys already? The party is attacked by vermin. Roll once on the vermin chart.
8	It's a secret to everybody. The party intercepts a missive meant for a dungeon boss. The next boss the party faces acts as if it is 1 level lower than the boss table shows. It still counts as a boss and will otherwise act as normal.
9	Were you going to eat that? The party camps overnight and has all their food stolen by hungry sprites. Each party member loses 1 life due to going hungry the next day.
10	Have some of me gold! The party encounters a friendly leprechaun. The party can choose to either take some of its gold, or become lucky. If the party chooses to take the gold, they gain 2d6 x 5 gold pieces. If the party chooses to become lucky, they add +2 to their next roll on the treasure table.
11	I'll take that! The party finds a stashed item! Gain any 1 item of your choice worth less than 10 gold on the equipment chart.
12	Oh no, Gerblins! The party is attacked by goblins. The party loses 1d3 life total distributed in any way you see fit. The party also gains 1d6 gold pieces looted from the dead goblins.

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Random Events in Town (2d6) Roll on this table once after successfully completing a dungeon crawl	
2	Tavern Brawl! One of your party members gets involved in a tavern brawl. The party member should be chosen by class with the following preferential order: (randomly determine which party member if there is more than 1 party member of a given class) – Barbarian, Warrior, Swashbuckler, Rogue, Dwarf. If the party doesn't consist of any of these classes, randomly determine a party member that is affected by this event as an innocent bystander. Injuries cause this character to start the next adventure with their current life set to max life – d3.
3	Going out of business sale! A merchant is shuttering his doors for good. He sells the party one item with a value of less than 100 gold for half price.
4	Blessing in disguise? A beggar asks the party if they can spare any coins. The party can choose to donate up to 30 gold to the beggar. After the party pays the gold roll a (d6): 1 – If the party donated at least 10 gold they are blessed if not the beggar takes their money and leaves, 2 – If the party donated at least 20 gold they are blessed if not the beggar takes their money and leaves, 3 – if the party donated 30 gold they are blessed if not the beggar takes their money and leaves, 4-6 the beggar happily takes the parties money and leaves. A blessed party makes their next 3 rolls on the treasure table at +1.
5	A visitor in the night. While staying at the local inn, one random member of the party has a random item stolen from him.
6	Hot night on the town. One random party member that is not a cleric or paladin becomes diseased. Their maximum and current life points are reduced by 1. If the party is composed entirely of clerics and/or paladins ignore this event.
7	Jackpot?! One random party member with at least 12 gold spends the night gambling in the inn. If no party member has enough gold, ignore this event and reroll. (d6): 1-2 - they gain d6 x d6 gold, 3-6 - they lose 2d6 gold.
8	A mission from a god. Randomly choose a party member. That character has accepted a mission from a god. Their attacks against the next boss are at +2 (+3 if they are a paladin or cleric) and they get to make a bonus experience roll if they are still alive when the boss is defeated. This XP roll is in addition to the normal roll given for defeating a boss. The same character cannot be given both the normal roll and the bonus roll.
9	May I shine that for you? For the price of 200 gold, a local blacksmith will hone a slashing weapon of your choice, granting it a permanent +1 to all attacks.
10	A wizard comes to town. An evil wizard from the North attacks the town and only the party can save the locals from icy doom. The party fights against a Wizard (considered a boss fight). Wizard. Level 5, 4 life points, roll once on the magic treasure table. Casts Ice Storm each round, which does d2 damage to each party member. Reactions: always fights to the death.
11	The apothecaries apprentice. Your party takes on an odd job for an apothecary collecting local herbs. He rewards the party by selling them a single potion of healing for 35 gold. If the party does not collectively have enough gold they receive 20 gold for their troubles.
12	Hale and Hearty. Your party spends the evening in a quiet inn with comfortable beds and delicious food. Each party member starts the next dungeon with current life equal to max life + 1.