

FOUR AGAINST DARKNESS

◆ EXPANDED EDITION ◆



A SOLO FANTASY ADVENTURE GAME
BY ANDREA SFILIGOI



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Thanks

Ganesha Games wishes to thank the following people
who made 4AD an international success:

Samuele Mariotti (the first playtester), Diego Chisena, Diego Riccitelli, Massimo Moscarelli, Simone Peruzzi, Daniel Casquillo, Joseph Mills, Amaury Fourtet, Sophia Brandt, Stephan Beal, Erick Bouchard, Craig Whiting, Simone Luculli, Jim Williamson, Can Bgg, our Patreon supporters, the whole crew at MS Edizioni (Enrico Emiliani, Jack Gentile, Andrea Mazzolani), Vincenzo Piscitelli and Jade Wang at Rawstone, all the people on the Adventurers Guild Facebook Group, Jason Greeno at PNPArcade, Mark Harvey at Dungeonland, Tony Vigil at Neverland, Steve Smith at Wargamevault, and many others. Also, thanks to all the authors, bookstores, resellers, publishers, players, reviewers, bloggers, vloggers and players. Here's to many more years of fun!



Introduction

What is 4aD?



Four Against Darkness (4aD) is an old-school dungeon exploration adventure game designed for solo or cooperative play with minimal space and equipment. All you need is a pencil, two six-sided dice (a full polyhedral set at higher levels), and graph paper—though a dry-erase board or dungeon tiles work just as well.

This is a **player-facing** game: only the heroes roll dice, and all actions are described from their perspective. When you attack, you roll to hit your Foe; when the Foe attacks you, you roll to defend against the Foe's attack.

You control a party of four adventurers delving into dungeons generated by dice rolls. The game is typically played solo, but it also supports cooperative play, shared characters, and traditional GM-led sessions. Players may take turns as GM, create narrative elements on the fly, or use

random Tables and oracle systems to guide the adventure. Miniatures or paper figures may be used to track the characters' position. This is optional and has no advantage other than giving a visual representation of the heroes.



There's a Ton of Supplements!

The original *Four Against Darkness* was a booklet written in a weekend. Since then, the game has grown far beyond its simplistic dungeon-crawling roots, with a wide range of modular supplements that can be used or ignored as you see fit, without altering the rules.

Depending on how much complexity you want, you'll find a bit of everything: card-based adventures, random dungeons, poster dungeons, game-book-style quests, fiction with playable appendices, oracle decks, ready-to-play maps, monster books, a serialized encyclopedia of monsters, and more. Some materials are family-friendly; others explore mature themes, from horror to humor, and are recommended for an adult audience.

With so much available, it's easy to feel overwhelmed. Our advice: start small with just this core book, and add the supplements you like one at a time. You don't need to buy everything... **The only essential ingredients are pencils, paper, dice, and your imagination.**

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Why Four?

4AD is class-based. Each hero represents an archetype—such as rogue, cleric, warrior, wizard, barbarian, or ranger—with unique abilities. A party of four provides a good balance of skills and roles, while still being manageable for a single player. This leaves room for an occasional NPC, like a hireling, joining the party.



Length of the Game

Your first mission may take a little over an hour as you learn the rules. Once you're familiar with the mechanics, a typical session takes about 45 minutes.

Foes Never Roll Dice

All dice rolls are made by the heroes. To determine if a spell, attack, or skill affects a Foe, the PC will roll against the Foe's Level, a number representing the Foe's power, abbreviated as L. When attacking, characters roll against the Foe's L to determine if they slay it. When a Foe attacks, the player decides which heroes are attacked and they make Defense rolls against the Foe's L—failing means the attacked character takes damage.

Dice Codes

The basic game (Levels 1–4) uses only six-sided dice, with the following notations:

d3: Roll a d6, 1–2 = 1, 3–4 = 2, 5–6 = 3.

d6: Roll a standard six-sided die (1–6).

d6+1, d6+2, etc.: Roll a d6 and add the number.

2d6: Roll two d6s and add them (2–12).

d66: Roll two d6s in sequence—first is the tens digit, second the units (e.g., 3 and 4 = 34). This will generate a number from 11 to 66.

At higher levels, 4AD uses additional polyhedral dice: d8, d10, d12, and d20. A d100 uses two 10-sided dice, first die is the tens, second the unit (e.g., if you roll a 7 and a 9 = 79).



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Abbreviations and Definitions

4AD uses the following terms and abbreviations:

PC: Player Character, a character controlled by the player.

NPC: Non-Player Character, a character controlled by the game.

L (Level): A number showing the power of a Foe, character, trap, or danger. Used to set the difficulty of a Save, Attack roll or Defense roll. The higher the number, the more challenging it is.

Save: A roll made by a PC to avoid harm or negative effects (traps, magic abilities, poison, gases, dragon breath, gaze attack, environmental hazards).

+L: Add the PC's Level to the roll.

+1/2 L: Add half the PC's Level, rounded down, to the roll.

+2XL: Add twice the PC's Level.

Reroll: Rerolling means rolling a die again. The result of the reroll stands, even if worse than the original. You may not reroll a reroll.

gp: Gold pieces. Gold coins used as currency.

3+, 4+, etc.: Roll a 3 or better, 4 or better, etc.

Tile: A space on the map (a room or a corridor in a dungeon)

Life: Life points, the amount of damage a PC or Foe can take before dying.

Tier: General grouping of PC levels.

HCL: Highest Character Level.

L1, L2, L3, etc: Level One, Level Two, Level Three, etc.

The Play Sheet uses the following icons:



Attack



Defense



Life



Clues



Trait



Milestone



Magic

The HCL System

Dangers scale with the party's strength, as more powerful heroes face tougher challenges. 4AD uses a formula called HCL—Highest Character Level. The Level (L) of a Foe or hazard is calculated by adding a modifier to L of the highest-level character in the party.

Example: Orcs are HCL+2. If your highest-level PC is L3, the orcs are L5 (3+2).

Some Foes have a minimum or maximum level.

Example: A common goblin may never exceed L6, no matter how powerful the party is. There's just so much a poor goblin can do.

HCL is set when a Foe or danger is first encountered and does not change if the party leaves and returns later, even if character levels have changed.

Example: A party's highest-level hero is a L3 warrior. They encounter HCL+3 Foes, making the Foes L6. The party flees. Later, the warrior levels up to L4. If the party returns to the Foes' room, Foes are still L6.



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Tier Number

Some formulas use the Tier Number, which categorizes a party's overall power based on the level of PCs:

- Tier 1: Basic (PCs have Levels between 1–4)
- Tier 2: Expert (PCs have Levels between 5–9)
- Tier 3: Heroic (PCs have Levels between 10–14)
- Tier 4: Legendary (PCs have Levels between 15–19)
- Tier 5: Epic (PCs are Level 20 or higher)

Use the Tier Number (1 to 5) in rules that refer to "Tier" instead of Level.

Example: Your warrior finds a legendary magic sword which lets her add +Tier to Attack rolls. The sword will give a +1 bonus at Basic Tier, but as soon as the warrior becomes L5 (Expert Tier), the bonus becomes +2.

Tier Dice

PCs use a die type for their Attack, Defense, and Save rolls based on their Tier. In this book, PCs are all Basic Tier, so they all use d6. In higher Tier books such as *Four Against the Abyss* and *Four Against the Forsaken Depths*, a higher Tier die will be used.

- Tier 1: Basic characters use d6
- Tier 2: Expert characters use d8
- Tier 3: Heroic characters use d10
- Tier 4: Legendary characters use d12
- Tier 5: Epic characters use d20

Example: Warriors add +L to their Attack rolls. A L3 warrior will roll d6+3 for an Attack roll. A L10 warrior will roll d10+10.



Explosion Rule

An Explosion is an extraordinary success on a die roll, commonly called a critical success. At the Basic Tier, whenever you roll a 6 for any character action (Attack, Defense, Save, spellcasting), immediately roll another d6 and add it to the total. This is cumulative: if you roll another 6, roll again and keep adding. If you get lucky, you can achieve any number, allowing you to slay multiple weaker Foes in a single turn or succeed in a Save vs. threats higher than 6. Note that an explosion is NOT AN AUTOMATIC SUCCESS.

The number needed for an Explosion changes with the die type. d8 explodes on 7+, d10 on 8+, d12 on 9+, d20 on 10+. Higher Tier PCs will roll critical successes more often.





Introduction

The Party

You control a party of four adventurers. Each belongs to one of the classes described in the next pages—such as warrior, cleric, rogue, wizard, barbarian, dwarf, halfling, elf, acrobat, gnome, etc. Each class has its own strengths and weaknesses, which become clear during play.

Wizards are weak in combat but excel at casting spells and solving puzzles. Elves and halflings are agile. Halflings are lucky and have the best Saves. Warriors and barbarians can withstand more damage—barbarians are the toughest but cannot wear the best armor or use magic items.

A well-balanced party typically includes a mix of classes.

Print the Party Sheet at the end of the book to track wounds, possessions, gold, and levels. Use a pencil because values change throughout the game. Each hero is defined by name, level, and class. For example: Bruggo, L2 rogue. Each hero also has: Attack Value (offensive ability), Defense Value (ability to avoid damage), Life (how much damage the PC can take before dying). The Party Sheet includes space for Traits, special abilities (e.g., a wizard's spells, an acrobat's tricks), treasure, and equipment.

Your PCs are beginners and start at Level 1 (L1) with some basic gear and a small amount of gold. Each class has a Table of 6 character Traits. You may choose 1 (halflings choose 2) or select it randomly. Using Traits is optional, but makes your characters more interesting.

Ignore Advanced skills for the moment: they come into play at higher Tiers and are described in supplements such as *Four Against the Abyss* and *Four Against the Forsaken Depths*.

For purposes of Saves, sometimes classes are grouped in umbrella terms, e.g., Fighters (those who add +L to Attack rolls, such as dwarves, warriors, and barbarians), Elves (elf, fire elf, wood elf, etc.), Large characters (trolls, ogres, minotaurs, half-giants), Unliving (undead, elemental, or artificial PCs), Foresters (ranger, druid, conservationist, wood elf, wilderness guide, vagabond), Spellcasters (any class that can cast spells), small (fay, lutin). E.g., if a rule says "All foresters add +Tier to their Save", any PC belonging to one of the forester classes would add +Tier.

Eight classes (warrior, barbarian, elf, dwarf, cleric, rogue, wizard, halfling) are called the "core" ones. The game is built around these iconic roles. Saves

are described with references to these classes. For example, a Save to avoid a Trap might say "Rogues add +L to the Save; other classes add +1/2L". For this reason, the other classes are described as "Saving as...". E.g., the swashbuckler Saves as a rogue. If a Save gives a bonus to rogues ("rogues Save at +L"), a swashbuckler enjoys the same bonus, unless the Save says otherwise.



Introduction

Choosing Your Starting Characters

When *Four Against Darkness* was first released in 2016, it featured just eight core classes: barbarian, cleric, rogue, dwarf, elf, halfling, wizard, and warrior. Since then, the community and the authors have added more than 100 new classes with unique rules. Some fill very specific niches, while others depict distinctive personas from the Norindaal setting, such as the murchik, necromingo, and kukla.

Start Simple: The eight core classes are iconic and easy to learn. Start with them first and explore the more unusual classes later.

Diversity is Key: Aim for a good mix of healing, stealth, offense, and defense. The classes aren't strictly "balanced," but each one is designed to offer a fun and interesting play experience. This book and its expansions assume your party brings a well-rounded set of skills. A team made up of nothing but fighters can bulldoze most enemies, but they'll hit a brick wall when faced with puzzles, trap-filled hallways, or challenges that require magic. Conversely, if your lineup is all halflings, wizards and gnomes, you'll have plenty of clever tricks but not enough brute force to survive the inevitable fights.

So what about a Halfling Wizard? In 4AD—as a nod to old-school role-playing design—a PC's race and class are fused to reinforce classic archetypes. An elf is automatically a sword-wielding mage, a halfling is a lucky, light-fingered cook, and a dwarf is a gruff, hard-hitting fighter. If you want to keep ancestry and profession separate, reskin any class or rename it to fit your own concept. To represent the halfling wizard, choose the wizard class but add a Trait from the halfling list. You can also add in the "racial hatred" rules, such as a halfling's bonus against large enemies. Remember, **you are the player AND the Game Master!**



Background

The World of Norindaal



orindaal, whose name means "Song of the Absolute", is a world born out of the gods' whim. Its continents drift atop veins of raw magic. Ley lines cross the land, visible only to magic-users. These lines are remnants of the gods' earliest wars. Volcanoes spew frost and fire upon the land. Ancient civilizations rose upon the ley lines, tapping their power with devices, rituals, and temples—only to fall when their creations grew beyond control. Across its lands, ruins smolder beneath jungles, deserts swallow once-great cities, and mountains ring with echoes of ancestral greed. Nearly every region of Norindaal is haunted by its own calamity: drowned continents, the ever-existing plagues of Chaos and mutation, demonic incursion, necromancers clinging to eternal life, and eldritch remnants of Precursor races from other dimensions, possibly older than the gods themselves.

What survives today is a patchwork of realms—jungle kingdoms, fungal forests, necromantic valleys, dwarven halls, mystical islands, and hidden elven enclaves—each fiercely guarding its treasures and secrets and holding gates to other worlds.

The Divine Weave: Gods of Norindaal

Norindaal was shaped by living, breathing divinities. In the beginning there was only the **Primal Force**—thought, space, and matter at once. From its infinite potential sprung the first god: Tauramin, the God of Time. With Tauramin, time began to flow across existence, and the cosmos took shape. Next came **Elidra**—embodiment of song, harmony, music. With her voice the universe sang, and the gods that followed would dance to that melody, shaping the world in celebration.

Together, Tauramin and Elidra set the stage for the cosmic drama: the birth of the world, the rise of gods, and the playing out of their Great Game upon Norindaal—the "GodGame."

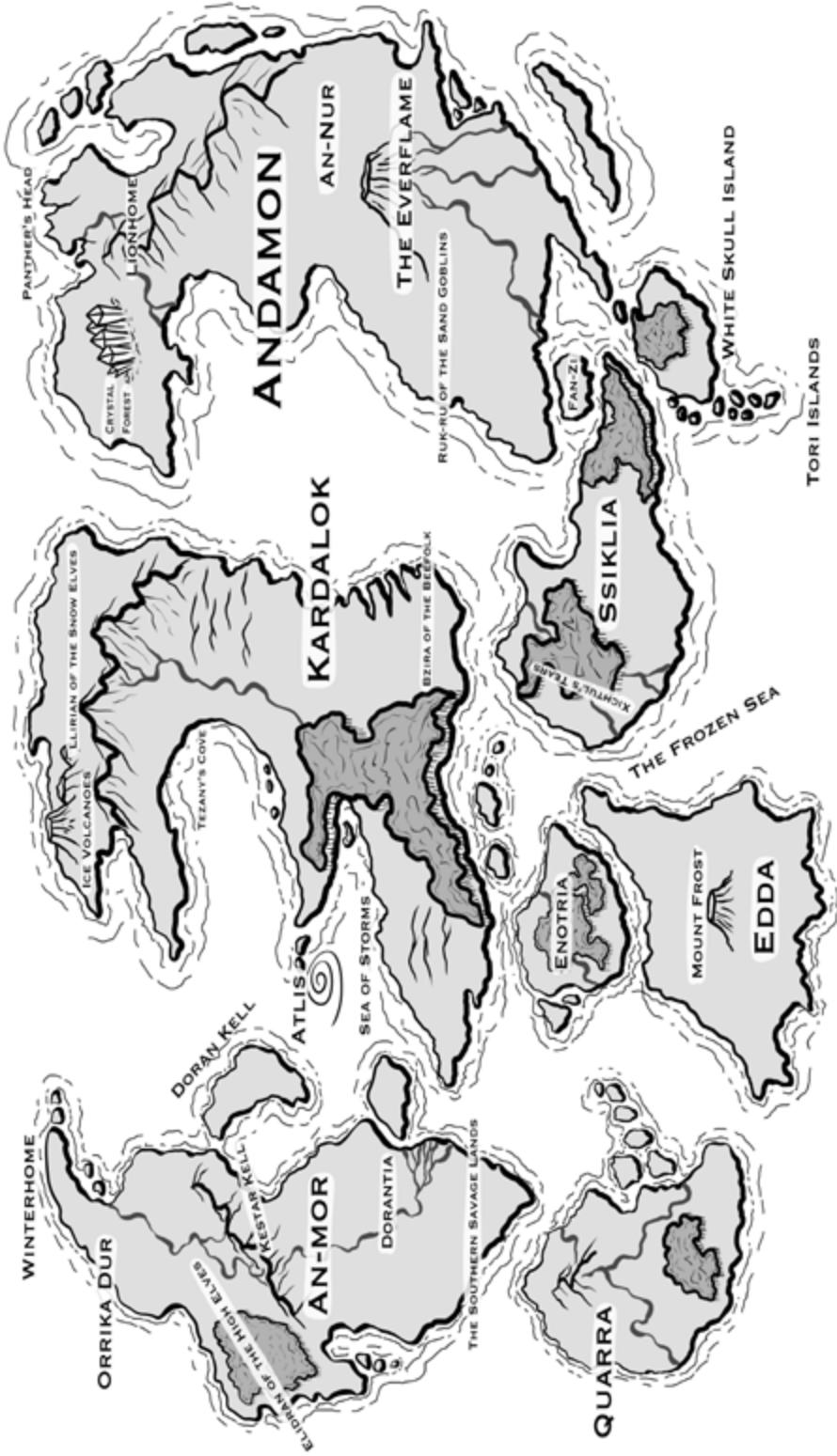
Birth of the World: The GodGame

The gods, in their divine revelry, resolved to create a world for their gifts to take root. Thus they shaped Norindaal from stardust and cosmic matter. Each god would sire a people (mortal races subject to time, distinct from the immortal deities themselves) and grant them a portion of the world to inhabit. One by one, gods shaped land and life.

Father Hulla and his consort Mother Fari created giants, titans, beasts, animals, plants—the raw foundation of life on Norindaal. Out of their work emerged the Dwarves, who consider themselves the first civilized race and for this reason call themselves the Firstborn.

Other gods, working from Fari's creations, twisted the putty of life into new forms. For instance, Radah, the Rodent God, decreed that his creatures (rats, mice, ratfolk) should dwell everywhere but claim no lands of their own. Thus rodents, rats, and ratmen spread through every corner of

NORINDAAL



Background

Norindaal — never a nation, never a unified culture, but ubiquitous. The seas belong to Tezany, the Shark God, who rules the oceans and made all creatures that dwell within them. All aquatic life, from the humble fish to krakens, owe their existence to him. Thus the early world blossomed: titanic beings, wild beasts, creeping creatures, mortal races, sea dwellers, all under the watch of the gods.



Cataclysms, Betrayals and Divine War

But creation bred conflict. The goddess Ssiklis, the Scaled One, secretly scattered her eggs across the world, birthing lizardfolk, serpents, thunder-lizards and other reptilian horrors. She considered them destined to rule everything, and saw lesser races (like dwarves) as prey. As lizardkind rose, they captured and enslaved dwarves, feeding their hunger under the influence of Gro Khair —the Hungry One— who nourished their appetites, intending to wipe out lesser races and make way for his own chosen spawn: the Orgas (ogres). Angered by the betrayal and the spread of chaos, the “Law gods” — Elidra, Luura, Tamas Zeya (Goddess of Oaths and Justice) — sought to rewrite the rules. They confined Ssiklis to a pocket dimension, and along with forces of light, unleashed cataclysms (meteor showers, floods, firestorms) to purge the lands of reptilian tyranny. This tumultuous period lasted for 99 years and came to be known as the **Century of Rain and Fire**.

At the climax, Elidra intervened: she cast down the first Elves across the world, inside meteor-like “wombs.” The Dwarves dug them out (an action that passed down in dwarf history as “the Great Mistake”). Their emergence brought hope, but also further chaos. The elves were nearly immortal, but almost unable to reproduce unless they accepted mating with “lesser” kin.... A process which gave birth to countless Elvish kin, such as the rustic wood elves, the adventurous fire elves, and the mysterious night elves.

The cataclysm nearly shattered Norindaal. Some gods were lost, others lay dormant, waiting for worship to awaken them. Others, like the lich dragon Ter-Za-Necht (The Claws of the Night) or Cloudcutter the Living Sword ascended anew, their wrath echoing across heaven and earth. The “game” of gods became a war.

The Living Pantheon

Below are a few gods whose influence still resonates across Norindaal. The pantheon is vast; what follows is an overview of key figures that shape the world’s cosmology.

Tauramin—God of Time. First among gods, he set the flow of time. Without him, existence would lose direction.

Elidra—Goddess of Song and Harmony. She gave the universe its rhythm, beauty, and balance; her music underlies creation itself. She named the

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world **Norindaal**, which in Godspeech means "Song of the Absolute".

Father Hull & Mother Fari—Divine creators of Giantkind and Dwarfkind. Hulla forged titanic beings and shaped rock and matter; Fari nurtured life (animals, plants, monsters) giving Norindaal fertility and variety.

Tezany—the Shark God, ruler of seas and all aquatic life; patron of sea-dwellers and oceanic magic.

Radah—the Rodent God, progenitor of ratfolk and rodents; though humble, his children are ubiquitous, and his influence underlies vermin, survival, stealth, and subterfuge.

Ssiklis—the Scaled One, lover of Xichtul, mother of lizardfolk, serpents, thunder-lizards, and reptilian cultures. Her ambition nearly overran the world.

Gro Khair—the Hungry One: god of hunger, famine, monstrous appetites, ogres and destructive greed. His designs threatened all free peoples.

Luura and Tamas Zeya—goddesses of Law, Oaths, Justice and cosmic balance; they sought to restore order after divine betrayal and to impose rules on the GodGame.

Xichtul—the Unholy, the Formless One, a god of chaos, madness, demons, corruption, and dark pacts. When Ssiklis was imprisoned, Xichtul's Demon-seed fertilized her hidden eggs, creating demons, dragons, and spawning eternal strife.

But these are only a fragment of the divine tapestry. The full pantheon accounts over 33 gods: war-lords, tricksters, smith-gods, sword-spirits, nature-spirits, sky-gods, death-lords, gods of frost, flame, moon, night, and many more. And to complicate matters, many of the gods have multiple avatars (incarnate forms) which they manifest upon Norindaal, and some of which are worshiped as separate gods themselves.

The Gods' Legacy

The gods are not distant legends. Creation remains alive: races, beasts, monsters, sea-folk, ratfolk, lizardfolk — all trace their origins to divine will. Magic-users, priests, worshipers and cultists invoke gods for power, pacts, bargains, or war. Divine rivalries echo in mortal politics, cult wars, artifact hunts, forbidden rituals.

Ancient pacts and laws: the "rules" laid down after the GodGame's collapse shape morality, divine law, magical taboo, and the ongoing balance between chaos and order (Life vs. Death, Law vs. Chaos, Light vs. Darkness).

Dim gods and sleeping divinities: not all gods remain active. Some are "slumbering," waiting for believers to awaken them. Their cults, followers, and hidden relics are potential catalysts for future upheavals... Or horrors.

Background

The Elder Ages and the Fall of Empires

Before the age of modern kingdoms, Norindaal was shaped by two colonial powers: the Empire of Qaarra and Atlis, whose rivalry scarred the world.

Qaarra and the Atlissean Rivalry

A sprawling, jungle-covered continent once ruled by a civilization of unmatched scientific and magical advancement. Their mastery of bio-arcana and geomantic engineering allowed them to command storms, forge living constructs, and raise sun-powered temples. But their own brilliance doomed them. A plague of magical origin—part curse, part weapon—swept the empire, mutating beasts and annihilating cities. Jungles swallowed the abandoned streets, floods drowned coastal temples, and the few survivors degenerated into savage tribes hiding amid ruins patrolled by ancient traps and giant automatons.

Atlis challenged Qaarra for dominion over the world's magic. Their war ended in catastrophe: Qaarra's last spell, a geomantic shock-wave, sank Atlis beneath the sea. The conflict's remnants (Atlissean automatons, drowned temples, and drifting magical fallout) still lie scattered across Norindaal's coasts.

The Sun-Kissed Vale and Shroomglade

Where the Everflowing River breaks into a lacework of streams lies the Sun-Kissed Vale, a fertile land of meadows, orchards, and gentle hills. Yet beneath the sunlight grows a creeping menace: the Fungal Forest of Shroomglade, a magical grove where colossal mushrooms tower like trees and new fungal colonies sprout overnight, warping the land into a shifting maze. The Vale is home to the Fungi Folk—mushroom people who gained intellect by absorbing memories and abilities from nearby humanoids. Humanoid settlers (humans, halflings, goblins, hobgoblins, and wood elves) covet fungal delicacies or consider mushroom folk nothing but exotic food. Skirmishes between these factions are common, as the Fungi Folk protect their sacred land while adventurers and gourmands hunt for rare spore medicine or culinary delicacies.



The Kestar Kell Mountains

The Kestar Kell ("Half-Ring") rise in a crescent of granite, snow, evergreen forests, and deep mines. Within lie the warring dwarven cultures:

The Miners (Grimstones): Rulers of the richest mines, guided by their near-immortal king Thumas Ven, who discovered the EverBounty, an endless vein of gold and gems. But this treasure was a trap: ancient demons imprisoned within the stone whispered the location to him, and when the Miners dug deep enough, they freed them. A portion of the clan became cursed, twisted into undead abominations.

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The Pelters: The exiled dwarves who warned against awakening the demons. Cast out, they became forest-dwellers guided by druidic practices such as *Sedar Kaan*, the ritual that allows to absorb the soul-force of hunted beasts. Their animosity with the Miners is legendary; battles between dwarven factions are more frequent than fights with dragons or goblins.

Saumora: The Island of Secrets

Far south lies Saumora, an island of storms, jungles, dinosaur-haunted lowlands, and cloud-piercing mountains. Its dangers include: Zaldrin Zaa, an extra-dimensional sorcerer building an army of aberrations. The Black Scorpions, brutal raiders skilled in smuggling and alchemical weapons. Dragon-worshipers and scholarly explorers, vying for an ancient artifact hidden in ruins. Temples of lost gods, primordial dragon tombs, and cities swallowed by ancient cataclysms.

The De'ramak Valley and the City of Espergy

Across the black-soiled valley of De'ramak lies Espergy, the Ivory City: half decadent, half rotting under the rule of Viscount Visfafen, an undead alchemist-necromancer who has reigned for almost a millennium. Undead citizens mingle openly with the living; necromantic fumes seep from the earth, and rival lords—the Wolf-Baron and the Ostrich Overlord—vie for power while fearing the Viscount's wrath.

The Flooded Forest

Once a peaceful woodland, now drowned under rising waters carrying spores and beasts from distant regions. New fungal growth mutates nightly, hostile frog-men hunt travelers, and colossal swamp dragons claim the deeper pools. Whispers speak of a Grand Moth Witch, weaving spells in the fog-soaked treetops.

Peoples and Cultures

Monsters of Norindaal

Norindaal teems with countless monsters, born of divine experiments, ancient curses, tainted forests, the effects of Chaos, primordial beasts and the twisted remains of failed civilizations. The gods—led by Mother Fari during the so-called “GodGame”—created (and discarded) myriad creatures by blending humanoid and animal forms. These monsters range from the mundane but dangerous—such as wild beasts, giant insects, swamp-lurkers and predator-animals—to the uncanny and supernatural: mutants, undead, chimeras, spectral horrors, demonic spawn, and hybrid monstrosities beyond mortal comprehension. In certain regions, entire ecosystems have been reshaped by magical mutation: fungal forests where spores animate corpses, swamps where amphibious frog-folk and swamp-dragons reign, jungles haunted by thunder-lizards, and drowned ruins haunted by drowned

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spirits or aquatic demons. Moreover, the legacy of ancient wars, magical calamities, and experiments by precursor races fills the deep crypts, abandoned laboratories, and ruined temples with unique aberrations — hulking golems, shapeshifting horrors, twisted undead, and hybrids of flesh and arcane metal. Wherever civilization once tried to stake a claim — mines, temples, ruined cities, swamps, forests — there lurks danger.

Languages of Norindaal

Norindaal is as much a tapestry of tongues as of races and beasts. Multiple languages criss-cross the continents, reflecting its diversity of peoples and histories. The "Main Languages" compendium of the world lists a number of common tongues used for trade, diplomacy, magical liturgy, and everyday speech. Because of this multiplicity of races no single way of speech dominates globally.

Humans and the "civilized" races of former empires (e.g. the descendants of ancient powers like the Atlisseans or their rivals) often use Common (also called Trade Language), a lingua franca born of diplomacy, trade, and conquest. Dwarves, elves, goblins, and other "older" or more isolated races usually retain their ancestral tongues: the dwarven language, various elven dialects (High-Elves, Wood-Elves, Night-Elves, etc.), goblinoid languages, lizard-tongues, and so forth.

In wild regions, dialects are mixed or corrupted: settlers borrow words from native tongues; goblinoids, lizardfolk, and monstrous races influence each other's speech; some creatures may speak only broken Common or only their own guttural language.

Magic-users, scholars, clerics, and cultists often know ancient, esoteric languages: long-forgotten tongues of the Ancients, Precursor languages, druidic chants, demon-binding dialects, and the secret runes of the gods. In practice, any adventurer in Norindaal must navigate a patchwork of languages: a tavern in one city might hear Common, Dwarven trade-speech, elven whispers, goblin curses, and druidic chants all at once. Interpreters, common-phrases, and magical tongues are often vital for survival, especially in remote lands, or when confronting beings older than time.

Peoples, Races and Humanoids

Norindaal's sentient population is vast. The world hosts hundreds of species, sub-races and cultures, from common races like humans, elves, orcs and dwarves, to exotic folk such as treefolk, insectfolk, and amphibians. Here is an overview of some of the major groups:

Dwarves (D'Harris): Short, stalwart, forged from the bones of titans by Mother Fari and Father Hulla. They are famed for their sense of ore, their craftsmanship, and their mountain realms — especially in areas like Kestar Kell ("The Half Ring"). Dwarven sub-cultures range from mine-caste "Miners," forest dwellers ("Pelters"), to darker groups such as "Thralls of the Lich Lord" or even demon-corrupted clans.

Goblins, Orcs, Goblinoids, and allied races: Gobelar (goblins), bugbears, kobolds, hill-goblins, cave-goblins, forest-goblins — many variants inhabit the wilds, swamps, and mountains. They represent a vast, fractured set of

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tribes often competing or warring, but sometimes forming tenuous alliances or blending with other peoples.

Elves (Eliphar): Including Wild Elves, Wood Elves, Night Elves, High Elves, Sea-Elves, Snow-Elves, Desert-Elves, Marsh-Elves. Each sub-race carries its own culture, dialect, magic traditions, and ties to geography. Some are settled and civilized; others remain reclusive or nomadic.

Humans: Numerous human kingdoms, empires, and tribes roam Norindaal. Humans often serve as the "glue" of civilizations—traders, mercenaries, colonists, scholars, adventurers. Their languages, customs, and allegiances vary wildly. In the current era, the most powerful human civilization is the Dorantian Empire.

Minotaurs, Catfolk, Lizardfolk, Beastfolk, Insectfolk, Amphibians and many more: The list of "peoples" includes a vast variety of anthropomorphic or partly-animal races — lizardmen (reptilian-humanoids), frogfolk, mousefolk, ratfolk, harefolk, insectoid (bee-men, ant-men, spider-men, scorpion-men), batfolk, goatmen, lion-folk, stagmen, giant-folk, ogres, and even yeti, ki-rin, titans, and cyclopes.

Moth Folk: ritualistic, and obsessed with light. Cursed long ago, their wings shriveled—only their queen retains flight. Their shrines honor both Pandalatra Telemvii, goddess of flight, and Xichtul, the Formless Chaos. Their eternal war with the fungi folk shapes their culture.

Night Elves: Reclusive stargazers hidden in mountain fastnesses. Skilled astrologers, they fight best in darkness and command temporal magics. Their origins are shrouded in taboo stories involving ancient matings with trolls or orcs—rumors they fiercely deny. Exiles from their hidden kingdoms are the only Night Elves who walk among other peoples.

Fae, Spirits, Undines, Dryads, Treefolk, Nymphs, Mykityads, Nereids and other magical folk: Magical or nature-bound races inhabit the wilds, forests, seas, and ruins.

Beneath the World: The Abyss and Forsaken Depths

The Abyss is the collective name for Norindaal's deepest, deadliest dungeons: crypts of madness, plague, vampirism, and lycanthropy.

Below even these horrors lie the **Forsaken Depths**, carved by ancient worms and fed by six magical rivers (Oblivion, Tears, Death, Flame, Conjunction, and Serpent) which are the very lifeblood of the planet. Here dwell ancient subterranean civilizations ruined by their own greed; Precursors, extra-terrestrial races older than the gods, abducting monsters and guarding eldritch citadels.

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The Skies: Moons and Other Worlds

The Two Moons: Norindaal has two moons: the commonly visible Seily, home of the Moon Princess, moon-folk, selenite kobolds, and elemental moon-spirits; and Saketra, the dark moon visible only to Night Elves and astrologers, where dreams and nightmares take physical form—its Nightmare Region hosts Moon Pirates, while the Dream Region is ruled by Moon Amazons. A bridge linking the two moons is rumored to exist, though no explorer has found it yet.



Ley Gates and Star Travel

Magical Ley Gates (teleportation doors originally designed by the Gods for their own fast transportation across Norindaal and other worlds) open pathways to other planets—worlds of elemental fire, poisonous atmospheres, crystalline deserts, and shattered moons. Only powerful mages or magically propelled ships can navigate these routes.

The Other Dimensions

The Netherworld: A bleak realm of obsidian dust and drifting souls. Here, the dead are harvested into soul cubes, a potent magical fuel used to recharge spent magic items. Only the highest priests and warlocks dare open gates to this place, hiding the truth from common folk.

The Blossoms' Demesne: A dreamlike demon-world of blooming forests, ageless maidens, intoxicating scents, and deadly beauty. Its inhabitants, the Flower Demons, seek courtship with mortal lovers, granting rare resurrection elixirs or healing petals, but forming no lasting bond. Time behaves strangely here, and maps are impossible.

The Devouring Dimension: A funnel of unmaking where erased objects, canceled magic, and forgotten beings drift toward oblivion. High-level adventurers sometimes enter this dimension to recover what should have been lost forever. Powerful wizards are said to ban into the Devouring Dimension the vilest traitors of their orders, or the most dangerous magical beings that cannot be destroyed through conventional means.



Classes



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Acrobat



Traits: The acrobat adds +1/2 L to Attack rolls and +L to Defense rolls.

Tricks: An acrobat has L+3 Trick points. Spend 1 point to perform a Trick. Trick points replenish between adventures. When resting, the PC recovers Tier Trick points (e.g., a L5 Expert acrobat recovers 2 Trick points when resting), in addition to recovering 1 Life.

Trick List

Leap out of Harm: Reroll a failed Save vs. any non-magical danger. This may not be used against spells, gases, poison, or gaze attacks.

Shift Position: Instantly trade places in the Marching Order with an ally.

Distract: Reduce a Foe's L by Tier for the remainder of the encounter. This does not work against Weird Monsters and Vermin. Multiple sources of distraction are NOT cumulative.

Flip Kick: Perform an unarmed attack ignoring the -2 unarmed modifier. If you roll a 1, you lose your balance and must skip your next turn.

Double Kick: Perform an unarmed attack at -1 (instead of -2), against TWO different Minor Foes at the same time. The 2 attacks may not slay more than 1 Foe each. If you roll a 1 on a Double Kick attack, skip your next turn to regain your balance.

Evade: Move out of a melee without suffering any attack.

Graceful Move: Perform an elegant spin to impress others, gaining a reroll of a failed Save to woo, seduce or impress a NPC.

Serpent Twist: Automatically escape from bonds and Foes which prevent their target from fleeing with tendrils, tentacles, bear-hugging, ropes, man-catchers, etc.

Knife Throw: Throw a small bladed weapon, adding +Tier to the Attack roll. This attack ignores the -1 for a ranged Light weapon.

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Acrobatic Performance: You perform in public. This may be used only in settlements. Spend 1 Trick point to gain d6gp with a successful Save vs. L6. Spend as many Trick points as desired on this performance, gaining d6gp per point spent. On a roll of 1, your performance is lousy or offensive. Choose: You are either fined for the same amount of money you would have gained, or hit by an angry crowd and lose Tier Life. If you don't have enough gp to pay for the fine, you will be hit.

Vaulting Strike: Once per combat, on your first turn and only if the party was not surprised, spend 1 Trick point to leap into combat, adding +L to this Attack roll. On a roll of 1, you land badly and will have -2 on all Defense rolls performed on the Foes' first turn, and at least one attack from the Foes MUST be assigned to you.

Juggling: Spend 1 Trick point to gain the equivalent of an additional free hand for the duration of an encounter.

Life: L+3.

Armor allowed: None.

Weapons allowed: Light weapons, light ranged weapons.

Advanced skills: As a rogue.

Magic Use: As a rogue.

Saves: As a rogue. Always add +L to swimming, climbing, and Saves to avoid falling damage (such as trap Saves vs. pitfalls, chutes, trapdoors, etc.). Add +1/2 L to Saves vs. other Traps.

Starting equipment: Light weapon (knife or club), rope, loose clothes.

Starting wealth: d6gp

Stealth: +L

Optional Trait: Pick one or roll on the Acrobat Trait Table.



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Acrobat Trait Table (Pick 1 or roll d6)

1	Graceful Dodge. Once per combat, reduce damage from a physical attack by 1. This may bring damage to zero.
2	Quick Climber. You add +Tier on Climbing Saves.
3	Master of Evasion. You may use your Evade ability without spending any Trick points.
4	Distracting Feint. Once per combat, prevent a Foe from performing their next attack. Foes with more than 1 attack will skip a single attack, not their complete turn. You must be in melee contact to use this ability. You cannot use this ability in a corridor if you are in the rearguard.
5	Distract. Once per combat and for a single turn, reduce a Foe's L by 1. You must be in melee with the Foe to use this ability. You cannot use this ability in a corridor if you are in the rearguard.
6	Quick Draw Talent. You may draw a weapon or exchange weapons in no time, for example putting away a sling and drawing a dagger in the same turn, and attacking. You may still perform a single Attack roll per turn.

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Assassin



Combat: Assassins add +L to Attack rolls with all melee or ranged weapons.

Hide in Shadows: An assassin can use a turn to hide in shadows and mark a target. Perform a Stealth Save, adding the assassin's L, against the Foes' L. If the roll fails, the assassin receives a free attack by the Foe (roll for Defense). If the Save succeeds, on the following turn, the assassin's next attack (if successful) against the marked target will inflict triple damage (e.g., 3 if you reach the Foe's L, 6 if you double it). The target must be a living creature with a discernible anatomy: undead, artificial creatures (including automatons, robots, golems, elementals), jellies, oozes, molds and spirits will not suffer any extra damage. At L4 an assassin

may spend 1 XP to become able to affect these.

Only one assassin can hide in the shadows at a time. If all other allies are invisible, unreachable or otherwise impossible to attack, the assassin cannot hide in the shadows.

Assassins can use any weapons, including firearms. They can use items reserved for rogues, e.g., lock-picks, poison experts from *Four Against the Abyss* and athames from *Four Against the Netherworld*.

Saves: As a rogue. Add +L to disguise Saves. Assassins can find and disarm Traps and pick locks, but they do not add +L to these rolls.

Armor allowed: Light armor only.

Weapons allowed: Any.

Starting Equipment: Any two weapons, light armor, lock-picks.

Starting wealth: 5d6gp.

Life: L+3. A L1 assassin has 4 Life.

Advanced skills: Acute Hearing, Danger Sense, Deadly Strike, Detective, Intuition, Knife Throwing, Quick Footed, Spore Alchemy, Spot Weakness, Stabbing Attack, Sworn Enemy, Vampire Hunter, Withstand Pain, Whirlwind of Steel.



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Optional Trait: Pick or roll a Trait from the Table below.

Assassin Traits Table (Pick 1 or roll d6)

1	Deadly Precision. Once per adventure, deal +2 damage with a successful melee or ranged attack against an unaware Foe. For the Foe to be unaware, you must succeed a Stealth Save vs. the Foe's L. This Trait may not be combined with a Hide in the Shadows attack, use one or the other.
2	Poison Expert. You have +1 on all Saves when crafting, handling, or resisting poisons.
3	Silent Step. Add +Tier to your Stealth Saves.
4	Lethal Dodge. Whenever you roll an Explosion on a Defense roll, you may immediately perform a melee Attack roll against the Foe whose attack you dodged. This attack happens in the Foe's turn.
5	Quick Escape. Once per level per adventure, you may disengage from a Foe without receiving an attack.
6	Deception. Add +L on social Saves when bluffing, lying, or impersonating others. If the description of the Save already says that assassins get a +L bonus, add an additional +Tier bonus.



Characters

Barbarian



Combat: Barbarians add +L to their melee and ranged Attack rolls.

Rage: Barbarians can perform a number of rage attacks per adventure equal to 1+1 for each 2 full levels (2 attacks at L2, 3 at L4, and so on). When performing a rage attack, roll the die 3 times and choose the best result. If a rage attack hits, it inflicts double damage.

Example: A L4 barbarian uses a rage attack against a L4 Foe. The barbarian rolls the d6 three times. The highest result is a 5, so the total is 5+4=9. The attack inflicts 4 damage: 1 for a successful attack, +1 because it doubled the target's L, x2 because rage attacks inflict double damage.

No Magic: A barbarian may not use magic items, scrolls, or potions. The PC may use herbal remedies and other non-magical healing (resting, bandages, nourishing meals, and so on). The PC will accept healing from a cleric, since it is divine and not magical. Barbarians may use holy water.

Illiterate: Barbarians can't read and cannot get any benefit from a book or any other written material, such as gaining Clues from an inscription.

Armor allowed: Light armor, shield.

Weapons allowed: Any except firearms.

Starting equipment: Light armor, shield, hand weapon. You may trade in shield and hand weapon for a two-handed weapon, or for a bow and a light weapon.

Starting wealth: d6gp.

Life: L+7. A L1 barbarian has 8 Life.

Magic Use: None.

Stealth: +1/2 L

Saves: As a barbarian.



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Optional Trait: Pick or roll a Trait from the following Table.

Barbarian Traits Table (Pick 1 or roll d6)

1	Beast Slayer. You have +1 to Attack rolls vs. Weird Monsters.
2	Berserk Fighting. Once per adventure, deal +1 extra damage with all of your attacks, for the duration of an entire combat. This is tiring: after using this Trait you are at -1 on all Attack rolls for 6 rooms/60 minutes, or until you Rest, whichever comes first.
3	Herbal Knowledge. Once per adventure, you can automatically find and prepare herbs, moss or mushrooms to heal d3 Life. You may not use this Trait in settings without vegetation (e.g., the Netherworlds, arctic environment, the Moon).
4	Survival Instinct. Gain +1 bonus on rolls to find food or avoid getting lost in the wilderness, or use this Trait to avoid 1 Wandering Monster encounter or 1 Trap, once per adventure. Avoiding means you ignore a rolled encounter or Trap BEFORE playing it.
5	Tough Skinned. Once per combat, you may reduce damage from a single attack by 1. Damage can be lowered to zero.
6	Literate. You can read—unusual for barbarians. You still are not allowed to cast spells from scrolls, but you may gain Clues, learn skills and other information from written texts.



Characters

Bulwark



Combat: Bulwarks add +1/2L to melee Attack rolls and Defense rolls. They add +Tier to ranged Attack rolls.

Rare: You may have a single bulwark in your party.

Limited healing: Bulwarks may use bandages like any other PC, but they may be healed with other forms of healing (Healing prayers, spells, potions, etc.) ONLY if no other PC is wounded. Except for bandages, you must heal all other wounded PCs before healing the bulwark. When the bulwark is down to the last Life point, you may prioritize healing the bulwark.

Armor allowed: Light armor, heavy armor, shield.

Weapons allowed: Any except firearms.

Starting equipment: Heavy armor, shield, hand weapon.

Starting wealth: d6gp.

Life: L+7. A L1 bulwark has 8 Life.

Magic Use: Any magic items allowed to warriors. Bulwarks cast spells from scrolls as L1 wizards.

Stealth: No bonus.

Saves: As a warrior.

Advanced Skills: At L5+, the bulwark learns advanced skills like a warrior. In addition, they may learn the Sacrifice Defense and Sacrifice Shield described below.

Expert Skill: Sacrifice Defense (Bulwark only)

Once per turn, if an ally or NPC with the party takes damage in combat, you may attempt a Defense roll against the attack. On a successful Defense roll, you take the damage instead. The damage must be taken in its entirety, including performing Saves vs. any additional effects (e.g., Save vs. poison on a poisoned arrow). This skill may not be used for sources of damage other than combat (e.g., gaze attacks, spells, Traps, not even Traps that trigger a Defense roll).

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Expert Skill: Shield Sacrifice (bulwark only)

You may sacrifice your shield to let an ally repeat a failed Save against a trap or against any danger which can be avoided with a Save, not a Defense roll. This skill may be used once per encounter, and the bulwark's shield is destroyed. You may carry a replacement shield on their back, and 2 more on a mount.



Bulwark Traits Table (Pick 1 or roll d6)

1	Shieldwall. Once per adventure, if you and an adjacent ally both carry shields, both of you gain +1 Defense against melee attacks for the rest of the encounter. The bonus is lost if you or the ally are knocked out, killed, defeated or incapacitated. You are adjacent to an ally if you occupy position 1 of the Marching Order and the ally occupies position 2, or if you occupy position 3 and the ally occupies position 4.
2	Guardian Stance. If an adjacent ally is attacked, you may take the hit instead. You must declare this before the Defense roll is made. You are entitled to a Defense roll against the original attack's L. This Trait can save badly wounded allies from Foes striking at random targets.
3	Iron Will. Reroll all failed Saves vs. Madness or mental effects (fear, charm, illusion, mermaid or harpy's song, mind control, etc.). Ignore the first point of Madness you receive in an adventure.
4	Shield Bash. Once per combat, after a successful Defense roll, you may immediately perform an Attack roll with your shield, in the Foes' turn. Add +L to this roll. You need a shield to use this Trait.
5	Brace for Impact. Once per combat, reduce damage from a single attack by 1. Damage can be lowered to zero.
6	Stubborn Endurance. When a blow reduces you to 1 or 0 Life, you may remain at 2 Life instead. You can use this Trait once per adventure. You may not use it if the blow reduces your Life below zero.

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Cleric

Combat: Clerics add +1/2 L to their melee and ranged Attack rolls, and +L vs. undead.

Prayer: Clerics use spell-like powers called **prayers**. Prayers may be used during combat and do not require a free hand to be cast. Using a prayer requires 1 turn.

Healing: You may use this prayer 3 times per adventure, healing d6+L Life equal to an ally or yourself.

Blessing: You may use this prayer 3 times per adventure. Blessing removes a game condition, such as being turned to stone or cursed. The description will tell if it may be removed with a Blessing.

Armor allowed: Light armor, heavy armor, shield.

Weapons allowed: Light, two-handed, hand weapon, sling.

Starting equipment: Light armor, shield, hand weapon. You may trade shield and hand weapon for a two-handed weapon.

Starting wealth: d6gp.

Life: L+4. A L1 cleric has 5 Life.

Magic Use: Any item not explicitly forbidden to clerics.

Stealth: +1/2 L

Saves: As a cleric.

Advanced Skills: As a cleric.

Optional Trait: Pick or roll 1 Trait on the Table below.



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Cleric Traits Table (Pick 1 or roll d6)

1	Blessed Touch. Once per adventure, you may use 1 turn to heal Tier Life without using a Healing prayer. All points must be healed on a single PC or NPC that you are able to touch.
2	Sacred Defense. You have +1 to Defense rolls vs. all Demon and Undead Foes.
3	Divine Protection. Once per adventure, gain +1 to Defense rolls and Saves for the duration of a single combat.
4	Holy Resilience. Gain +1 extra Life at character creation. At L10, gain another extra Life point.
5	Chant of Valor. Once per adventure, you may give +1 to the Attack rolls of all allies, including hirelings and animal companions. The bonus lasts a single turn. This is a free action so you may perform another action while using the Chant of Valor.
6	Strength of Spirit. When a blow reduces you to zero Life or below, you may remain at 1 Life instead. You may use this Trait only once per adventure.

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Dwarf



Combat: Dwarves add +L to all melee Attack rolls. They add no bonus with ranged weapons. They have +1 to Defense rolls vs. giants, ogres and trolls, and +1 to melee and ranged Attack rolls vs. goblins.

Gold Sense: You can smell gold and gems and appraise valuables. When you meet a Foe, Save vs. L6 (add +L to the roll). If successful, roll for the Foe's Treasure before deciding your course of action. This may help you decide whether it's worth fighting against that Foe.

Miser: Dwarves are extremely attached to their gold. A party with 2+ dwarves may not Bribe Foes.

Greedy: When the party finds loot containing any gold, each dwarf in the party must be assigned at least 1gp.

Jewelry Merchant: When selling gems, crystals or jewelry, increase the resale value by 20%, rounded down. E.g., if selling a ruby worth 100gp, you sell it for 120gp. Count the item's increased value if it is used as a Bribe.

Armor allowed: Light armor, heavy armor, shield.

Weapons allowed: Any, including firearms.

Starting equipment: Light armor, shield, hand weapon. You may trade shield and hand weapon for a two-handed weapon and heavy armor.

Starting wealth: 3d6gp.

Life: L+5. A L1 dwarf has 6 Life.

Magic Use: Any item not forbidden to dwarves.

Stealth: +1/2 L

Saves: As a dwarf.

Advanced Skills: As a dwarf.

Optional Trait: Pick or roll 1 Trait on the Dwarf Trait Table below.

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Dwarf Traits Table (Pick 1 or roll d6)

1	Axe Mastery. Gain +1 on Attack rolls with an axe in melee. You may also throw an axe as a Ranged Slashing weapon, adding +L to the Attack roll. Thrown axes are recovered after the combat. However, mundane, non-masterwork axes rolling a 1 when thrown are lost or broken beyond repair.
2	Underground Explorer. Add +1 on Search rolls in dungeons and caverns.
3	Gold Nose. Once per adventure, when you find a random amount of gp or a gem with variable value, you find the maximum amount. E.g., if the Treasure entry says 2d6gp, you find 12gp.
4	Stubborn Resolve. Once per adventure, you may do one of the following: reroll a failed Save vs. poison or magic, reroll a failed Defense, or avoid gaining 1 Madness.
5	Gem Appraiser. When selling gems or jewels or using them as a Bribe, increase their resale value by 30%, rounded up, not 20%.
6	Tough as Stone. Reduce damage by 1 from the first physical attack you receive in every combat. This may bring damage to zero.



Characters

Druid



Combat: Druids add +1/2 L to melee and ranged Attack rolls.

Magic: Druids have 2+L spell slots and can cast druid spells, adding +L to their spell-casting rolls. They do not learn spells from books, but meditate between adventures to memorize spells. They can use any spells from the basic druid spell list. They can learn spells from the Expert druid list during adventures. At L5+, you may add 1 spell to their repertoire as follows:

- 1) When a Quest is completed, you may get 1 Expert spell instead of an Epic Reward;
- 2) You may spend 3 Clues or 1 successful XP roll to learn a new spell;
- 3) The druid may use 1 Expert Druid scroll to learn the spell. This destroys the scroll.

Druids can cast spells not on their list from scrolls and magic items, but add only +1/2 L to the spellcasting roll, with a minimum bonus of +1. Druids may NOT learn non-druid spells.

Animal Companion: You may have 1 animal companion in addition to a mount. This animal comes to you of its own volition. You must not pay its cost, but must spend 1gp worth of food when the animal comes. All animals described in this book and in *The Crucible of Classic Critters* are available. You have a special connection with the animal, and gain 1 Madness if it dies. As soon as you are in the wilderness, another animal of your choice will replace the dead companion. Again, you must offer 1gp of food to your new companion.

Armor allowed: Light armor, leafsteel armor, shield.

Weapons allowed: Light weapons (staff, sickle, club, dagger), javelins, short bow or sling (light ranged weapons).

Starting equipment: Light weapon.

Starting wealth: 2d6gp.

Life: L+3. A L1 druid has 4 Life.

Stealth: +1/2 L

Saves: As a cleric.



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Expert skills: You may learn the following skills from *Four Against the Abyss*: Arcane Tanner, Commanding Presence, Continual Light, Detective, Intuition, Negotiator, Poison Resistance, Protective Incense, Spore Alchemy, Strong Will, Terrifying Savagery. From *Concise Collections of Classes*: Poison Expert, Spiritual Nourishment, Surgeon Training.

Optional Trait: Pick or select randomly 1 Trait from the Table below:



Druid Traits Table (Pick 1 or roll d6)

1	Wildform. Once per adventure, you may shapeshift into a small animal (fox, bird, etc.) for the duration of 1 encounter/10 minutes. In this form, you add +1/2L to your Defense rolls, you cannot attack but automatically succeed on evading from a melee, climbing, sneaking, and escaping from bonds.
2	Beast Friend. You may alter by 1 all Reaction rolls of natural animals (not magical beasts; they must have the Animal tag in their description).
3	Verdant Blessing. Once per adventure, you may restore d3 Life to yourself or an ally while in a natural environment, including towns, swamps, mountains, fungal grottoes, forests, jungles, gardens, etc., but not a desert, arctic landscape or lifeless world like the Netherworld or dungeons.
4	Leafsteel Familiarity. Gain a further +1 to Defense rolls when wearing leafsteel armor. Leafsteel armor can be found as loot.
5	Nature's Bounty. Once per adventure, while in the wilderness or in the fungal grottoes, you automatically find edible plants or herbs. They count as 2 Food rations or a potion that heals 1 Life point. This healing is cumulative with bandages and may NOT be applied during combat.
6	Rootbind. Once per adventure, you can call upon the earth to entangle a Foe. The Foe loses its next turn as roots bind its legs. This Trait does not work against flying or incorporeal Foes (ghosts, spirits, specters), or Foes without a shape (blobs, slime, molds, elementals).

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Elf

Combat: Elves add +L to all melee and ranged Attack rolls, except with two-handed melee weapons. They add a further +1 vs. orcs, orc brutes, orclings, and any other Foes with the word "orc", "orcish" or "half-orc" in their name.

Magic Use: Elves have L spell slots: they can cast 1 spell per Level per adventure. They add +L to their spellcasting rolls, also when casting from scrolls or magic items. An elf can cast a spell only if wearing Light Armor, Leafsteel Armor or Elven chain-mail and NO shield. An elf can sling a shield to his/her back and ready it in 1 turn.

Elves can use all Basic wizard spells except Blessing. They can learn other spells from the wizard's list with a successful XP roll per spell. To study, the elf must find a scroll and consume it during the learning process; the scroll is used even if the XP roll fails. Spells must be chosen before the beginning of the adventure.

Example: *Sylthas the L4 elf has 4 spell slots. Prior to the adventure, Sylthas prepares 2 x Sleep, 1 x Escape and 1 x Lightning (total 4 spells).*

Armor allowed: Any, shield.

Weapons allowed: Any, except firearms.

Starting equipment: Light armor, bow, hand weapon.

Starting wealth: 2d6gp.

Life: L+4. A L1 elf has 5 Life.

Stealth: +1.

Saves: As elf.

Optional Trait: Pick or roll a Trait from the following Table.



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Elf Traits Table (Pick 1 or roll d6)

1	Bladesong. Gain a +1 on Attack rolls with swords, spears or bows. You may use this Trait once per adventure. The bonus applies to all Attack rolls you perform during an encounter.
2	Forest Born. Gain +1 on rolls to navigate forests (Saves to avoid getting lost) or detect hidden things in nature (Search rolls in forests). Once per outdoor adventure, you may prevent the party from being surprised by Wandering Monsters. The encounter will still take place, but the party will act before the Wandering Monsters.
3	Fey Grace. Once per combat encounter, you may dodge and reduce damage from a physical melee attack by 1. This can bring damage to zero. When you use this Trait, you may disengage from the melee and may run away, if desired, without suffering any extra attacks.
4	Spellwoven. Once per adventure, you may cast a spell without forgetting it. In other words, you cast the spell and it remains in your spell slot.
5	Silver tongue. You are highly charismatic and add +Tier on Saves to persuade, woo or negotiate with intelligent creatures.
6	Elidra's Melody. Once per adventure, you can play an instrument or sing to calm a hostile creature. You may use this Trait in combat to prevent a creature from attacking for a turn, or to reroll a Reaction roll (hoping to roll a nonviolent Reaction from the creature's Reaction Table, if possible).

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Gnome



Combat: Gnomes add +1/2 L to Defense rolls.

Magic: Gnomes have L spell slots. They can cast only a single spell, chosen from the Illusionist list. They study it using a contraption with magic words engraved on gears and lenses. Every morning, the gnome must spend a few minutes studying in a quiet surrounding to memorize the spell for the day. When casting this spell, gnomes add +L to their spellcasting rolls. They can cast spells from scrolls and magic items as L1 casters. If casting spells with the words Illusion, Phantasmal or Illusionary in their name, they add +L.

Resistance: +L to Saves vs. poison and gases.

Gadgeteer: You add +L on rolls to disarm Traps. In addition, you receive L+6 gadget points at the beginning of an adventure. At any moment, you may spend 1 or more to perform one of the following:

- 1) Use a one-shot mechanical weapon to add +L to a single ranged attack. The gadget is then disabled until you spend 1 gadget point and 30 minutes to repair it. Examples: A clockwork drone that hits the target and then runs out of energy, a spring-loaded blade, a razor-sharp yo-yo, a jack-in-the-box metal fist.
- 2) Open a locked door or chest, or disarm a Trap. This requires 1 turn and a successful Save vs. the Trap's or door's L. If no L is indicated, it is L6. Add the gnome's L and the number of gadget points spent to the roll. Spend the points BEFORE rolling. E.g., for a +3 bonus you spend 4 points (1 to roll, and 3 for a +3 bonus).
- 3) Help someone out of chains, ropes, shackles, handcuffs or other restraints, including magical ones. This requires 1 turn and a successful Save vs. L6 (or the L of the Foe guarding the prisoner, if known and if higher than 6). Add +L to the roll. If it fails, you may try again in the following turn, but if you ever rolls a 1, the lock/chain/restraint is beyond your ability. You may not free yourself.
- 4) Use a smokescreen bomb that lets the party flee from a combat encounter without suffering any attack. Smokescreens do not work vs. fire and smoke-based Foes like djinn, efreeti, air elementals (who automatically dissipate the smokescreen) and fire elementals. You may also give the bomb to an ally, but a PC who is not a gnome must roll a 2-in-6 chance it will not work. The bomb is used in any case.

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5) Use a portable door to add a door on the map where there is none, provided there is a way to connect the current tile to some other tile, or turn a door into an opening or an opening into a door. You may use it to lock a door with no lock mechanism (it will remain in place until the door is destroyed or the lock opened).

6) Throw a grenade that inflicts damage equal to the number of gadget points spent minus 1, up to max. 4. It takes 1 turn to throw the grenade. It may be thrown as a ranged attack before the melee, if the gnome is not surprised. If used during melee, the grenade hits the party as well (each PC rolls d6 to determine how much damage is taken, with a maximum equal to the gadget points spent on the grenade or 4, whichever is lower). Each point of damage will automatically kill 1 Minor Foe or inflict 1 damage to a Major Foe.

Example: Gyrip the gnome throws a 5 point grenade as a ranged attack in a room with an orc Boss with 7 Life and 8 goblin minions with 1 Life each. The orc loses 4 Life and 4 goblins are killed.

Example 2: Gyrip's party is in melee with the same Foes. Gyrip uses 1 turn to throw the grenade. The Boss loses 4 Life. 4 goblins die. Every PC rolls d6, losing that amount of Life (maximum 4).

7) Use a gadget-enhanced weapon to add +L to all your melee attacks for the duration of an encounter. Examples: Gauntlet with protruding

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blades, a spring-loaded hammer that spins in your hand. This weapon is immune to all effects that disarm, but not to Foes that destroy metallic weapons (e.g., Iron Eater). You may not lend this weapon to an ally.

8) Use clockwork armor, a suit composed of metallic spinning wheels and gears. It is light armor, but you can spend 1 gadget point to increase its Defense bonus to +3 until the end of the encounter. You can build a suit of clockwork armor spending 25gp in materials. It is metallic and may be destroyed by Foes that destroy metal. Due to its complexity, it counts as TWO items if stolen by Invisible Gremlins.

Armor allowed: Light armor, leafsteel armor, clockwork armor.

Weapons allowed: Light weapons, sling, hand weapon, bow, handgun, and any clockwork weapons found as loot.

Starting Equipment: Light weapon, contraption (used to study their chosen illusionist spell), lockpicks and precision tools (resale value: 15gp).

Starting Wealth: 4d6gp.

Life: L+4. A L1 gnome has 5 Life.

Advanced skills: You may learn the following skills from *Four Against the Abyss*: Acute Hearing, Arcane Tanner, Brawler, Continual Light, Detective, Negotiator, Quick Footed; and these from *Concise Collection of Classes*: Alchemical Training, Bomb Crafting, Surgeon Training. You may also learn Troll Training from *Wayfarers and Adventurers*.

Saves: A gnome Saves as a rogue.

Optional Trait: Pick or roll a Trait on the following Table.

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Gnome Traits Table (Pick 1 or roll d6)

1	Fixer. You have L+8 (not L+6) gadget points.
2	Illusionist's Trick. Once per adventure, you may cast an additional Illusionist spell of your choice without using a spell slot. Choose any spell from the illusionist's list at the moment of casting.
3	Clockwork Armor Specialist. When wearing clockwork armor, you gain an additional +1 Defense bonus vs. the first attack you receive in every combat. This bonus applies even if you do not spend any gadget points to activate the clockwork armor.
4	Trap Expert. Add +Tier on Saves to disarm Traps or lockpicking Saves. This bonus applies even when using gadget points.
5	Keen Nose. Gain +2 on Saves vs. gases. Once per adventure, you may automatically prevent an encounter from surprising the party – you smell the Foes coming! Use this ability AFTER a roll has indicated that the Foes surprise the party.
6	Clockwork Grenadier. Once per adventure, you may throw a grenade dealing 2 damage as a ranged attack before the melee begins. You may do this only if not surprised. If used during melee, you and your allies must Save vs. L4 or lose 1 Life. Damage on Foes works like a gadget grenade: you automatically inflict 2 damage on Major Foes and slay 2 Minor Foes.

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Halfling



Combat: Halflings add +L to their Defense rolls against giants, trolls, ogres, and half-giants. They add +L to attacks with slings.

Luck: You have L+1 Luck points. You may spend 1 Luck point to run away from a melee without receiving an attack or to reroll an Attack, Defense, Save, or Search roll, or a roll on the Treasure or Magical Treasure Table from any 4AD book. Luck points replenish between adventures. If you gain or lose 1 level immediately gain or lose 1 Luck point.

Nourishing Meal: Once per adventure when Resting, you can cook a Nourishing Meal, using 1 Food ration per ally. Any ally eating the Nourishing Meal heals 1 Life, in addition to Life healed by resting. Halflings eating a Nourishing Meal also recover 1 Madness. If not enough rations are available, you may have only some allies eat the Nourishing Meal.

Armor allowed: Light armor.

Weapons allowed: Light weapon, sling.

Starting equipment: d6+3 Food rations, sling, light weapon.

Starting wealth: 2d6gp.

Life: L+3. A L1 halfling has 4 Life.

Magic Use: Standard use of scrolls or non-restricted magic items.

Stealth: +L to Stealth Saves.

Saves: As a halfling.

Optional Trait: Pick or select randomly 2 Traits from the Halfling Trait Table. Reroll duplicates.

Advanced Skills: As halfling.



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Halfling Traits Table (Pick 2 or roll d6 twice)

1	Lucky Sidestep. Once per adventure per level, you may reroll a failed Save. If the description of the Save already allows halflings to reroll, roll twice and choose the best result.
2	Nimble Dodge. You gain +1 bonus to Defense rolls.
3	Sling Skill. You add +Tier to your Attack rolls with slings.
4	Iron Stomach. You are immune to ingested poison and add +Tier to all Saves vs. poison or gases. You start the game with +1 Life.
5	Fungi Forager. Once per adventure, if you encounter any mushroom/fungi (including mushroom creatures, spores and fungal groves) you may do one of the following: 1) Find a rare specimen with a resale value of 3d6gp; 2) Find mushrooms allowing you to prepare a Nutritious Meal one additional time during the adventure; 3) Find a healing fungus allowing you to heal d6 Life points (divided among PCs as you see fit); 4) If the mushrooms can be turned into Food rations, double the number of Food rations found.
6	Comforting Cook. When you Rest, you and one ally recover 1 extra Life. You must use 1 Food ration to use this trait. This is in addition to your standard Nourishing Meal ability.



Characters

Illusionist



Combat: The illusionist adds +L to spellcasting rolls.

Spellcasting: The illusionist has L+3 spell slots, but can cast only spells from the illusionist list. On other lists, the illusionist can cast any spell having the word Phantasm, Illusion, Illusionary, Glamour, Mirage or Phantasmal in its name, or any spell whose description states that it is an illusion-type spell.

Distracting Lights: You can create lights, sounds and shapes to distract Foes with 1 Turn and a spellcasting roll against the Foe's L. If successful, reduce the Foe's L by Tier for the remainder of the encounter. This does not work against undead, artificial or elemental creatures.

Against Minor Foes, it affects all the Foes in the group. Multiple sources of distraction are NOT cumulative. The Foe's L may not go lower than 1. If the spellcasting roll fails, the Foe is not distracted and you may NOT try again during the current encounter. This ability counts as casting a spell, but does NOT use up a spell slot. You need a free hand to cast.

Continual Light: You can cast a continual light on a medallion, tip of a staff, hat, or other item you wear. The item works like a lantern that requires no hands to use, and will not be turned off by wind or accidents. This lasts until you are separated from the party or die.

Illusionary Knife Throw: You may spend 1 spell slot to create and throw a small, illusionary knife, adding +Tier and +L to the Attack roll. The -1 for a Light weapon does not apply. You may inflict Subdual damage if you want, ignoring the -1 Attack roll modifier for a Subdual Attack.

Armor allowed: None.

Weapons allowed: Light weapon, light ranged weapon.

Starting equipment: Knife or walking stick, clothes.

Starting wealth: 3d6gp.

Life: L+2. A L1 illusionist has 3 Life.

Magic Use: As a wizard.

Stealth: +1/2 L to Stealth Saves.



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Saves: As a wizard.

Advanced Skills: As a wizard.

Optional Trait: Pick or roll Trait from the Table below.

1



Illusionist Traits Table (Pick 1 or roll d6)

1	Phantom Reflex. Once per combat, when a Foe attacks you, you create an Illusionary Double that takes the hit instead. This counts as an automatic miss. You may not use this Trait to absorb hits from artificial creatures that see through illusions. You may not use this Trait while using an Illusionary Mirror Image.
2	Glamour Specialist. Gain +Tier on social/persuasion Saves when using disguise-based illusions (e.g., Glamour Mask).
3	Misdirection. Once per adventure, you may force a Foe to attack a phantom target instead of an ally. The phantom target defends adding your L as its Defense roll bonus. The Foe will continue to attack the phantom until the phantom is hit, or you dispel it. You may not use this Trait against artificial creatures and other Foes that, as per their description, can see through illusions.
4	Shadow Adept. When casting Shadow Strike, add +Tier to your Spellcasting roll and treat it as magical damage against Foes not immune to illusions.
5	Hazy Veil. Once per adventure, you may create an illusionary fog around yourself, adding +Tier to your Defense rolls until the end of the encounter. This is not cumulative with other illusion-type spells and other illusion effects that give a bonus to Defense rolls.
6	Spectral Trickster. Once per adventure, after casting an illusion-type spell, you may vanish from sight for a few seconds. You may flee the melee without receiving an attack and moving into the last visited tile, or remain in the current tile and perform a single out-of-turn melee attack at +Tier. This Trait will not work against Foes that see through illusion or see the invisible.



Characters

Kukla



Combat: Kuklas add +1 to Attack rolls with light slashing weapons; this is a one time +1 bonus, NOT a +1 per L. They add +1/2 L to Defense rolls. An unarmed kukla can claw and bite at -1 (not -2 as normal).

Unique Background: The kukla is a long-haired living doll – an artificial creature created by a wizard through a lengthy ritual. The kukla, built as a doll of ceramic, metal, wood and cloth, takes on a life and will of its own. A few kuklas remain faithful to their creators in a sort of child-father relationship. Others break ties and wander in search of adventure.

Rare: You may have a single kukla in your party.

Rings: Each kukla comes with a red ring and a green ring (5gp each if resold). The green ring contains a fluid that can be used to revive a dead kukla, and the red ring contains a powerful ingestive poison.

Army of Dolls: At L5+, kuklas may build miniature dolls that fight for them or carry around their stuff. This is an Expert skill.

Secret Compartment: A kukla has a secret compartment in her torso which can house a knife, up to 5 food rations, and up to 10 small items (potions, bandages, etc.). A kukla may carry up to 100gp in coins in this compartment, and any amount of gems and jewels. Items carried in this compartment can't be stolen (e.g., by invisible gremlins) until the kukla is alive.

Size: The kukla is the size of a small child, smaller than a halfling but larger than a lutin.

Carrying capacity: The kukla may carry up to 200gp of treasure, like any hero. The kukla is not strong enough to carry a PC turned to stone, unless this is a smaller creature like a lutin or fae.

Social abilities: Due to their doll-like looks and understanding of children, kuklas add +L to social Saves with children. Kuklas may not woo, seduce or be seduced.

Prehensile hair: A kukla's long hair can manipulate objects. Kuklas add +1/2 L to lock-picking rolls if using their hair, and may use it to tie a Foe (like a rope). The hair counts as an extra hand to carry a lantern or wave a magic wand, but it is not strong enough to swing a weapon.

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Artificial: Kuklas are immune to poison and disease. Since they do not eat or drink, they may not use any food magic, herbal remedies or potions, with the exception of the Reviving Fluid in their green ring. They are immune to being turned to stone and to mind control/mind reading/mental blast abilities. They are unaffected by vampirism, energy drain, paralysis, or lycanthropy. They gain Madness like any PC – if Madness overreaches the kukla's L, her soul leaves the animated body and the kukla slumps to the ground, now a lifeless doll. A kukla's internal metal gears are encased in ceramic or wood and are immune to Foes that destroy metal.

Magical nature: A kukla's unarmed attacks are magical and can hit targets hit only by magic weapons. A dead kukla may be given out as a magic item to invisible gremlins or may be swung by a large PC (e.g., green troll, minotaur, ogre) to club a Foe affected only by magic weapons.

Unhealing: A kukla may be repaired between adventures, at the cost of 1gp per Life to be repaired, but not during combat. Healing powers, including scrolls, magic items, prayers and bandages have no effect on kuklas. Repairing a kukla includes bringing her to a doll-maker to replace broken parts and repaint scratched surfaces. In long adventures where PCs heal between chapters, the kukla may be repaired using kukla spare parts.

Spare parts: Allies (not the kukla herself) may carry spare parts to repair the kukla. This may happen when Resting. Each spare part costs 10gp, counts as 10gp of carried Treasure, and allows the kukla to regain 4 Life during a long break between chapters or between adventures. Spare parts are magic items and may be stolen by invisible gremlins.

The green ring: If a kukla is killed, a wizard, puppetmaster or alchemist may bring her back to life by pouring the liquid in her green ring into her mouth. This takes 1 turn and may be done during combat. After d6 turns, the kukla will regain all of her Life and stand up. The revitalizing liquid will work only once in a kukla's lifetime. A kukla may not drink the liquid from another kukla's ring. If there is no wizard or alchemist in the party, you may bring the kukla to be revived at a wizard's school, at the end of the adventure.

The red ring: The red ring contains a single drop of a powerful ingestive poison. Once in the kukla's lifetime, you may automatically slay any PC, NPC, or Foe who has accepted a Food bribe, had any social reaction involving food or drink, or has hit the kukla with a bite attack. Foes immune to poison are unaffected. Once this is used, the only way a kukla may recover this ability is to find another red ring.

Becoming Human: Some kuklas yearn for mortality and look for a ritual that will turn them into living beings.

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No Sense of Smell or Taste: Kuklas do not perceive the taste of food or any smell. They automatically fail any Saves based on these senses.

Mental abilities: Kuklas can read, write and speak the trade language.

Magic items: Kuklas can use magic items, including those normally restricted to wizards. A few specific magic items used only by kuklas are rumored to exist.

Scroll use: Kuklas may cast spells from scrolls.

Armor allowed: None.

Weapons allowed: Light weapon, light ranged weapon.

Starting equipment: Dagger, doll clothes, 2 rings.

Starting wealth: 3d6gp.

Life: L+5. A L1 kukla has 6 Life.

Saves: As rogues.

Stealth: +1/2 L.

New Expert Skill: Doll Army (kukla only)

Every time you find a magic item, the kukla with this skill may find a miniature doll instead. The kukla may animate the doll as an artificial creature with 1 Life. Dolls perform a single action per turn – attack a Minor Foe, carry a single item or a sack containing up to 50gp, or distract a Major Foe (giving +1 to the kukla's next Attack roll against that Foe). The kukla may control a number of dolls equal to $\frac{1}{2}$ L. Four such miniature dolls occupy the same space of a human PC in the Marching Order. The dolls have no bonuses: they are just tiny automatons that carry the kukla's possessions or attack her Foes. They count as magic items (may be given to invisible gremlins or as bribes) but may not be sold (they lose all powers when more than a few yards away from the kukla).

There is no limit to the number of miniature dolls the kukla can find during an adventure, but no more than $\frac{1}{2}$ L dolls can be animated and controlled at any given time. If the kukla loses or gains a level, adjust the number of dolls that can be controlled.



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New Expert Skill: Improved Secret Compartment (kukla only)

The kukla has modified her secret compartment. It may be accessed only by the kukla and by any ally with whom she shares this secret (you decide).

If the party encounters spiders, centipede or other suitable Vermin, you may catch them with Subdual Attack rolls and house them in the compartment. As an action during melee, the kukla can let the Vermin loose. This counts as an additional attack, with a bonus equal to the Vermin's L, against any single Foe in melee with the kukla. Humanoid Vermin won't fit in the hidden compartment: use your common sense and restrict this to insects, worms, etc.

Once the critters are let out, they perform a single Attack and run away. At any moment, you may subdue more and "refill" the compartment.



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Kukla Traits Table (pick 1 or roll d6)

1	Hair Mastery. Once per adventure, you may use your hair to disarm a Trap or open a lock without using your hands with a +L bonus instead of your usual +1/2 L.
2	Hidden Blade. Once per encounter, you may draw a knife from your secret compartment as a free action and immediately make a surprise Attack with a +Tier bonus to damage.
3	Unyielding Form. Once per adventure, ignore the loss of up to 2 points of damage during a single combat encounter. The blows bounce off the hardest parts of your body, causing no damage.
4	Creepy Charm. You may reroll the Reaction roll of any encounter with any living Foes. This Trait doesn't work with undead, artificial or elemental creatures, and with creatures with a fixed Reaction (such as those who always fight to the death).
5	Hair Bind. Once per adventure, use your prehensile hair to restrain a single Foe for 2 turns. The target's L is reduced by 2 while held. This works only against Foes of human size or smaller. You may not restrain elementals, ghosts, spirits, slimes, blobs, snakes, or hordes. If you want, all damage inflicted on a restrained Foe is Subdual. If you flee the combat, you automatically release any bound Foe.
6	Clockwork Reflexes. Your uncanny agility allows you to reroll all failed Saves vs. Traps (to avoid their effect, not to disarm them) and all Defense rolls vs. ranged attacks.



Characters

Light Gladiator



Combat: Light gladiators add $+1/2 L$ to Attack rolls, but only when using light hand weapons. If they use a different weapon, they lose the bonus and treat the weapon as a light weapon. Example: a two-handed sword would be at -1 on the Attack roll. Light gladiators add $+1/2 L$ to Defense rolls (rounded down).

Two Weapon Fighting: You may perform 2 Attack rolls per turn in melee if you are holding a light weapon in each hand. The 2 rolls have a normal chance of Exploding. Alternatively, you may forgo 1 attack for the turn and parry instead, gaining a +1 on all Defense rolls. This bonus does not apply vs. ranged attacks.

Combat Experience: At L3, you receive the Gladiator expert skill for free (see below). No XP roll is required to gain it.

Parry and Counter-strike: Once per combat, when you roll an Explosive Defense roll add the amount by which you surpassed the target number to your next Attack against the same Foe. You may decide to use it after rolling the Defense roll.

Example: A L4 light gladiator performing a Defense against a L5 ogre rolls a 7, for a total Defense roll of 9. The gladiator's next Attack roll vs. the ogre is at +4 (since the Defense roll surpassed the Foe's L by 4 points).

Armor Allowed: Light armor, leafsteel armor.

Weapons Allowed: Light hand weapons ONLY.

Starting Equipment: Two light weapons, rope, lantern.

Starting Wealth: d6gp

Life: 5+L. A L1 light gladiator has 6 Life.

Saves: As a warrior or a rogue. Choose on a case-by-case basis.

Advanced Skills: You can pick skills meant for warriors or rogues except skills related to weapons or armor you can't use, or related to Traps or picking locks.

Scroll use: You can also use scrolls as a L1 wizard.

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Magic Item Use: As warriors, including any light weapons.

Expert Skill: Gladiator

You attack and defend at +1 in any fights generated by the Trial of Champions Reaction.

Optional Trait: Pick one or roll on the Table below.



Light Gladiator Traits Table (pick 1 or roll d6)

1	Blade Mastery. Once per combat, you may reroll a failed Attack roll with a melee weapon.
2	Quick Feint. Once per adventure, you may forgo one Attack to reduce a Foe's L by -2 against your next attack (the Foe's minimum L will always be 1).
3	Arena Reflexes. Once per combat encounter, after a successful Defense roll, you may immediately flee from a melee without receiving an attack.
4	Nimble Step. You have a +Tier bonus on Saves to avoid Traps or area dangers (such as collapsing floors or rolling boulders; any danger or attack type that hits more than 1 PC at a time).
5	Twin Strike Precision. If both your Attack rolls hit the same Foe in your turn, you deal +1 extra damage.
6	Opportunist. Once per combat, when you perform a successful Defense roll, you may immediately make a free off-hand Attack against the Foe that missed you. This attack happens in the Foe's turn.

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Mushroom Monk



Combat: Mushroom monks add +L to Attack rolls if fighting with nunchaku, bo, sai, unarmed, or with throwing stars. They add + $\frac{1}{2}$ when using other attack types. They add + $\frac{1}{2}$ L to Defense rolls.

Rare: A party can have a single mushroom monk.

Flurry of Blows: You can perform a number of Attacks per turn equal to Tier, if fighting unarmed, with throwing stars, or a nunchaku. With other weapons, you are limited to 1 attack per turn. Flurry of Blows is not cumulative with skills or spells/items allowing multiple attacks per turn.

Martial Arts: Your hands count as light weapons (-1 not -2 on Attack rolls when unarmed). At L5+, they count as hand weapons (no modifier).

Spores: Tier times per adventure, you may use 1 turn to spray a cloud of spores, causing all living Minor Foes (except fungal creatures and unliving Foes) in the area a -1 modifier to their L, due to poisoning, coughing, and discomfort. Your allies are aware of the ability and protect themselves with scarfs or holding their breath. Multiple uses of spores during the same encounter do not have cumulative effect.

Immunities: You are immune to poison and sleep effects caused by spores or other mushroom creatures (Foes with the words *fungus*, *fungi*, *mushroom*, *fungal* in their names or descriptions).

Magic items: A mushroom monk may use any magic items not expressly restricted. It may not use any herbal remedy, potion, or food magic item based on mushroom.

Scroll use: As a L1 caster.

Saves: As a cleric. It always adds +L to Saves to break free from restraints, chains, ropes, lassos, nets, spider-webs, snares, and other forms of entrapment, if a Save is allowed.

Hyphae: Once per adventure, in the fungal grottoes or a wilderness environment (mountain, forest, jungle), you can let your tendrils (hyphae) crawl into the ground to enter in communion with the roots of plants and the mycelium, a network of tendrils that mushroom creatures use to communicate. This takes 1 turn. Choose one of the following effects:

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- 1) Reduce the chance of Foes surprising the party by 1 (e.g., a Foe with a 3-in-6 chance would have a 2-in-6 chance). This effect lasts until you move to a different environment.
- 2) Gain 1 Clue.
- 3) Automatically Save against an illusion, or understand the real nature of a shape-shifted creature, such as knowing that someone is secretly a werewolf.

Tasty: If you die, your allies may turn your body into d6 Food rations. This is considered respectful and desirable by mushroom monks. If eaten, a mushroom monk may not be resurrected.

Self Sustenance: As long as organic matter can be found, the mushroom monk can survive on offal, rotten branches, bits of grass, dead animals, and does not require any food or water.

Armor Allowed: None.

Weapons Allowed: All except firearms.

Starting Equipment: A sash, bo or nunchaku (crushing hand weapon) or 12 throwing stars.

Starting wealth: d6gp.

Life: 4+L. A L1 mushroom monk has 5 Life.

Stealth: +1/2 L.

Advanced Skills: Starting from the Expert Tier (L5), you may learn the following with a successful XP roll:

Fungal Advanced Skills List

Parry and Disarm: Against Minor Foes equipped with weapons (in general, this includes all humanoids), when you roll an Explosive Defense result, you disarm the Foe. Reduce the Foe's L by 2 for the remainder of the fight. You must be unarmed or armed with a nunchaku or sai to use this skill.

Butterfly Parry: You spend 1 turn to study a Foe and gains +Tier Defense bonus against the Foe's next attack. On an Explosive Defense roll, you also disarm the Foe (as Parry and Disarm skill).



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Expert Spore Cloud: When using the Spores ability, the modifier for Foes is -Tier, not just -1.

Leap Away: If wielding a quarterstaff (two-handed blunt weapon) or a 10' pole, you may use it to pole-vault out of a combat. Add +L to all Defense rolls performed as you do so. The vault takes you away from melee. It will take 1 full turn for you to join the melee again.

Concentrated Force: Add +Tier to all rolls to bash down doors or destroy inanimate objects.

Stillness of the Mind: Add +Tier to all Saves vs. Magic.

Stunning Blows: When performing Subdual attacks, ignore the -1 modifier.

Heroic Tier skills

Whirlwind of Fury: Once per combat, you get to attack ALL the Minor Foes in the melee. You must "spread" your Attack bonus among all targets, as desired. For example, a PC with a +10 bonus fighting 5 Foes could attack each Foe at +2, or a Foe at +7, one at +2 and one at +1, and so on.

Parry and Counter: Every time you roll an Explosive result on a Defense roll, you may perform a free attack at your normal bonus against that Foe in the Foe's turn, before your turn begins.

Heroic Stillness of the Mind: Add +2 x Tier to all Saves vs. Magic.

Parry and Throw: Every time you roll an Explosion on a Defense roll, you may perform a free attack at your normal Attack bonus against that Foe. This free attack happens in the Foe's turn. It inflicts no damage, but throws the Foe to the ground, allowing all allies to attack the fallen Foe with a +Tier bonus in their next turn. The fallen Foe will use its next turn to regain its balance. This skill may be used against any humanoid or man-shaped creature. It may not be used against blobs, elementals, octopi, snakes, and creatures without limbs or joints.

Karmic Transferral: If the mushroom monk dies, you may create another mushroom monk who starts the game with ONE of the previous PC's Expert skills.

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Mushroom Monk Traits Table (Pick 1 or roll d6)

1	Abundant Spores. You may use your spores one additional time per adventure.
2	High Kicks. Your kick attacks do not suffer the -1 modifier to Attack rolls like your other unarmed strikes. However, if you roll a 1 on a kick attack, you lose your balance and must spend your next turn to stand up.
3	Poisonous Flesh. Once per combat, if you are bitten by a living Foe, that Foe suffers 1 damage 2 turns after biting. Your body may not be eaten when you die. Anyone doing so suffers an Attack roll equal to your L. Goblins and ogres are immune and may still eat your body.
4	Fruitful. Once per adventure, your body generates d3 Food rations worth of edible mushrooms.
5	Slow Regeneration. You may recover 1 Life per adventure, in addition to any Life recovered by healing or resting.
6	Tough Cap. Your fungal cap is very sturdy and can be used as a shield. You gain a +1 to Defense rolls. If you die, your allies may use your cap to craft a nonmetallic shield.



Characters

Paladin



Combat: A paladin adds +L to Attack rolls.

Prayer: You have L+1 prayer points that you may spend to do the following:

1. Heal 1 Life on yourself or an ally. Any number of points can be spent at a time.
2. Reroll a failed Save.
3. Summon a steed for one day (not during combat). This works only outdoors. A mounted paladin who is not surprised attacks non-mounted Foes at +1. A Foe is mounted if the description says so (e.g., orc boar riders). The steed cannot be summoned into the Netherworld and other demonic planes.

Restrictions: After completing an adventure, you must pay Lx10gp or all gems and gold found in tithes to your order.

You will never break off from combat, even if their party flees.

You won't leave an adventure until the mission is completed, e.g., the Final Boss must be slain. If all surviving PCs are at less than 1/2 Life and all healing has been used up, you may agree to withdraw.

Armor Allowed: Shield, light armor, heavy armor.

Weapons Allowed: Any except firearms.

Starting Equipment: Heavy armor, shield, hand weapon. Shield and hand weapon may be traded for a two-handed weapon.

Starting wealth: d6gp.

Life: 6+L. A L1 paladin has 7 Life.

Magic Items: Anything allowed to warriors.

Saves: As a warrior. Automatically succeeds all Fear-based Saves.

Advanced Skills: You can learn the following Expert Skills from *Four Against the Abyss*: Commanding Presence, Double Attack, Dying Action, Gladiator, Poison Resistance, Protective Incense, Negotiator, Strong Will, Sworn Enemy, Vampire Hunter, Withstand Pain. In addition, you can learn the Divine Smite Expert skill described below.

Divine Smite

Once per adventure, you can declare a Divine Smite before rolling an Attack. A successful hit inflicts 3 damage on a single Major Foe or au-

Characters

automatically kills 3 Minor Foes regardless of their L. Ignore exploding dice for purposes of this skill. The smite also damages Foes hit only by magic.



Paladin Traits Table (pick 1 or roll d6)

1	Armor Mastery. Reduce damage from a physical attack by 1 while wearing heavy armor. This may bring damage to zero. You may use this Trait once per combat.
2	Mounted Fighter. Gain +Tier bonus to Attack rolls while mounted. This is in addition to the standard +1 for mounted fighting.
3	Challenge. You may force a Foe to target you instead of allies for the duration of the whole combat or until you die. This will work even if this Foe Hates an ally or attacks random targets. In a Trial of Champions Reaction, you MUST be the party's champion.
4	Oathbound. Gain +L bonus on Saves vs. effects that would force you to attack an ally or flee. If the description of the Save already says that paladins are unaffected, you may pass this bonus onto an ally.
5	Shield Wall. If you have a shield and are adjacent to an ally with a shield, you both gain +1 to Defense rolls. You are adjacent to an ally if you are in position 1 of the Marching Order, and the ally is in position 2, or if you are in position 3 and the ally is in position 4.
6	Encouraging Presence. All allies gain +Tier bonus on Saves vs. Fear, Terror and Madness as long as you lead the Marching Order.

Characters

Ranger



Combat: Rangers add +L to all Attack rolls. A ranger armed with 2 melee weapons may attack once per weapon adding $\frac{1}{2}L$ to both rolls, but these rolls may not explode. The weapons must be of the same type (e.g., 2 swords, slashing hand weapons, or 2 sticks, blunt hand weapons), or a sword/dagger combination (slashing hand weapon +slashing light weapon). When outdoors, a bow-armed ranger may shoot TWICE per turn, adding $\frac{1}{2}L$ to each ranged Attack roll. These attacks may not explode. Other abilities allowing multiple attacks per turn may not be used in conjunction with this.

Magic items: You may use magic items allowed to warriors and a single item limited to druids. Choose the item when it is found. You may not change it later.

Scroll use: You may cast spells from scrolls as a L1 caster. If you find a scroll with a druid spell, you may learn that druid spell with an Xp roll and use it once per adventure. You may learn only a single spell.

Saves: As a warrior. Always add +L to Climbing, Tracking, and Swimming Saves, even if not indicated in the description of the Save.

Armor Allowed: Shield, light armor.

Weapons Allowed: Light weapons, hand weapons, bows, slings. They may not use two-handed melee weapons or firearms.

Starting Equipment: Hand weapon (x2, choose: blunt or slashing), 1 light weapon, 1 bow, d3 Food rations, 1 suit of light armor.

Starting wealth: 2d6gp.

Life: 6+L. A L1 ranger has 7 Life.

Stealth: +L outdoors, +1/2 L indoors.

Advanced Skills: Rangers learn advanced skills from the lists available to warriors, rogues and swashbucklers. They can start learning skills from L3+. They may start learning Survival skills (see below) from L1. Heroic and higher Tier skills may be learned only at the appropriate Tier.

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Sworn Enemy: A ranger specializes in hunting a specific Foe. When fighting that Foe, you use a higher Tier die for Stealth, Attack and Defense rolls. Chooses a Sworn Enemy at L1, and add others with a successful XP roll each. Possible choices include:

- Kobolds
- Orcs
- Goblins
- Vampires
- Werewolves
- Hyena-Men
- Trolls
- Ogres
- Chaos monsters
- Catfolk
- Dragons
- Lizardmen
- Serpentfolk
- Mushroom men

Except from the first Sworn Enemy chosen at L1, you must ACTUALLY fight that Foe at least once during your adventures to learn the skill.

Tracking: If the party must spend Clues to find/hunt a specific Foe, a ranger reduces the number of Clues by 1. This is NOT cumulative with other abilities with the same effect. Multiple rangers in the party do NOT give any additional bonus.

Boss tracking: With a ranger in the party, you may reroll, once per adventure, the roll to determine who is the Final Boss. You may reroll even a successful roll.

Learning from the Environment: Every time you enters a new terrain type, you may use 1 XP roll to learn a Survival Skill appropriate to that area. E.g., a ranger in a jungle can learn Jungle Survival. Environments include:

- Jungle
- Forest
- Desert
- Savanna
- Crag/Mountains
- Plains
- Volcanic Area
- Frozen wastes, Snow-covered lands
- Sea/Ocean

The Tier die bonus from fighting a sworn enemy and fighting in a known terrain type are **cumulative**. The maximum Tier die bonus you can get is TWO dice shift.

Example: A L3 ranger with orcs as Sworn Enemies and Forest Survival Skill rolls d10 when fighting orcs in a forest (d6>d8>d10).

New skill: Survival (Terrain type)

When adventuring in an appropriate terrain type, use a higher Tier die for Saves, Stealth, Attack and Defense rolls.

Example: Dara the L3 ranger has Survival Forest. In a forest, she uses d8 for her Attack rolls, Defense rolls, and Saves. Later, she enters a chaos dungeon. Dara reverts to using her normal d6 Tier die.



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In addition, when the party rolls to forage, a PC with the appropriate Survival skill finds 1 additional Food.

This skill is available to rangers, wilderness scouts, conservationist, druids and wood elves. Rangers can learn it from L1, when visiting that terrain type.



Ranger Traits Table (pick one or roll d6)

1	Deadeye. You have +1 to ranged attacks with bows and crossbows.
2	Track Master. You may ignore the surprise from Wandering Monsters if you roll a successful Save at +L vs. the Foes' L. The encounter still happens but the party acts first.
3	Forager. Once per adventure, if the setting allows, you can automatically find 4 Rations or enough healing herbs or mushrooms to heal d6 Life (distribute the amount of healing among allies and yourself as desired).
4	Beast Whisperer. You may alter by 2 the Reaction rolls of wild animals. This affects only Foes with the Animal tag in their description.
5	Snare Master. Once per adventure, you may automatically disarm an outdoor snare/Trap. You may use this ability AFTER determining the effect of the Trap.
6	Stealth Master. Add +Tier to your Stealth Saves outdoors.

Characters

Rogue



Combat: Rogues add +L to Defense rolls and +L to Attack rolls vs. outnumbered Minor Foes (i.e., when the PCs outnumber the Foes, for example 4 PCs vs. 3 orcs).

Magic items: Any not forbidden.

Scroll use: As a L1 caster.

Saves: As a rogue. Always add +L to Saves vs. Traps and to lock-pick doors.

Armor Allowed: Light armor.

Weapons Allowed: Light weapons, sling.

Starting Equipment: Light armor, light weapon, rope, lock-picks.

Starting wealth: 3d6gp.

Life: 3+L. A L1 rogue has 4 Life.

Stealth: +L.

Advanced Skills: All skills available to rogues from L5+.



Rogue Traits Table (pick one or roll d6)

1	Knife Fighter. Gain +Tier on Attack rolls with daggers (Light Slashing weapon) or throwing knives (Light Ranged Slashing weapon).
2	Evasion. Once per adventure, automatically perform a Save to avoid damage or an undesirable effect (e.g., being turned to stone).
3	Shadow-walker. Gain +Tier to Stealth rolls.
4	Delicate Touch. Gain +Tier to lock-picking and Saves to disarm Traps.
5	Street Thug. Gain +1 Life. You may use hand weapons and start with one (choose, slashing - a sword- or blunt - a cudgel).
6	Backstabber. Your +L bonus to Attack rolls vs. outnumbered Foes applies even against Major Foes.

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Swashbuckler



Combat: Swashbucklers add 1/2L to Attack and Defense rolls. They can perform 2 Attacks per turn, one with a hand weapon in their main hand and one with a light weapon in their off-hand.

Panache: A swashbuckler gains Panache points, up to a maximum equal to L, for each Foe the PC kills. Swashbucklers may spend 1 Panache point to increase their next Attack or Defense roll by +1. A maximum of 1 point may be spent on each Attack or Defense roll.

Magic items: Any not restricted.

Scroll use: As a L1 caster.

Saves: As a rogue.

Armor Allowed: None.

Weapons Allowed: Light weapon, hand weapon, sling, firearms.

Starting Equipment: Hand weapon, light hand weapon, plumed cavalier hat or tricorn cap, half-cape.

Starting wealth: 2d6gp.

Life: 4+L. A L1 swashbuckler has 5 Life.

Stealth: +1/2.

Advanced Skills: All skills available to swashbucklers listed in *Four Against the Abyss* and all skills not explicitly forbidden in *Four Against the Forsaken Depths*.

Optional Trait: Roll on the Swashbuckler Traits Table below or pick a Trait from it.



Characters



Swashbuckler Traits Table (pick one or roll d6)

1	Flourishing Strike. Once per combat, after a successful Attack, you may immediately make a second off-hand Attack without spending an action.
2	Daring Escape. Once per adventure, you may disengage from melee without provoking an attack. The Foes are so surprised by your acrobatic escape that an ally gains a +1 to their next Attack roll against a Foe of your choice.
3	Riposte. Once per combat, if an enemy misses you in melee, you may immediately counterattack with your off-hand weapon. This Attack roll happens in the Foes' turn, before the party's next turn begins.
4	Lucky Hat. Once per adventure, you may reroll a failed Defense roll at +1. If the reroll is a 1, your plumed/tricorn hat is destroyed. You must buy a replacement for 6gp when you visit a settlement. You may not use Pirate's Luck until you have a new hat. The hat is not magical but may be stolen by Invisible Gremlins.
5	Taunt. Once per combat, you may mock a Foe to distract them. The target suffers -Tier on its L on its next turn (L will not be reduced below 1). Taunt does not work on Weird Monsters, or on Unliving Foes— but it works on vampires!
6	Blade Dance. Once per adventure, you may spend any number of panache points to add a +1 bonus per point to your next Attack and Defense rolls. E.g., if you spend 3 points, you will have +3 to your next Attack and your next Defense roll. If the combat ends before you have a chance to perform the roll, the bonus on the next Defense roll is lost (it does not carry over to the next combat).

Characters

Warrior



Combat: Warriors add +L on all Attack rolls with melee and ranged weapons.

Magic items: Any not forbidden.

Scroll use: As a L1 caster.

Saves: As a warrior.

Armor Allowed: Any

Weapons Allowed: Any

Starting Equipment: Light armor and either shield+hand weapon or two-handed weapon or bow.

Starting wealth: 2d6gp.

Life: 6+L. A L1 warrior has 7 Life.

Advanced Skills: All skills available to warriors at L5+.

Stealth: No modifier.

Optional Character Trait: Choose or roll on the following Table.

Warrior Traits Table (pick one or roll d6)

1	Good Shot. Gain +1 to Attack rolls with ranged weapons.
2	Shield Expert. Once per adventure, if you carry a shield, reduce damage from one attack by 1. This may bring damage to zero.
3	Power Strike. Once per adventure, one of your attacks inflicts +1 damage. Use this Trait after performing the Attack roll.
4	Intuitive Team Tactics. Once per combat, give a +1 to a single Defense or Attack roll performed by an ally. You can't use this Trait if the party was surprised.
5	Tight Guard. Gain +1 to Defense rolls vs. the first attack targeting you in every combat.
6	Sword/Mace Training. Choose mace or sword (blunt or slashing hand weapon). Add +Tier to Attack rolls with that weapon.

Characters

Wizard



Combat: Wizards add +L to spellcasting rolls.

Magic Use: Wizards have L+2 spell slots. Before the adventure, place 1 spell in each slot. You may have multiple copies of the same spell, e.g., with 3 spell slots you may start the game with 2x Sleep and 1 Lightning. Slots refresh between adventures. When starting a new adventure, you may always change which spells are in the slots. A single spent slot may be recovered during an adventure when Resting. You know all the 6 wizard basic spells. Spells not on that list may be added to your repertoire by learning them from scrolls (this burns the scroll) or by spending 3 Clues to reveal the New Spell Secret.

Spell Burning: A wizard without any available slots may use a page from the spellbook as a scroll. Casting the spell removes the spell from the book (the page turns to ashes when the spell is cast). You may not cast the spell again until you spend 1 XP to learn it spell again, or find that spell on a scroll and copy it in the spellbook.

Magic items: Any, unless restricted to a specific class or a weapon/armor forbidden to a wizard.

Scroll use: Wizards add +L to spellcasting rolls when casting from scrolls.

Saves: As a wizard. Always add +L to Saves vs. puzzles and magic.

Armor Allowed: None

Weapons Allowed: Light weapon, sling.

Starting Equipment: Light weapon, spellbook, writing implements.

Starting wealth: 4d6gp.

Life: 2+L. A L1 wizard has 3 Life.

Advanced Skills: All skills available to wizards starting from L5+.



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Wizard Traits Table (pick one or roll d6)

1	Arcane Memory. You have 1 additional spell slot.
2	Keen Observer. You have +1 on Search rolls.
3	Spell Efficiency. Once per adventure, you may cast a spell without removing it from your spell slot.
4	Sygilist. Add +Tier to your spellcasting rolls when casting spells from a scroll or from an inscription.
5	Scrapper. Gain +1 to Defense rolls. Ignore the -1 on Attack rolls when using a light weapon of your choice (stick or dagger).
6	Specialist. Choose Lightning, Sleep or Fireball. Add +Tier to your spellcasting roll when casting that spell.



Magic





Magic



agic is the art of altering reality through procedures called spells. Spells require complex hand movements, words spoken with the right intention and timing, and the caster's ability to focus on arcane symbols to access a universal energy (mana) originating in the Ley Lines. There are several "schools" of magic. Spellcasters, such as the wizard, illusionist, druid or elf, have a list of spells they can use, and an amount of Spell Slots determining how many spells they can memorize at the beginning of an adventure. Spells enter the game in three ways: as formulas studied by magic-using classes, as scrolls (found as loot or, more rarely, purchased), or cast through magic items. Divine spells, called **prayers**, represent the gods' own powers and are cast only by clerics.

Some spells have an automatic effect. Others require the caster to perform a spell-casting roll vs. their target's L. The caster roll d6, adding +L, trying to roll equal to or higher than the target's L. If the roll is successful, the spell affects the target. If unsuccessful, the spell has no effect and is wasted.

Casting a spell is an action equivalent to attacking in combat. Spells may be cast during a melee. A spellcaster may attack in melee OR cast a spell, not both, as casting takes a whole turn.



Using Spells to Prevent Bad Stuff

In some cases, a caster may spend a spell to prevent something from happening.

Example: A storm hits the party as the heroes walk on a plain. PCs in metal armor could be struck by lightning. The wizard may use 1 Lightning spell to absorb the storm's electricity, preventing lightning from striking.

Magic Resistance

Some Foes, items or places have a MR (Magic Resistance). This energy tries to prevent ANY spell or prayer from being cast. To cast a spell, the caster must FIRST perform a spellcasting roll vs. the MR and THEN, if successful, perform a spellcasting roll vs. the target's L. If a spell does not go through the MR, it is wasted.

Example: Marius (L3 wizard) tries to cast Sleep on a L4 Foe with MR5. First Marius must succeed a spellcasting roll vs. 5. If this fails, the spell is wasted. Marius rolls a 4 and the roll is successful (4+3=7). Marius can now try to cast Sleep on the Foe, with a spellcasting roll vs. 4 (the Foe's L). Marius rolls a 3, so the target falls asleep (3+3=6, higher than the Foe's L4).

MR affects even spells that normally do not require a spellcasting roll.

For example, a cleric casting Blessing in a room with a Foe with MR must defeat the Foe's MR to perform the Blessing.



Magic



Basic Wizard Spells

These six basic spells are the ABC taught in wizard academies.

Blessing (also a Prayer used by clerics)

This spell removes a curse or an effect such as being turned to stone. It works automatically. Elves cannot use this spell (this is a divine law, not a societal rule).

Escape

With this defensive teleportation spell, the caster disappears from his/her current position and reappears in the first tile/area of the adventure/dungeon. Escape can be cast in lieu of performing a Defense roll, during the Foes' turn, or during the caster's turn. It works automatically.

Lightning

This spell causes a lightning bolt to strike a target. The caster must be able to point at the target. The caster hits with a spellcasting roll vs. the target's L. Cast on a group of Minor Foes, Lightning will slay only one of them. Cast on a Major Foe, it will inflict 2 damage. Foes immune to electricity (e.g., lightning elementals) take no damage.

Fireball

This spell works like a ranged Attack roll. The caster adds +L to the roll. Fireball has no effect on fire-breathing dragons (but it affects undead dragons). Against Major Foes, it inflicts 1 damage. Against Minor Foes, it slays a number of Minor Foes equal to the Attack roll, MINUS the L of the Minor Foes, with a minimum of 1 Foe slain EVEN if the spellcasting roll fails.

Example: A L4 wizard casts a Fireball on a group of L3 goblins. The wizard rolls a 4, +4 for the wizard's L= 8. 8-3 (L of goblins)= 5 goblins are slain.

Example 2: A L1 wizard casts a Fireball on a group of L4 orcs. The wizard rolls a 1, +1 for the wizard's L= 2. A single orc is slain because Fireball always slays a minimum of 1 Minor Foe.

Foes susceptible to fire may be automatically slain by a Fireball, take extra damage, or give a bonus to the spellcasting roll (e.g., mummies are attacked at +2 by Fireballs).

Protection

This spell creates an invisible barrier around the caster or an ally, giving +1 to Defense rolls until the end of the current encounter. This is an almost invisible, automatic spell effect that does not require a spellcasting roll and can be applied also to allies with a distrust or hatred of magic.



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Sleep

This spell requires a successful spellcasting roll. An affected target falls asleep and may be subdued or slain, as desired. Sleep does not work on most dragons and Unliving targets (elementals, undead, clockwork, artificial, or spirit creatures). A number of Foes are immune to Sleep for various reasons, and this will be noted in their description. Sleep does not work on Foes of L11+. It will knock out a single Major Foe or a number of Minor Foes equal to $d6 + \text{caster's L}$.

Example: A L5 wizard will affect $d6+5$ Minor Foes.

Random Spell Table (d6)	
Roll on this Table to determine a random basic spell, e.g. when a scroll is found as loot.	
1	Blessing
2	Escape
3	Lightning
4	Fireball
5	Protection
6	Sleep





Druid Spells

These 12 spells may be used only by druids. Additional druid spells are in the *Wayfarers and Adventurers* supplement. When you find a scroll, you may rule that it is a piece of bark instead, with a random druid spell. To determine which spell is found, roll d12 on the following list.

1) Disperse Vermin

This spell works like a melee attack vs. Vermin, but the druid adds $2 \times L$ to the spellcasting roll. It does not work against undead or mechanical (artificial, clockwork, elemental) Vermin, or against animated objects. The Foes defeated by the attack are dispersed, not killed, so their bodies may not be harvested for alchemical purposes and their Treasure may not be collected.

2) Summon Beast

The druid summons a large animal (boar, large cat, bear) to fight for the party. The beast (a natural, non-flying animal appropriate to the area) appears immediately and will start fighting from the druid's next turn. It fights like a L3 warrior with 5 Life, 1 attack per turn inflicting 1 Damage, and disappears at the end of the encounter or when slain, or when the druid is knocked out, turned to stone or killed, whatever happens first. The beast takes the space alongside the druid in the Marching Order. In a corridor, it takes the space of 2 PCs. If the party is ambushed by Wandering Monsters in a corridor, the beast may defend the rearguard.

3) Water Jet

The druid stretches out a staff or hand and shoots a stream of water. The spell hits with a successful spellcasting roll against the target's L. Pick one of the following effects if it hits:

- 1) Inflict 2 damage to a fire-based creature or a natural fire (treated as a creature in game terms).
- 2) Disperse 2 Vermin Foes.
- 3) Knock out 1 Minion Foe.
- 4) Distract a Major Foe. The party can flee from this combat without being attacked.

This spell may also generate enough water for the party, their mounts and hirelings for a full day. Water Jet is cast at +1 near a body of water (pond, stream, river, lake, seashore) and at -2 in a desert area. It is cast with no modifier in dungeons.

4) Bear Form

The druid spends 1 action to turn into a bear. The transformation lasts until the end of the combat. In bear form, the druid may not cast spells. The bear fights like a warrior of the druid's L, with a minimum of L3. It has 8 Life or the druid's current Life, whichever is better. At the end of the combat, the druid reverts to his/her original shape. At that point, half damage suffered in bear form, rounded down, is applied to the druid.



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5) Warp Wood

This spell may destroy a wooden door, open a treasure chest, or destroy any object made of wood like a bridge or a stockade. It can also automatically inflict 2 damage on a wood golem, living tree, treeman, dryad or wood elemental, any Foe described as a tree or plant, or any artificial creature made of wood.

6) Barkskin

The druid can cast this spell on himself/herself or on another single creature. The target's skin turns to bark. A PC with Barkskin has -2 on all agility-based Saves like Climbing or avoiding Traps, but gets +2 to Defense rolls until the end of the current encounter. Against fire-based attacks and drag on fire, a PC with Barkskin defends at -2. The druid may also cast Barkskin on a Foe. The Foe's L increases by 1 but fire-based attacks on that Foe are at +3 and inflict a minimum of 2 damage.

7) Lightning Strike

This spell works like the wizard spell Lightning, but cannot be used indoors. Lightning comes down from the sky and strikes the target. A spellcasting roll is required to hit.

8) Spiderweb

The druid shoots spider webs at the target. One Major Foe or d6 Minor Foes are entangled automatically. Fire-based creatures, spiders and elementals of any type are unaffected. The targets are hindered and at -1L for purposes of attacking and defending for the remainder of the encounter. If any fire-based spell is cast at the targets, it will burn the web and the -1 modifier will be lost. Foes failing a Morale roll while webbed surrender and may be captured alive at the end of the encounter.

9) Entangle

This spell works like Spiderweb, above, but can be cast only in a forest, swamp or jungle. It may not be cast underground, in dungeons or indoors. Twigs, branches and brambles rise from the ground and entangle the targets, hindering their movement. Unlike Spiderweb, above, fire creatures CAN be affected by Entangle, but break free after 2 turns. Spiders can be affected. Targeting entangled creatures with fire spells does not free them from the Entangle.

10) Subdual

The druid casts this spell on all allies. It works automatically. Until the end of the current encounter, allies ignore the -1 modifier on Subdual attacks.



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11) Forest Pathway

When this spell is cast, vegetation moves away, letting the PCs walk through a forest or jungle. For a duration of 10 minutes x L of the druid, the party can walk through woodland ignoring all vegetation and trees. The druid must be in position 1 or 2 of the Marching Order for the party to benefit from this spell.

Trees are NOT cut, they just make way for the party and return to their original position after the party passes.

12) Alter Weather

This spell works only outside. The druid may summon bad weather, such as a summer storm, fog or wind, for 10 minutes. This will reduce the L of all non-magical ranged attacks by 1 (including the PC's ranged attacks) and give +1 on any Lightning Strike spell cast by druids. This spell may also be used to inflict 2 damage to any fire or air elemental (automatic damage, no need to hit), to douse any natural fire, to stop a storm or any other harsh weather.





Magic



Illusionist Spells

These are the basic spells known by illusionists. Wizards may learn them from prisms as Expert skills at L5+ by using 1 prism (see below) and 1 successful XP roll.

Illusionist spells are found on **prisms**, delicate crystals where the magical formulas are etched and can be read only when light strikes the surface from a specific angle. They are found as loot: when you find a scroll, you may decide you found a prism instead. Roll d12 on the following list to determine which spell is etched on the prism.



1) Illusionary Armor

The illusionist weaves a shining suit of armor around their body. This adds +Tier to the PC's Defense rolls until the end of the encounter. The bonus does not apply against Foes unaffected by illusions (vermin, undead, artificial and elemental Foes).

2) Illusionary Mirror Image

This spell creates a number of copies of the illusionist equal to Tier+1. All the copies perform the same actions but, as true phantasms, have no effect on the material plane and therefore cannot attack, pick up objects or interact with the physical world. Each mirror image has 1 Life and can be sacrificed to absorb 1 attack (of any amount of damage) aimed at the illusionist. The image immediately disappears upon being hit. It is hit automatically, with no Defense roll allowed. If an illusionist casts Disbelief or moves away from the current location, e.g., if the party flees the encounter, all illusionary images disappear. All illusionary images are automatically destroyed if an area attack, such as a dragon's fire-breathing, hits the whole party.



Magic



3) Illusionary Servant

The illusionist summons a servant that can carry up to 200gp of Treasure, up to 4 weapons, one suit of armor, 2 shields and 10 Food rations. The servant has Life equal to the illusionist's Tier. It will not perform Attack rolls, has +2 to Defense rolls, and will immediately disappear if it triggers a Trap or is reduced to 0 Life. The illusionist may not summon an Illusionary Servant if there is already one in the party. The Illusionary servant is human-sized and takes a place in the Marching Order like a PC. When it disappears, all carried items fall to the ground. The servant is not intelligent. It will not read scrolls or perform Search rolls, but may open doors (no bonus to bashing) or Treasure chests.

4) Disbelief

When this spell is cast, all illusion spells affecting the party and their Foes are dispelled. Invisible gremlins become visible (treat them as d6+1 L3 Minions who can steal objects only if the PCs fail a Defense roll; they have -1 to Morale, 1 attack, 1 Treasure). Similarly, other invisible Foes become visible and lose any mechanical advantage caused by invisibility. If no advantage is described, reduce their L by 2, to a minimum of 1.

5) Phantasmal Binding

This spell creates spectral chains that wrap around a target, binding them in place if a spellcasting roll against the target's L is successful. The target is held for Tier turns. The chains are mere phantasms and do not work on Foes immune to illusions. Held Foes are attacked at +2 and all damage inflicted on them may be Subdual. A held Foe failing a Morale roll will surrender and is subdued.

6) Illusionary Fog

The illusionist creates a mist around the party. The mist disappears when the illusionist leaves the area/tile or dies. All ranged attacks and gaze attacks (such as a medusa's gaze) are suspended until the Fog persists, and Search rolls may not be attempted. PCs fleeing a melee add +2 to Defense rolls. Illusionary Fog may be cast as a free action BEFORE ranged or gaze attacks hit.

7) Glamour Mask

The Illusionist changes their appearance, or that of an ally, to resemble another creature of similar size and shape. The illusion lasts up to Tier hours or until dispelled. While convincing to the eye, the glamour does not hold up to physical examination or affect the character's voice. The PC with the Glamour Mask may become more attractive and reroll a Reaction roll or a failed Wooing/Seduction Save or may impersonate a leader or authority figure, letting the party go through guards.



Magic



8) Shadow Strike

The illusionist summons shadowy blades that strike a Major Foe or group of Minor Foes from different directions. The target takes Tie Subdual damage if the spellcasting roll hits. Shadow Strike cannot harm Foes immune to illusions.



9) Specter Swarm

This spell conjures illusory specters that swarm around the illusionist, protecting the PC. Foes must roll Morale or be unable to attack the illusionist until the end of the encounter. Specters vanish instantly if struck by Foes immune to illusions. Foes that never test Morale are immune to this spell.

10) Mirage of Fortune

This spell conjures a tempting pile of gold, jewels, or a valuable item in sight of enemies. If the spellcasting roll vs. the Foes' L is successful, this counts as an immediate, successful Bribe Reaction for that Foe. Foes without a Bribe Reaction or immune to illusions are unaffected. This spell may also be cast during combat.

11) Illusionary Banquet

The illusionist summons what looks, smells, feels and tastes like a sumptuous meal equivalent to Tier+3 Food rations. These illusionary rations can sustain living beings as real food, but only for a maximum of 7 days. After that, if the PCs who ate them do not eat real food, they will take 1 damage per every Illusionary ration eaten.

12) Illusionary Sword

A flaming sword appears in the illusionist's hands. The illusionist can wield it for Tier+3 turns, after which it disappears. The Illusionary Sword allows the illusionist to add +L to Attack rolls, and can hit Foes affected only by magic weapons). All damage inflicted by the Illusionary Sword is Subdual.





Magic



Scrolls

A scroll is a piece of parchment containing a ready-to-cast spell. Scrolls are fragile and can be destroyed by accidents, flames, or water. Protective tubes are available in the Equipment section. Parchment is not the only material used. Illusionist spells are inscribed on prisms, druid spells on bark. In adventures, you'll find spells inscribed on clay tablets, bronze tablets, pumpkins, etc., each with its own advantages and disadvantages. Any PC, except barbarians, may spend 1 turn reading the scroll and cast the spell. PCs who are NOT spellcasters add +1 to the spellcasting roll. Actual spell-casters add +L, even if the spell is not in their repertoire. Clerics add +L only when they cast Blessing (this normally has no relevance; Blessing works automatically UNLESS the cleric is facing Magic Resistance). Casting the spell destroys the scroll.

When you find a scroll, roll on an appropriate random spell Table to determine the spell it contains (wizard, illusionist, or druid).

In some adventures, you will find new spells. Wizards may use a scroll to cast the new spell OR to copy it in their spellbook. Doing so, from that moment the new spell is in the wizard's repertoire and may memorize it. Copying a spell destroys the scroll.

Example: Marcus, L2 wizard, finds a scroll with a new spell, Magic Mist. He can now cast Magic Mist once, from the scroll, or copy it in his spellbook. He copies the spell and, as soon as he has a slot available, he can memorize Magic Mist.

A wizard's repertoire is personal. Wizards are jealous of their spell books, and annotate them in secret codes impossible for others to read.

If Marcus dies, any new spells he found and copied may NOT be passed onto other wizards in the party.



Saves



Saves are rolls performed to avoid a danger or undesired effect. The rules will instruct you to Save versus a specific attack. The name of the Save is descriptive (something like Save vs. L4 Fire, Save vs. HCL+2 Magic, Save vs. L6 Poison). The target number is what matters. To perform a Save, roll d6, adding any modifiers indicated in the description of the Save. IF NO MODIFIERS ARE DESCRIBED, APPLY ONLY THOSE IN THE CHARACTER'S PLAY SHEET, IF ANY. There is NO UNIVERSAL modifiers Table: each Save is a slightly different experience.

If you roll the target number or better, nothing happens. You Saved successfully and avoided the effect. If you roll lower than the target number, you suffer the consequences (e.g., damage, paralysis, falling asleep, being unable to attack, or any other effects).

Example: As the PCs step in a strangely smelling chamber, they realize it is filled with poisonous gas and must Save vs. L3 poison or lose 1 Life. A roll of 1 or 2 results in 1 damage, while a 3+ means no damage. The PCs who rolled 3+ managed to hold their breath or covered noses and mouths with capes.

Saves may have modifiers based on classes, such as bonuses for barbarians lifting weights or clerics entering theological debates. Armor may impose penalties on Saves requiring agility. Again, there is NO GENERAL RULE: read the text of the Save. Some classes may be totally immune to a threat, and in that case they are not required to Save.

Example: In the gas room above, a kukla (who does not breathe) does not need to Save.

As a rule of thumb, barbarians are tough and strong and Save well against dangers based on muscle power and health. Halflings generally have the best Saves, accounting for their Luck and sturdiness. Rogues have the best Saves to avoid Traps and when reflexes, agility and observation are used.

Do not mix up Defense rolls and Saves. Defense rolls ask you to roll ABOVE a target number (e.g., to defend against a L4 attack, you must roll a 5+). Saves ask you to roll the target number or higher. This can get confusing when dealing with Traps that require a Defense roll, such as Traps that shoot darts.

Saves

Stealth Saves

A Stealth Save is performed to determine whether a PC can avoid being seen or heard. Use the L of the Foe as difficulty for the Save.

Example: To avoid being seen by a group of L5 goblins, a rogue must Save vs. L5.

Rogues add +L due to training, halflings add +1/2 L due to their small size, and elves add a flat +1 bonus due to innate agility. PCs with shields roll at -1. PCs with heavy armor roll at -1. A roll of 1 or below is always a failure. Use the rules for Exploding dice.

A successful Stealth Save lets the PC go unnoticed. If multiple PCs are involved, make a single roll for all of them using the WORST modifier in the group.

Example: A L3 rogue and a warrior with shield and heavy armor try to skulk unnoticed into an orcish camp. The rogue would roll at +3 (L3) and the warrior at -2 (-1 for a shield and -1 for heavy armor), so you perform a single roll for both using the warrior's modifier, -2.

Stealth Modifiers Summary

Rogue, assassin, acrobat: +L

Halfling, swashbuckler, kukla, elf: +1/2 L

Ranger, wilderness scout: +L outdoors

Wood elf: +1, +1/2 L in forests and jungles

Shield: -1

Heavy Armor: -1

Group roll: Use the WORST modifier in the group.

The environment will give a modifier. Use your common sense – if adventuring in a tomb located in a jungle, use the jungle modifier outside of the tomb, and the tomb modifier once the party enters the building.

Plains, desert, barren hills: -2

Light forest, Large Ship, Labyrinth, City Streets/Alleys: +1

Dense forest, Sewers, Swamps: +2

Jungle: +3

Tomb, catacomb, necromantic dungeon: +1

Valley, Ruins, Fortress, Prison, Temple, Rocky hills: 0

Tower: -1

Sneaking upon a sleeping Foe: +3

Foe distracted by Illusion: +1 (or Foe's L lowered by 1)

Saves

Other environments will be described in supplements. Lighting conditions, fog, darkness or magical surveillance will affect Stealth Saves.

In some situations, you may want to split the party.

Example: You send the party's two rogues past a couple of guards to attack them by surprise. The other PCs are 1 turn away, and will be able to join the fight later (they skip their first turn of combat).

Using Stealth

When you enter an unexplored area and Foes are present, you may roll a Stealth Save vs. the Foes' L. If you succeed, you have 2 options:

- 1) Quietly exit the area before Foes can spot you. You travel into either a connected, unexplored tile or back into an already explored tile (roll a 1-in-6 chance of Wandering Monsters as you do so). As Foes haven't spotted you, you must NOT perform any Defense rolls and you may NOT cast any spells except Escape or other Teleportation spells.
- 2) Ambush the Foes, gaining surprise (reduce the Foes' L by 1, to a minimum of 1, during the first turn of the ensuing combat, and if they have ranged attacks, they can't use them before the melee). Alternatively, you may reveal yourself and check their Reactions.

If you fail, the Foes gain the initiative and (your choice) either attack the party, striking first, or roll for Reactions.

Assassins use the rules for their class.

You cannot use Stealth against Wandering Monsters, Special Events or Traps. Use your common sense: an acidic ooze that "attacks" by seeping through shoes is not affected by Stealth. You can't use Stealth against a creature that is treated as an Event (e.g., invisible gremlins, a traveling merchant, etc.).

Who Rolls for Stealth?

If the whole party is advancing, you roll once for all the party, using the worst Stealth modifier. It is easier to send a lone scout ahead of the party if you have a PC with a better Stealth. But, if the Stealth roll fails, the scout will be alone with the Foes for 1 turn, and all attacks must be assigned at the scout.

New Expert Skill: Stealth Training

You may learn this Skill at any Level, with a successful XP roll. PCs with this skill add +1/2 L to Stealth Saves. You may not take this skill if you already have a Stealth bonus better than +1.

Equipment

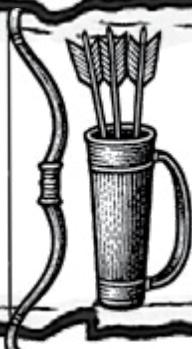


Equipment



The right tools at the right moment are essential for survival.

This is a list of equipment you can buy BEFORE an adventure or when allowed by the rules (for example, when you encounter merchants, the text will tell you what they are selling). Equipment may be resold for half its price. Valuable, magic or rare items have a Resale Value in their description. You may move gp from any PC to another to pay: heroes will help each other with essential purchases that increase the party's chances.



Bow (No Modifier to Attack, 15gp)

A bow is a slashing ranged weapon that requires 2 hands to be used (this does not mean it is a two-handed weapon). A hero equipped with a bow may shoot once BEFORE the melee. The hero is assumed to have a quiver with enough arrows to last through the whole adventure.

Outdoors, unless surprised, a bow-equipped ranger or elf can shoot TWICE before the melee.



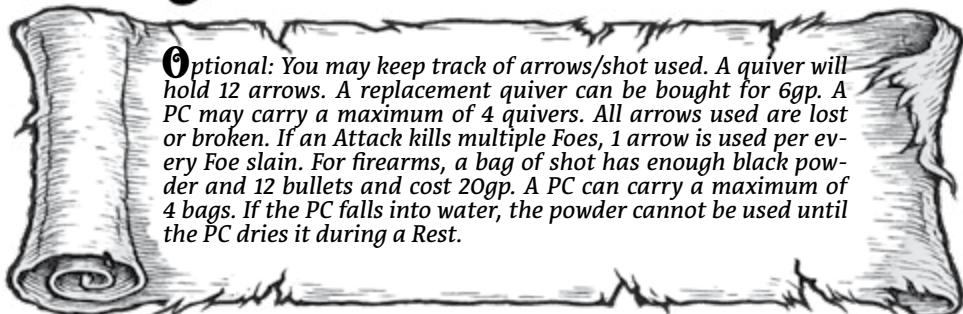
Hand Weapon (No Modifier to Attack, 6gp)

A melee weapon requires one hand to be used. Choose if it is slashing (sword, axe, scimitar, etc.) or crushing (flail, hammer, mace, war club, etc.)



Light Weapon (-1 to Attack, 5gp)

A light weapon requires one hand to be used. Choose if it is slashing (dagger, knife) or crushing (stick, club). It has -1 on Attack rolls. In narrow corridors, its -1 modifier is ignored.



Optional: You may keep track of arrows/shot used. A quiver will hold 12 arrows. A replacement quiver can be bought for 6gp. A PC may carry a maximum of 4 quivers. All arrows used are lost or broken. If an Attack kills multiple Foes, 1 arrow is used per every Foe slain. For firearms, a bag of shot has enough black powder and 12 bullets and cost 20gp. A PC can carry a maximum of 4 bags. If the PC falls into water, the powder cannot be used until the PC dries it during a Rest.

Equipment

Sling (-1 to Attack, 4gp)

A sling is a crushing ranged weapon that requires 2 hands to be used (this does not mean it is a two-handed weapon). A PC equipped with a sling may shoot once BEFORE the melee. The PC carries enough slingstones to last through the whole adventure. In open plains and deserts, unless surprised, a sling-equipped PC can shoot TWICE before the melee begins.



Crossbow (+1 to Attack, 15gp)

A crossbow is a slashing ranged weapon that requires 2 hands to be used (this does not mean it is a two-handed weapon). A PC with a crossbow may shoot once BEFORE the melee. The PC has enough bolts to last through the whole adventure. Crossbows have +1 on Attack rolls. After shooting 1 bolt, the user must spend 1 turn to reload the crossbow.

Two-Handed Weapon (+1 to Attack, 15gp)

This melee weapon requires two hands to be used. It can be slashing (two-handed sword, battle axe, halberd, etc.) or crushing (maul, two-handed hammer, two-handed mace, etc.) It has +1 to Attack rolls but loses this bonus, and attacks at a net -1, in narrow corridors.



Shield (+1 to Defense, 5gp)

A shield requires one hand to be used. It gives a +1 to the wielder's Defense rolls. As it may break in combat, PCs may carry a replacement on their back. Wielding a shield gives a -1 to Stealth Saves.



Equipment



Light Armor (+1 to Defense, 10gp)

Light armor is considered non-metallic. It gives a +1 to the wearer's Defense rolls. No modifier to Stealth. -1 to Swimming Saves.



Heavy Armor (+2 to Defense, 30gp)

Heavy armor is considered metallic. It gives a +2 to the wearer's Defense rolls, -1 to Stealth Saves, -2 to Swimming and Climbing Saves.



Lantern (Light source, 4gp)

Carrying a lantern requires a hand or a lantern hook on a shield (see lantern hook, below). Without a source of light, PCs are at -2 on all Attack, Defense and Save rolls, and may not perform Search rolls or use ranged attacks. A lantern comes with enough oil to last until the end of the adventure.



Torch (Light source, 1gp/dozen)

Carrying a torch requires a hand. This is a source of light. It can be used in melee as a light crushing weapon, but on a roll of 1 it is extinguished. A torch lasts for 6 rooms/1 hour. 1gp buys a bundle of 12 torches. Against flammable targets like mummies, it Attacks at +2 instead of -1.



Holy Water (30gp/vial)

A vial of Holy water can be thrown as an action. This doesn't require a free hand. It causes automatic damage to undead and demons. Normal damage is 1, but some Foes take more damage. You may buy a maximum of 1 vial per PC per adventure.

Equipment



Rope (4gp)

A rope gives +1 to Climbing Saves and may be used to bind subdued Foes.

Bandage (Heals 1 Life, 5gp)

Each PC can use 1 Bandage per adventure. Applying 1 Bandage heals 1 Life. Bandages may not be applied in combat. Their healing is cumulative with other sources of healing.



Healing Potion (Heals all damage, 100gp)

Drinking a healing potion heals all damage suffered by a PC. No PC may drink more than 1 healing potion per adventure. Drinking is a free action and may be done during combat.

Food Rations (Food for 1 person for 1 day, 1gp)

Food rations are normally used only in outdoor adventures, but they are handy in dungeons to bribe ravenous creatures. A PC may carry a maximum of 10 Rations. PCs lose 1 Life per every day without food. 1 Ration is enough for 1 person per 1 day.



Lantern Hook (2gp)

A lantern hook lets a PC hang a lantern on a shield, freeing one hand. The PC may use 1 action to detach the lantern from the shield. If the shield is destroyed, roll a 3-in-6 chance that the lantern is also destroyed. If it is not destroyed, it drops on the floor.

Equipment

10' Pole (2gp)

The pole requires 2 hands to use. Only a single PC can carry a pole. It is as a crushing light weapon in the hands of PCs limited to light weapons, a crushing hand weapon in the hands of PCs limited to hand weapons, and a crushing two-handed weapon in the hands of PCs with no restrictions. Wielding a pole gives the PC a +1 to all Saves vs. Traps except Traps that hit the whole party or a random target. The PC may reroll a Search result of 2-4.

Flask of Flammable Oil (10gp)

Each PC can carry a maximum of 1 flask. The PC may spend 1 turn to throw the flask at a Foe. That Foe becomes Flammable. Torches and fire-based spells now hit that Foe at +2. All scrolls in the Foe's loot are destroyed if the Foe takes damage from any fire-based attack.

Scroll of Blessing (Casts 1 Blessing, 100gp)

Reading this scroll takes 1 turn. It allows the PC to cast 1 Blessing.

Resurrection Ritual (1000gp, service)

This ritual must be performed at a local temple, between adventures. You must bring a dead PC's body to the temple and pay 1000gp. Roll d6. If the result is equal to or lower than the PC's L, the PC comes back to life with full health (all afflictions, diseases, curses, Madness etc. are removed). If the roll fails, the PC is lost forever. L6+ PCs are automatically resurrected. Certain causes of death (being disintegrated, dissolved in acid, sent to other dimensions or devoured) will prevent Resurrection.

Bag of Nails (4gp)

One use. Allows to secure a door while Resting.

Equipment

Silvering (20 or 40gp, service)

Silvering is the process of silver-coating a metallic, slashing weapon. Silvered weapons attack were-creatures at +1. Between adventures, you can spend 20gp to silver a light weapon, a quiver of arrows or a hand weapon, and 40gp to silver a two-handed weapon.

Amulet (15gp, magic item)

Each PC can wear a single amulet. An amulet gives the wearer 1 Luck point. It works like the halfling's Luck. When the Luck point is used, the amulet loses its powers and must be discarded.

Talisman (+1 to a Save; 10gp, magic item)

Each PC can wear a maximum of 1 talisman. It gives the wearer +1 to a single Save. Choose when to use the bonus, BEFORE rolling. When the bonus is used, the talisman loses its powers and must be discarded.

Herbal Tonic (20gp, herbal remedy)

This herbal remedy may be used to remove paralysis, such as that caused by ghouls. It takes 1 turn to give the tonic to a paralyzed PC. You can do so during combat. The tonic works immediately.

Scroll Tube (4gp)

This leather case protects a scroll, allowing you to ignore any event that destroys a scroll. You need a separate tube for each scroll.

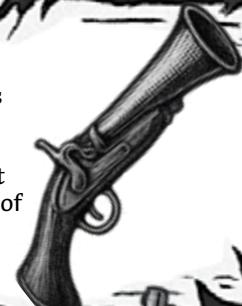
Equipment

Gilding (50gp)

Gilding is the process of gold-coating a metallic weapon. Gilded weapons attack elementals at +2.

Handgun (30gp)

Ranged slashing weapon. Add +2 to Attack rolls. On a roll of 1, the firearm explodes, dealing 1 damage to its user and becomes unusable for the rest of the adventure or until repaired by a gnome (spending 1 gadget point). Reloading it takes 2 turns. After every combat in which a firearm is used, increase the next roll for Wandering Monsters by 1 (e.g., a 2-in-6 chance instead of a 1-in-6 chance).



Black Powder Rifle (90gp)

Ranged slashing weapon. Add +3 to Attack rolls (total modifier +3). On a roll of 1, the firearm explodes, dealing 1 damage to its user and becomes unusable for the rest of the adventure or until repaired by a gnome (spending 2 gadget points). Reloading it takes 2 turns. After every combat in which a firearm is used, increase the chance of Wandering Monsters by 1 (e.g., a 2-in-6 chance instead of a 1-in-6 chance).



Gremlin Repellant (5gp/dose, herbal remedy)

This herbal remedy may be smeared on items before the adventure. Invisible gremlins will not steal an item coated in repellent. A dose gremlin-proofs 1 item. It wears off at the end of the adventure.

Wolfsbane (10gp/bunch, herbal remedy)

A bunch of these flowers thrown at a were-creature forces the Foe to roll Morale. It takes 1 turn to throw the bunch. No Attack roll is needed. You may try as many times as desired. Thrown bunches are lost.



Equipment

Good Lock-picks (+1 to lock-picking Saves, 25gp)

Good lock-picks give +1 to all Saves to open locked doors.

Throwing Star (-1 to Attack rolls, 2gp)

Throwing stars are light ranged slashing weapons (-1 on Attack rolls). They never inflict more than 1 damage, even if the Attack explodes. You can throw 2 stars per turn, performing 2 attacks at the same target or at 2 different targets. You may wait to see the result of the first Attack before deciding the target of the second.



Stake (-1 to Attack rolls, 6gp)

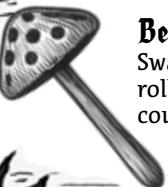
Against normal targets, these can be used as non-metallic light weapons (-1 on Attack). Against vampires, they count as hand weapons (no Attack roll modifier). Stakes can be used by any PC. If you dip the tip into a vial of holy water, all attacks hitting a vampire deal +1 damage. This uses a vial of Holy Water.

Crowbar (+1 to bash down doors, 10gp)

A crowbar can be used as a crushing light weapon (-1 to Attack rolls). It gives +1 to all attempts to bash doors.

Berserker's Mushroom (+1 to Attack rolls, herbal remedy, 15gp)

Swallow this mushroom as a free action to gain +1 to melee Attack rolls until the end of an encounter. Lose 1 Life at the end of the encounter.



Combat



Combat



You will encounter many different Foes. In some cases, you can avoid confrontation, but often the dungeon denizens resent your intrusion and you have to fight them.

A Foe's level, abbreviated as L, tells you how dangerous it is. The L is the number you must roll to hit the Foe, affect it with a spell or with any other effect.

Defense is more difficult than offense. To Defend from a Foe's attack, you must roll HIGHER THAN its L.

Example: A goblin is L3. You need a 3+ to hit him and a 4+ to avoid his blows.



Who Goes First

In an encounter, PCs and Foes act on alternate turns. The turn is a measure of time in which all characters on one side (PCs or Foes) act once. Unless the Foes surprise the party, the PCs go first. Choose one of the two following options:

- 1) Attack the Foes immediately.
- 2) Wait to see what the Foes will do. Roll for their Reaction (see below). If their Reaction is an attack (e.g., a Fight or Fight to the death Reaction, or a Bribe you can't/won't pay), the Foes attack BEFORE the party.

You decide in which order your PCs act. Don't randomize it: it's a crucial tactical decision.

Surprise

Certain Foes might surprise the party because they are hidden in shadows, camouflaged, invisible, or have quicker reflexes. This is indicated as a X-in-6 chance. If surprise happens, the Foes act before the PCs. Roll for their Reactions to determine what they will do.

Example: The party steps into a room where cave goblins hide in the shadows. The goblins have a 2-in-6 chance of surprise. Roll d6. On a 1-2, the goblins act before the party. On a 3-6, the PCs spot the goblins and act first.

Combat

Ranged Attacks and Initiative

PCs with ready ranged weapons and spells can use them before Foes have a chance to react. Even if Foes sneak up on you, it takes a fraction of a second to loose a nocked arrow or to cast a spell. Ranged attacks and spells always strike first.

Example: The party steps into a cavern where 5 cave goblins are hiding. The cave goblins have a 2-in-6 chance of surprise. You roll a 1, so the goblins surprise the party. However, the party's wizard has a Fireball ready, and the elf has her bow in her hands. You decide to roll first with the elf, and her arrow takes down 1 goblin. The wizard casts his Fireball, and slays 2 more goblins. The two surviving goblins now attack the party, since the other PCs did not have any ranged weapons or spells ready.

If Foes surprise the party, the Foes' ranged attacks are resolved BEFORE the party's ranged attacks. Order of actions is:

- 1) Foes perform ranged attacks, if any.
- 2) PCs perform ranged attacks and cast spells. Thrown vials (e.g., holy water) may be used in this phase.
- 3) Foes attack in melee.
- 4) PCs attack in melee.

Your PCs attack in whichever order you prefer. You declare an attack with a PC AFTER seeing the result of another PC's attack. Use the Initiative Flowchart in the Tables section.

Example: The party is facing zombies. The wizard waits for the barbarian to loose his bow before deciding to throw a vial of holy water or use a fireball. If the barbarian's attack destroys all the zombies, there's no need for the wizard to waste holy water or a spell.

Attacking Foes

A PC's attack is represented by a die roll called an Attack roll. Roll a die and add the attacker's modifiers, if any. Warriors, elves, dwarves, paladins, barbarians add +L to their Attack rolls.

Example: Shaeta, L3 barbarian, rolls d6+3 when she attacks. When she levels up and becomes L4, her Attack roll will be d6+4.

Classes with partial martial training add +1/2L, rounded down.

Example: Tortus, a L3 cleric, rolls d6+1 when he attacks.

Some classes have martial training only against specific Foes.

Example: Clerics are trained to fight undead and add +L when attacking them. When Tortus the L3 cleric attacks a zombie, he rolls d6+3.

Combat

Wizards add +L to spellcasting rolls, but never to melee Attack rolls. When they cast a spell, such as a Lightning or a Fireball, they add +L. Wizards can use only light weapons (daggers, sticks, clubs, knives, slings; -1 to Attack rolls).

Example: Flauros, a L4 wizard, rolls d6-1 when attacking with his dagger. He doesn't add any L bonus and his light weapon has a -1 modifier.

Even with a negative modifier, a PC may still roll an explosive result, so even a weak wizard will score a "lucky hit" now and then.

Example: Flauros attacks and rolls a 6. This is an explosive result, so he rolls another d6 and adds to it. The second d6 rolls a 4, so Flauros' attack total is: 6+4= 10, -1 for a light weapon= 9.

Rogues are good at avoiding attacks. They add +L to their Defense rolls, but have no Attack bonus. They add +L to Attack only when attacking an outnumbered Minor Foe. This represents their ability to sneak at the back of Foes. This works only when the Minor Foe is outnumbered (e.g., there are 3 Foes and 4 PCs, including the rogue).

Example: The party is facing 5 goblins. Shilsa, a L4 rogue, attacks one of the goblins. There are 4 PCs in the party, so the goblin is NOT outnumbered and Shilsa enjoys no bonus. She rolls d6, at -1 for using a Light Weapon. One turn later, there are 3 goblins left. Now the party outnumbers the goblins. When Shilsa attacks, now she adds +L. While her team-mates engage the Foes, she sneaks behind a goblin and slips cold steel through his ribs!

Attack rolls are modified by weapon type. See the weapon's description for details..

Example: Shaeta, L3 barbarian, armed with a two-handed sword, rolls d6 +3 (her L bonus) +1 (two-handed weapon bonus), for a total of d6+4.

Some weapons have bonuses vs. specific Foes.

Example: Gravus, L4 cleric, attacks a skeleton, using a two-handed mace (a crushing weapon, +1 for being two-handed). He rolls d6, +4 for L4 (clerics add +L when attacking undead), +1 for a two-handed weapon, +1 for using a crushing weapon against a skeleton, for a total of d6+6.

Example 2: A L4 warrior with a sword (hand weapon) rolls d6+4 (his L). The sword adds no bonus.

Example 3: A wizard with a dagger (light weapon) rolls d6 -1. No level bonus is added.

Unarmed Fighting

Weapons might be stolen or destroyed. It takes 1 turn to draw another weapon (if you have one). Unarmed PCs have -2 on Attack rolls.

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Fighting in Darkness

If a party loses its source of light (lantern, torch, or the like), all PCs will be at -2 on their Attack, Defense and Saves, may not use ranged weapons or perform Search rolls.

Exception: PCs who see well in the dark ignore this modifier. See the class descriptions for details.

Crushing or Slashing Weapons

Weapons deal crushing or slashing damage. Crushing weapons are blunt trauma weapons. Examples:

Crushing light hand weapons: Club, staff, cudgel, shillelagh, jo stick, nunchaku, walking stick, wizard's staff.

Crushing hand weapons: Metal rod, mace, hammer, heavy club.

Crushing two handed weapons: Maul, war-hammer, warclub, quarterstaff.

Crushing ranged weapons: Throwing stick, sling.

Slashing weapons are bladed or pointed and inflict damage by cutting and puncturing. They may be envenomed. Some examples:

Slashing light hand weapons: Dagger, knife, short sword.

Slashing hand weapons: Sword, axe, rapier, sabre, spear.

Slashing two handed weapons: Pike, long spear, two handed sword, halberd, naginata, glaive.

Slashing ranged weapons: Bow, crossbow, javelin, firearms.



Combat

A PC may carry more than one weapon. During combat, a PC must spend 1 turn to exchange weapons. Note your default weapon on the PC's profile. That's the weapon the PC will be wielding when an encounter happens.

Damage

Damage is the amount of Life a PC or Foe loses when an attack hits. This is normally 1. Foes with no damage indication on their profiles inflict 1 damage. Foes with multiple attacks inflict 1 damage with every attack. Complex Foes have a detailed description of their attacks and how much damage each inflicts, such as: "2 attacks, 1 bite (2 damage) and 1 claw strike (1 damage)."

Foes

Foes are divided into two classes: Major and Minor.

Minor Foes include Vermin and Minions. They have only 1 Life each and are encountered in groups. Defeating them gives 1 XP every 10 encounters. A successful Attack roll will kill 1 or more Minor Foes. If an Attack roll is multiple times the Level of the Minor Foe, the attack slays 1 Minor Foe per each multiple.

Example: A warrior attacks a band of L3 goblins. His Attack roll total is 9. 3 goblins are slain (the warrior rolled three times the L of the goblins). In other words, take the total rolled, divide it by the L of the Minor Foes, round down; the result is the number of Minor Foes slain.

Another way to see it: the total of the Attack roll is the "damage" inflicted by the attack. The Level of the Minor Foes is the "hit points" of each creature.

Minor Foes and Morale: When a group of Minor Foes is reduced under half its initial number (e.g., 5 creatures reduced to 2), check the remaining Foes' Morale. Roll 1d6 for the whole group. On a 1-3, they run away. On a 4+, they keep on fighting. You roll Morale only once per encounter, unless the description says otherwise. Cowardly or courageous Foes have a Morale modifier, such as a +1 or -1. Foes rolling a Fight to the Death Reaction, or whose description says "Morale: Never", never test Morale and always fight to the bitter end.

Major Foes (Weird Monsters and Bosses) have many Life points like PCs. Some perform many attacks per turn. Every Attack roll that hits a Major Foe inflicts 1 damage, or more if the Attack roll goes multiple times over the Foe's Level.

Example: A barbarian attacks a L4 ogre and rolls a total of 9. Since this goes twice over the Ogre's L, the attack inflicts 2 damage.

When a Major Foe loses more than 1/2 Life, immediately reduce its Level by 1. It becomes easier to hit that Foe and to defend against its attacks, as its wounds are slowing it down. Foes ignore this rule if their description says so.

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Fleeing Foes



Fleeing Foes disappear and you get their Treasure. In the case of a group of Minor Foes, the loot was carried by the ones you killed. In the case of a Major Foe, the room is its lair and the Treasure is strewn across the floor.

If you want to kill fleeing Foes (maybe you need body parts as alchemical ingredients), all PCs may perform one last Attack at +1 or cast a spell as the Foes flee. In a corridor, only PCs in position 1 and 2, or using spells or ranged weapons, can attack them.

Marching Order

PCs are arranged in a Marching Order with 4 positions (or more, if there are additional characters, animal companions or NPCs). This determines who is hit by a Trap or other effect ("a stone drops on the PC in position 3 of the Marching Order") and who can attack/be attacked in corridors. You may rearrange positions before entering a tile. Use miniatures or counters to represent this, or write the position number next to the PC's name on the play sheet.

Marching Order in corridors: In corridors, 2 PCs walk abreast, so a party of 4 will have 2 PCs in the front (positions 1 and 2) and 2 PCs in the rear (positions 3 and 4). A party of 3 will have 2 PCs in the front (positions 1 and 2) and one in the rear (position 3). If the party is reduced to 2, they are in the front, but are attacked in the rear if surprised by Wandering Monsters. In a corridor, only PCs in positions 1 and 2 can fight in melee. PCs in positions 3 and 4 can use spells or ranged attacks over the heads of their allies.

Narrow corridors: Some adventures feature narrow corridors where the Marching Order is restricted to only 1 PC in the front. In narrow corridors, two handed weapons attack at a final modifier of -1 and light weapons have no modifier.

Assigning Attacks

In rooms: Marching Order is irrelevant in a room or open area. Rooms are large enough that all PCs can fight in melee. Ranged weapons may be used only for one turn. After that, the PCs with ranged weapons will be engaged in close combat. In close combat, all PCs are assumed to draw close combat weapons or, if they have none, fight at -2 (unarmed combat modifier). Spells may be cast as normal in rooms.

When the party attacks, assign attacks as you see fit. Wait to see the effect of an attack before rolling your next attack. All PCs can attack.

In corridors: Only PCs in positions 1 and 2 can attack in melee. PCs in position 3 and 4 can use only ranged weapons and spells, and may continue

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to do so throughout the encounter until they are contacted in melee (this happens if PCs in positions 1 and 2 teleport away or are killed). If contacted in melee, PCs in positions 3 and 4 they can still cast spells, or spend 1 turn to draw a melee weapon.

Wandering Monsters in Corridors: If the party is ambushed in a corridor (see Wandering Monsters, below), the attack comes from the rear. Only PCs in position 3 and 4 can fight. PCs in positions 1 and 2 become the rear of the party and can use only spells and ranged weapons. Remember that switching to a different weapon takes 1 turn.

When Do Foes Attack?

After all PCs have performed one action each (e.g., attacking, casting a spell, healing, switching weapons), it's the Foes' turn to attack — if any have survived. **FOES DO NOT ROLL DICE.** PCs make a Defense roll against the L of the Foes, modified by armor, shield, and by the PC's L in the case of rogues.

Main Defense Roll Modifiers include:

Wearing Light armor +1

Wearing Heavy Armor +2

Carrying a Shield +1

If rogue: add the rogue's L

Dwarf defending vs. troll or giant +1

Halfling defending vs. troll, giant, or ogre: +L



A Defense roll of 1 is always a failure, no matter your modifiers. A roll of 6 is not an automatic success, but it's an Explosion: roll another d6 and add it to the total.

Certain attacks negate the bonus from armor or shield. Surprise attacks from Wandering Monsters negate the bonus from shields on the first turn of combat.

Effect of Failed Defense rolls

A PC failing a Defense roll takes 1 damage (or more, see the description of the Foe). Any special ability connected with the attack (e.g., a poisonous bite) is triggered by the failed Defense.

Effect of Successful Defense roll

The PC avoids the attack and takes no damage.



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Assigning Enemy Attacks

To determine which PCs are attacked by Foes, consider:

- 1) Number of Foes;
- 2) Marching Order;
- 3) Whether you are in a room or a corridor.

In a room with fewer Foes than PCs: Each Foe MUST attack a different PC. Marching Order is ignored. If there are not enough Foes to attack all of the PCs, you decide who is not attacked.

Example: 3 goblins fight 2 warriors, 1 wizard, and 1 cleric. The player decides that the goblins attack the warriors and the cleric. The wizard hides behind his allies and is not attacked.

In a room with as many Foes as PCs: Each PC receives one attack.

In a room with more Foes than PCs: Each PC receives an equal number of attacks, and you decide who receives any outstanding extra attacks. Exception: Foes who HATE one character class (this is shown in their description) always perform outstanding attacks on that class. Trolls, goblins, and kobolds hate dwarves; orcs hate elves; undead hate clerics.

In a corridor: TWO Foes, maximum, attack the PCs in positions 1 and 2.

A single PC in a corridor will be attacked by two Foes.

Dragon breath will hit all PCs in a tile. In general, "area attacks" require everyone in the party to make a Defense roll or a Save.

Wandering Monsters encountered in a corridor will sneak upon the party. Up to 2 Wandering Monsters will attack PCs in positions 3 and 4.

Running Away From Combat

If you want to run away from a melee, you have two options: Withdraw or Flee.

Withdraw: The party retreats to any tile at its back, slamming the door shut and leaving the Foes on the other side. Write down where the Foes are. They will still be there if you return to that tile later! Withdrawing is possible only if there's a door you can slam shut between the PCs and the Foes. If the room has an opening, it is not possible.

During a withdrawal, each Foe gets to strike ONCE at a PC.

PCs have +1 on their Defense rolls and can use their shields.

You may withdraw ONLY towards a tile you already visited. Roll a 1-in-6 chance of Wandering Monsters as you do so.

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Flee: The party runs away. As they do so, each Foe attacks once. If there are enough Foes to attack all PCs, every PC receives one attack. If there are fewer Foes than PCs, target first the PCs who have lost more Life points, then hated PCs. If none of the above apply, randomize the attacks.

Gear and Treasure of PCs slain while fleeing remain in the tile and may not be redistributed to allies. Mark the tile on your map. You must re-enter that tile and fight the Foes to recover them.

You may Flee towards an already visited tile (roll a 1-in-6 chance of Wandering Monsters) or towards an unexplored tile. This is dangerous. Roll for the tile's content. Any Foes encountered in the new tile will automatically surprise you (roll for the Foes' reaction).

When Does a Combat End?

A combat ends when:

- 1) All Foes in a tile have been killed or have fled
- 3) All PCs have been killed;
- 4) The party flees.

During combat, a PC may perform only these actions: attack, defend, cast a spell (from memory or from a scroll, prism, bark, magic item), flee, use a Trait, or any other action allowed by the description of the tile or of the Foe.

Example: A rogue may not disarm a Trap or Search the room while the party fights.

An action described as a Free Action may be performed at any time, and it does not take up the PC's turn.

Example: Drinking a potion is a Free Action. A PC may drink a potion that give an Attack bonus and perform an attack using that bonus on the same turn. Likewise, an Antidote may be imbibed as soon as a PC is poisoned.

Dropping any hand-held object does not require the expenditure of a turn. Picking up an object from the ground requires 1 turn.



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Subdual Damage

To take a Foe alive, PCs may attack with a -1 modifier (or use Sleep spells). When the Foe's last Life is taken, the Foe is subdued and can be tied and its Treasure taken. The Foe is able to walk and follow the party but not do anything else. Spells that inflict damage may not be used to subdue, unless their description states so. Unliving creatures, hordes, Vermin and creatures that do not feel pain may not be subdued. When you fight a group of Foes, you may decide to kill some and subdue the others.

Loot

When you defeat all the Foes in a room, roll on the Treasure Table. Some Foes have more than others (you'll roll multiple times) or have a Treasure roll modifier (e.g., if the profile says "Treasure -1", roll d6-1 on the Treasure Table). Some have no Treasure. Roll once per encounter, NOT once per creature. Roll for Treasure even if the Foes flee due to a Morale roll. Distribute loot as you see fit. Barbarians may not be assigned magic items: they won't use or carry them. If you need weapons, assume that every slain humanoid Foe has a cheap hand weapon (that breaks if you roll 1 when attacking). Wandering Monsters never have any Treasure except for their weapons.

Carrying Loot

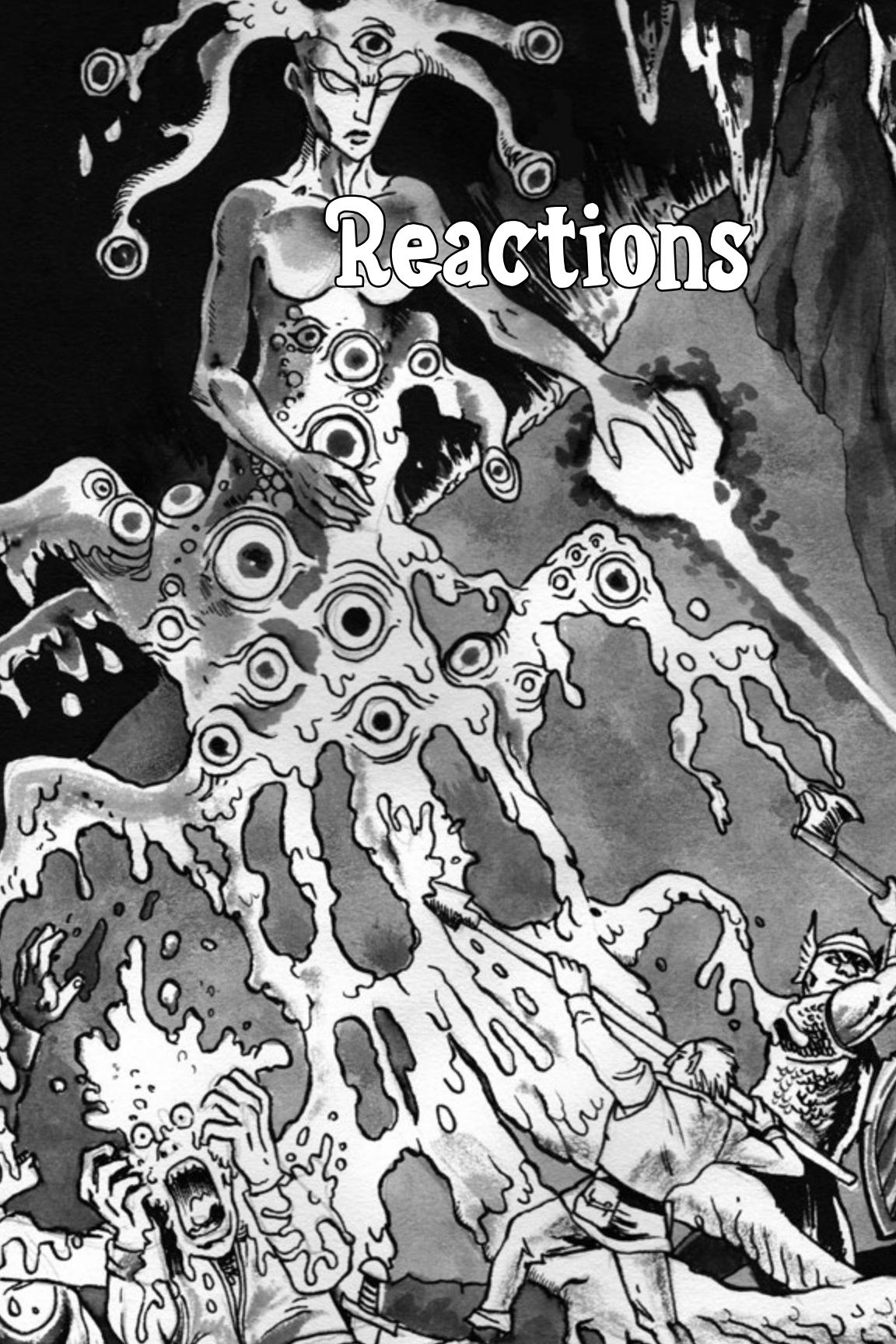
PCs may carry any number of gems, jewelry, scrolls, magic wands, vials of holy water, and potions. Each PC may carry a maximum of 200 gold pieces, 2 shields (one strapped on the back and one used), 3 weapons (a magic staff counts as a weapon, a two-handed weapon counts as 2 weapons). PCs carrying more than this have -1 on their Defense rolls and to any Climbing, Jumping or Swimming Saves.

Masterwork Weapons

Masterwork weapons can be found as loot. They are not magical but they are so well made they increase the chance of an Explosion by 1. For example, a Masterwork sword's Attack roll will Explode on a 5 and 6. Masterwork weapons are typically worth $d6+4$ times the basic price.



Reactions



Reactions



unless surprised, the party has the option to act before the Foes. The PCs may attack right away, or let the Foes act first to see what they'll do. This is called "checking a foe's reactions". Every Foe has a Reactions Table in its description. Roll d6 on the Reactions Table. For Minor Foes, roll once for the whole group. Many different results are possible:

Offer food and rest: The Foe is a friend! They offer food, rest, and tending of wounds. Each PC may eat 1 Food and heal 1 Life. If you return here later, they will be gone.

Peaceful: The Foe will not fight. You may move through the tile as desired. The Foe will not help you. You may not take its Treasure. If you return here later, they remain peaceful.

Ignore: The Foe is preoccupied with other things. It will just ignore you. You may move through the tile. The Foe will not help you. You may not take its Treasure. If you return here later, roll for its Reaction again. On an Ignore Reaction, a PC of your choice may attempt a Stealth Save to steal a single item from the Foe's Treasure (1 magic item, 1 gem or jewel, or a pouch containing up to half the Foe's gp, if any). If the Stealth Save fails, the Foe will fight, striking first.

Flee: The Foe turns tail and flees, disappearing. You do not get its Treasure and may not collect its body parts to craft potions or the like. PCs may perform a single attack at +1 at the fleeing Foes.

Flee if Outnumbered: If Foes are fewer than party members (including allies, hirelings, animal companions), they flee. Otherwise, they fight.

Bribe: The Foes ask for a bribe (a fixed or random amount of gp, a gem, magic item, etc., See the Foe's description). If you pay the bribe, treat as Peaceful, above. If you don't want or can't pay, the Foes fight.

Fight: The Foes attack, going first. Foes test Morale when reduced under 50% of their initial number/Life, unless their profile says they never check Morale.

Fight to the Death: The Foes fight to the bitter end, asking for no quarter and giving none. These Foes will not test Morale.

Puzzle: The Foes ask the party to solve a puzzle or riddle. Doing so requires a successful Save vs. the puzzle's L (if not indicated, it is the same as the Foe's L). Wizards add +L. If the Puzzle is solved, the Foes lets you go. Choose a single PC to solve the Puzzle. If it is not solved, the Foes attack, going first. You get only one chance to solve a Puzzle.

Quest: The Foe asks you to perform a Quest. If you refuse, the Foe leaves. If you accept, roll on the Quest Table to determine your mission. If you complete the Quest, roll on the Epic Rewards Table.

Reactions

Magic Challenge: If you have a spellcaster, or a magic item that casts spells, the Foe challenges you to a magic duel. The other PCs may not intervene. The spellcaster must perform a spellcasting roll vs. the Foe's L. If the roll is successful, the Foe walks away and the PCs may take its Treasure. If the roll fails, the caster loses 1 Level (the caster may be demoted to Level 0, losing the ability to cast spells until a Level is regained with XP). If you cannot/do not accept the challenge, or if you lose, the Foe will fight. Foes losing a magic challenge count as defeated for purposes of XP rolls.

Trade Information: You can gain 25gp for each Clue possessed (the Clues are not lost, the information is simply shared with the encountered creatures who pay for it) and/or buy 1 Clue for 100gp.

Capture: Foes use non-lethal attacks to capture instead of killing the PCs. Any PC brought to zero Life will be knocked out and brought to a secret hideout. One Foe (only) flees with the captive. The PCs can't attack it as it flees. The remaining Foes keep fighting to capture the remaining PCs. To find the hideout, spend 3 Clues (either in this dungeon or any another location of your choice) on the "Someone has been imprisoned" Secret. The lair is an underground cave ($2d6 \times 2d6$ squares in size) adjacent to the tile in which you spent the Clues. The captives are guarded by the same Foes that: roll for their numbers as per their description but double the result. Captive PCs will be found with d3 Life, stripped of all their equipment. The PC's allies can fight to rescue their friend. If the Foes have a "Bribe" or any non-violent reaction like Peaceful or Ignore, the party can also pay a ransom (PC's Lx10gp) to free their friend.

Blood Offering: This is a Bribe variant. A living PC must give blood (losing 2 Life), or the Foe will fight.

Trial of Champions: Foes propose a trial by combat between their champion and a PC of your choice. If they have a boss, it will be their champion. If they do not, they will choose a Minion who is 2 levels higher. The trial will last d6 turns. Determine randomly who goes first. Allies may not intervene. You may not use magic or ranged attacks. Who kills the opponent or inflicts more damage at the end of the trial is the winner. Foes losing a trial will remain in the tile but will let you pass, even if your party goes through the tile later, as long as the champion who won the trial is still with the party. If Foes win, you must leave the tile or the Foes with fight at +1 to their L.

Special Reactions: Some Foes have unique Reactions in their description. Foes published in supplements may also have other Reactions.





Exploration

Exploration

Random Dungeons



The 4AD core play experience is random dungeons. Your mission is simple: slay a Final Boss, take its Treasure and return home. You roll d66 on a list of tile shapes, creating your dungeon one tile at a time, then roll 2d6 on the Tile Content Table to determine what is in the tile. Then you roll on sub-tables detailing encounters, special events, and so on. You, the player, draw a map, react to the situations that come up and manage your finite resources (spells, abilities, Life), keeping track of any rewards (XP rolls, Treasure, magic items, Clues, etc.) and wounds or impairments inflicted upon your PCs.

A random dungeon is composed of TILES. A tile is the map of a room or corridor. A tile one square wide is a corridor. A tile 2+ squares wide is a room. Corridors are more likely to be empty; being in a corridor affects who can fight.

Start by rolling 1d6 on the First Room list. Do not roll content for it. Draw the tile at the bottom of your grid, then choose a door or exit and roll d66 for a new tile shape. Draw the new tile on your map and roll for its content as the party enters it.

Map Art: Your map does not need to be an artistic masterpiece. As long as you can draw rectangles, you'll be fine. You can embellish it, inking it with fineliners pens, shading it with markers or pencils, or drawing it digitally on a tablet or computer.

Mapping: A typical random dungeon is mapped on a grid of 20x28 squares. It can be slightly bigger or smaller with no effect on play (making it too big will kill your party—the larger the dungeon, the more Foes you encounter). Draw rooms and corridors connecting them to the previous tile. All tile shapes have openings or doors to be used as connectors. **You may rotate, mirror or truncate a tile** if you do not have space on the grid. The size of tiles is irrelevant.

Tiles may extend up to the edge of the paper. If a tile meets the end of the paper, it ends there—truncate the part that doesn't fit. Ignore any door or opening connecting with the edge of the paper: that's a dead end. If your roll selects a tile that won't fit, for example because it would intersect with another tile, truncate it. It still counts as a room or corridor, as per the roll, and you still roll for its content, even if it's only one square. Stretch a corridor by 1-2 squares if it makes it easier to connect it.

Retracing Your Steps

When you go back through an already visited tile, roll d6. On a 1, Wandering Monsters attack! Roll on the Wandering Monsters Table. They always attack first, targeting the PCs at the rear of your Marching Order. After a turn, in a room, the party will spread out and protect its weaker members, so you may distribute the attacks of Wandering Monsters as normal. If you re-enter a tile occupied by a Foe you bribed, Wandering Monsters won't appear there.

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Make a note of anything you gave the Foe; you may always change your mind later, and return there to attack to recover your Treasure.

The Final Boss

Your mission is to slay the dungeon's Final Boss. Each time you meet a Major Foe, roll d6, and add +1 for every Major Foe encountered so far in the adventure (including the Invisible Gremlins). If you roll 6+, that Major Foe is the Final Boss. Keep a tally of Major Foes encountered on your play sheet.

If you run out of space on the grid, you meet the Final Boss in the last tile. The Final Boss is powerful: add +1 Life, +1 attack, and its Reaction is Always fight to the death. Its gp Treasure is tripled, or increased to 100gp, whichever is best for you. If it has 1 magic item, you will find 2 magic items instead. Killing the Final Boss and moving out of the dungeon ends the adventure, but if you have a Quest going on, you may wish to continue until you complete the dungeon or the quest, whatever happens first. Killing the Final Boss and taking its loot is not enough. You have to make it out of the dungeon alive!

Time or Tile Limit: You may also play with a time limit ("I will play for 45 minutes then meet the Final Boss and play for how long it takes to exit the dungeon after that") or with a tile limit ("I will play 15 tiles then, if I didn't encounter it already, I will automatically encounter the Final Boss").

Splitting the Party

In certain circumstances, you may want to split the party. For example, you may leave a PC to guard the body of a fallen comrade, or send a single PC to complete a Quest. In these cases, every time you roll Wandering Monsters for the main party, roll a 1-in-6 chance of Wandering Monsters appearing also for the PCs you left behind.

Fallen Heroes

A PC losing their last Life slumps to the ground, dead. If a combat is still going on, an ally may still access any scroll, potion, vial of holy water, weapon, shield, or magic item on the dead PC's body, spending 1 turn to pick it up. If the party withdraws or flees, a PC may carry the body of the fallen hero, but that PC won't be able to make Defense rolls and will be automatically hit by any attack. A PC carrying a dead friend will automatically be in position 3 or 4. You may carry a dead friend out of the dungeon by moving to the entrance room, leave the body in a safe place out of the dungeon, redistribute the dead PC's equipment, and continue the adventure. If you leave any items on your comrade's body, roll a 5-in-6 chance that they will be stolen.

Resurrection: You may carry a dead PC home to give them a proper burial or spend 1000gp for a Resurrection Ritual (see Equipment list). If it fails, the money is still spent, but the PC is irremediably lost. Such is the will of the Gods! Replace the dead adventurer with a new, L1 PC.

Exploration

Characters Turned to Stone

Certain Foes can paralyze or turn to stone their victims. If all the PCs are turned to stone, the adventure is over. If some survive, they may help the petrified ones. A PC's clothing and equipment, including magic items and carried Treasure, turns to stone too, and may not be picked up until the stone-turning magic is removed. If the PC carried a lantern, the PC dropped it to the floor as their fingers stiffened.

Petrified PCs can be restored with a Blessing. A dead PC carried by an ally who is petrified turns to stone until the PC carrying them is restored. The dead PC is still dead when the stone-turning is dispelled.

If no Blessing is available, you may abandon the PC (maybe planning a rescue mission later) or carry them out of the dungeon. 2 PCs are required to carry a petrified PC. Because of the noise caused by dragging it on the floor, the chance of encountering Wandering Monsters increases to 2-in-6 while doing so. You may then purchase a Blessing scroll from a temple.

Rescue Mission: Add a L1 cleric to the party, replacing one of the petrified PCs, reach the room where the petrified PCs were left, use the cleric's Blessing to restore them, and then move out of the dungeon. The cleric must be paid 100gp, plus 100gp per Blessing cast. The cleric will fight and may be assigned loot and XP rolls as normal during the rescue mission.



Exploration

Searching Tiles

Whenever you generate an empty tile, maybe it just looks empty... You may Search it rolling on the Table below. A tile may be searched only once. Mark it with an "S" when you Search it. In corridors, roll at -1.

Search Table (d6)

Roll	Result
0-1	Wandering Monsters attack!
2-4	Tile is really empty. Nothing to see here.
5-6	You found something. Choose: 1) A hidden treasure, 2) a secret door, 3) a secret passage, 4) 1 Clue.

A halfling PC may spend 1 Luck to reroll once.

Wandering Monsters

Wandering Monsters are security guards who roam about via secret passages or hide in the shadows until foolhardy adventurers pass by. When the rules call for them, roll d6 to see who comes:

Wandering Monsters Table (d6)

Roll	Result
1-2	Roll on the Vermin Table appropriate to your environment.
3-4	Roll on the Minions Table appropriate to your environment.
5	Roll on the Weird Monsters Table appropriate to your environment.
6	Roll on the Boss Monsters Table appropriate to your environment.

Reroll Foes that are events (e.g., invisible gremlins) or whose description states they are never encountered as Wandering Monsters (e.g. dragon).

Published adventures have their own Wandering Monsters Tables.

Wandering monsters sneak on the party and automatically attack first on the first turn of combat. PCs may not use their shield bonus on their first Defense roll against Wandering Monsters.



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If encountered in a corridor, Wandering Monsters will attack the 2 rear-most PCs. If encountered in a room, and there are enough Foes to attack all PCs, all PCs will be attacked by at least 1 Foe, with extra attacks assigned to Hated character first, and then to the PCs with the lowest current Life Point total (roll randomly if more PCs have the same Life). Wandering Monsters roll Morale when the situation calls for it.

Secret Door

You found a secret door! Draw a door on one side of the current tile, and roll another random tile connected with it. You may peek in the tile and determine its content BEFORE stepping into it, and you may leave it alone if it seems too dangerous. If you find any Treasure behind a secret door, its gp value is DOUBLED. If you enter, any Foes will be surprised. If you attack immediately, reduce their L by 1 (to a minimum of 1) in the first turn of combat. In addition, when you find a secret door, roll a d6. On a 6, it is a safe shortcut out of the dungeon. A halfling may use 1 Luck to reroll this 1-in-6 chance. You can exit the dungeon through this tile. Don't roll for Wandering Monsters when you go through the safe exit.

Secret Passage

You find a passage leading to a different environment of your choice. If you are in a dungeon, you may move to the fungal grottoes or the caverns, or vice versa. To represent the different environment, use a differently-colored pencil or marker to draw your tiles (e.g., black for dungeons, green for fungal grottoes, brown for caverns).

Hidden Treasure

A loose brick or floorboard hides $(2d6+HCL) \times (2d6+HCL)$ gp. Before determining the amount, roll on the Table below:

Hidden Treasure Complication Table (d6)

Roll	Result
1-2	An alarm goes off, attracting Wandering Monsters!
3-5	The loot is protected by a Trap. A rogue may try to disarm it with a Save vs. HCL+1. If there's no rogue, a random PC must Save vs. HCL+1, losing 1 Life on a failure and 2 Life on a roll of 1.
6	The treasure is protected by a ghost. A cleric may ban the ghost with a successful Save vs. HCL. If the Save fails or there's no cleric, all PC lose 1 Life, then the ghost disappears.

Halflings may spend 1 Luck to reroll on this Table.

Exploration

Clues

A PC can find 1 Clue with a successful Search roll. Clues are an abstract resource representing hidden information. Write it down on the play sheet. When you have 3 Clues, you may spend them to reveal a Secret (see Secrets). Clues accumulate over different adventures. Keep them until you want to spend them. Clues are discovered by a specific PC, but the PC shares the information with allies. If the PC dies, transfer the Clues to another character.

Doors (Optional)

You may assume that all doors are unlocked and safe, or roll 2d6 on the Door Table below when you go through a door.

Door Table (2d6)

Roll	Result
2	The door is magically sealed. It cannot be bashed. It can be opened by a spellcaster with a successful spellcasting roll vs. the door's L. Only one attempt possible. On a roll of 1, choose: the caster takes 2 damage from magic feedback or Wandering Monsters arrive. Add +1 to any Treasure roll performed in the tile behind this door.
3	Iron door. Roll HCL+d6 for its L. It cannot be bashed but can be lock-picked or destroyed with a Lightning or Fireball spell. Add +1 to any Treasure roll performed in the tile behind this door.
4	Illusionary door. The door is protected by an illusion that makes it invisible. The only way to open it is to spend 3 Clues or to have an illusionist perform a successful spellcasting roll vs. HCL. One attempt per illusionist in the party is possible.
5-6	Locked door, HCL+d6.
7-10	Unlocked Door. No special rules.
11	Trap. The door is unlocked but opening it triggers a HCL+d6 trap. A rogue may try to disarm the trap. If the attempt fails, the rogue must Save vs. the trap's L or take 1 damage.
12	Lever Door. This door cannot be bashed or lock-picked, but it may be opened by spending 1 Clue or 1 Gadget point from a gnome's pool. If you withdraw through this door, Foes cannot strike at the party as you flee.

Halflings may spend 1 Luck to reroll on this Table.

When a door is locked, mark it on your map. The door's L determines how difficult it is to open it. You may bash it down with brute force or a spell, or a rogue may try to pick the lock.

Exploration

Bashing: Choose a PC to Save vs. the door's L. Barbarians and warriors add +L. On a success, the door opens. If you fail, you may try again immediately. You may try as many times as you want, but if you roll a 1 on any attempt, the noise attracts Wandering Monsters. A wizard may also destroy a door with a Lightning Bolt or a Fireball. This is automatic. A destroyed door may not be nailed shut (see Resting, below).

Lock-picking: Rogues, assassins, kuklas and gnomes may attempt to lock-pick a door with a Save vs. the door's L. If it succeeds, the door is open. If it fails, the PC is unable to open the door, and it must be bashed down.



Traps

When you find a Trap, roll on the Traps Table to determine its nature. A rogue in position 1 or 2 of the Marching Order could detect and disarm a Trap before it goes off. The rogue rolls a Save vs. the trap's L, adding +L. If successful, the Trap is neutralized. If failed, the Trap goes off. A rogue targeted by a Trap still gets a chance to avoid its effect as per the trap's description.

Lantern

Dungeons are dark. At least a PC must carry a source of light in a hand. If the PC is killed, paralyzed, or turned to stone, the lantern falls to the ground and another PC must pick it up, using 1 turn to do so. Without light, PCs have -2 on Attack rolls, Defense rolls, and Saves, may not use ranged weapons or perform Search rolls.

Hands

PCs have two hands they can use. A PC holding a two-handed melee weapon, a musket or a bow cannot hold a shield or a lantern. A spellcaster needs one free hand to cast spells (a hand holding a magic wand or a holy symbol can still be used to cast a spell). Carrying a weapon in each hand does not confer any advantage, unless the PC has a double attack ability like rangers, light gladiators, and swashbucklers. A PC may strap a shield on their back to have a free hand, but gains no protection from a carried shield. Equipping a shield takes 1 turn.

Holy Water

Readying and throwing a vial of holy water requires 1 turn. No Attack roll is required. The splash automatically inflicts damage on undead and demon Foes. The vial is used up in the attack.

Exploration

Potions

Drinking a potion is a free action, and can be done at any moment. Effects are immediate. You may drink it as a reaction to an event, e.g., drinking an antidote when poisoned. Read the description of the potion for details.

Exchanging Equipment

In any situation except during a combat you may move equipment from a PC to another. During combat, two PCs wanting to exchange hand-held equipment must both spend 1 turn doing so. Armor may be exchanged only if the PCs are of the same build (humanoid PCs are all of the same build, but dwarves, elves, kuklas, fairies, lutins, halflings are not, so a dwarf may wear only armor that belonged to another dwarf). Spells and prayers are NOT equipment and cannot be exchanged. You can exchange scrolls.

Looting Dead Allies

It is possible to pick up equipment from dead/paralyzed allies, but not from those turned to stone. Spells and prayers are NOT equipment and cannot be picked up, but you can pick up scrolls.

Dropping Equipment

A PC may drop unwanted items at any moment. Dropping a hand-held item takes no time. Dropping an item from your backpack requires 1 turn. Dropped items remain on the floor. If the party moves out of the tile and returns later, the items will be gone.

The Environments

There are three different environments: dungeons fungal grottoes, and caverns. You always start in a dungeon, but you can find a secret passage leading to another environment through certain Table results. When you enter a different environment, you use the same Tile Content Table and shapes, but that environment's Tables for Foes and special Treasure.

Example: You enter the fungal grottoes and encounter Minions. You roll on the Fungal Grottoes Minions Table.

Caverns and fungal grottoes are optional, but unlock new Treasures and Foes, adding variety to exploration. If you do not want to use them, ignore Secret Passages and conduct your entire adventure in dungeons. Use pencils of a different color to draw different environments. If you are artistically inclined, use a different art style for caverns and grottoes, making their outlines irregular.

Exploration

Cavern Rules

Openings in caverns never have doors (this affects Resting as there's no door to nail shut). When you enter a Cavern tile, roll d6. On a 1-2, there's a special feature. Roll on the following Table:

**Cavern Special Feature Table
(roll d6)**

1	Stalactites
2	Stalagmites
3	Boulders
4	Echo
5-6	Water Pools



Stalactites: Mark stalactites on your map with small triangles with the tips pointing down. During combat, an explosive Attack roll with a two-handed weapon has a 3-in-6 chance of causing a stalactite to fall. Roll d6: 1-3 it falls on a random PC, 4-6 it falls on a random Foe. The PC can avoid the stalactite with a successful Defense roll vs. HCL. If the Defense roll fails, the hero loses 1 Life. If the stalactite falls on a Foe, roll an Attack against that Foe with a bonus equal to HCL. On a success, the stalactite deals 1 damage to that Foe. The stalactite's Attack roll may explode (this represents multiple stalactites falling).

Stalagmites: Mark stalagmites on the tile with small triangles with tips pointing up. Stalagmites hinder movement. PCs can't explode Attack rolls in tiles with stalagmites.

Boulders: The tile is filled with boulders. Mark them on the map with black circles. PCs have +1 to Defense rolls vs. ranged attacks and -1 to Attack rolls with ranged weapons. Foes with a chance of surprise increase this chance by 1. PCs have +1 to Stealth Saves.

Echo: The shape of some rooms creates an echo effect that amplifies sounds. In tiles with Echo, PCs have -1 to Stealth Saves. Encounters with Wandering Monsters have a 2-in-6 (not 1-in-6) chance of occurring here. Spells and prayers cast have a chance of "echoing". Every time a PC casts a spell or prayer, roll 1d6. On a 6, the PC can IMMEDIATELY cast the same spell a second time, for free, either on the same or on a different target. Mark an Echo on the tile with the letter E.

Water Pools: A water pool may either have beneficial effects or be contaminated. Draw it on the tile with a blue marker. Whenever a PC dips into it, roll on the Water Pool Table below.

Exploration

Water Pool Table (roll d6)

1	Contaminated Water. The PC suffers -1 to all Saves until the end of the adventure or until Healing or Blessing is cast on the PC. The effects of multiple contaminations are NOT cumulative.
2-4	No effect.
5-6	Water refreshes the PC and allows wounds to be cleansed. The PC heals 1 Life. Each PC can enjoy this effect only once per adventure.

Searching in Caverns

The Search roll in caverns is similar to the one in dungeons. You may roll d6 if the tile is generated as Empty. A result of 1 attracts Wandering Monsters. A 2-4 has no effect – the tile is empty. A 5-6 allows the PC to find 1 Clue or to Listen. If you Listen, choose an opening in the tile. Roll the content of the tile connected to that opening BEFORE entering it. If your party includes an elf, ranger, rogue or other class Saving as a rogue, a halfling or a shadow, count rolls of 4 as a 5 for purposes of Listening only.

Fungal Grottoes Rules

Fungal grottoes are slippery. All PCs (except rangers, rogues, acrobats, halflings, and mushroom monks) have -1 on their Defense rolls when fleeing.

Fungal grotto tiles do not have doors. A door on the tile is just a large mushroom that blocks the way (L1 for bashing purposes).

Fungal Grottoes have their own Tables for Special Events, Foes and Traps.

Searching in Fungal Grottoes

The Search roll in a fungal grotto tile is similar to the one in dungeons. You may roll d6 if the tile is generated as Empty. A result of 1 attracts Wandering Monsters. A 2-4 has no effect – the tile is empty. A 5-6 allows the PC to find 1 Clue or to roll on the Rare Mushroom Table. Mushroom monks and halflings count a roll of 4 as a 5.

Madness

Due to shock or contact with the energies of Chaos, PCs could gain Madness points during their adventures. Most of the times, a Save is allowed to avoid Madness. A PC with 1 or more Madness points becomes paranoid. You may no longer exchange equipment between that PC and the others. If at any moment a PC's Madness score is higher than the PC's L, the PC goes insane and runs away in a dark corridor, cackling madly, and is never seen again.

Wizards, thanks to their occult studies, will not go insane until they have L+1 Madness points.

Exploration

PCs of L1 to 4 can opt to take 2 damage instead of gaining 1 Madness.

As soon as they exit the dungeon, all PCs heal 1 Madness, as long as the party has defeated at least 1 Major Foe. You may NOT exit and re-enter a dungeon multiple times in to heal more Madness, only 1 point is healed. You can use a Blessing to heal 1 Madness. There are other ways of recovering from Madness. You'll discover them while adventuring.

Resting

Once per adventure, the party can Rest. The PCs sit down, grab some food, clean their wounds, meditate, write notes in their spellbooks, etc. You may rest in a room that has been cleared of Foes. Any adjacent rooms or corridors must also have been explored and cleared. The room must have doors which can be nailed shut. It takes one bag of nails for each door. These cost 4gp a bag. Each bag is a one use item.

Resting in a dungeon is not like sleeping at home or in a safe place, so only a limited recovery is possible. During rest, a PC can recover 1 Life or recover 1 spent ability, such as a spell, a prayer, an acrobat's Trick point, an halfling's Luck point, a barbarian's rage attack, etc. However, you must make a 1-in-6 Wandering Monsters roll when resting. Foes will appear behind a random door. If you have nailed the door shut, they will force it open, which will alert the party. You will get the first attack even if the Foe has a natural ability to surprise. If you did not nail the door shut, Wandering Monsters attack first. Wandering Monsters do not cancel the effect of resting and they appear AFTER the PCs have recovered.



Exploration

Animal Companions

The following animal companions are available. An animal companion cannot be of higher level than its master. No PC can have more than 1 animal companion in addition to a mount. Purely decorative animals that do not fight or have game effects (e.g. mice, parrots) don't count. Animals cannot open or bash doors, read scrolls, use magic items, or interact with tile content except through combat. They never gain Madness. Only mounts can carry equipment. Use your common sense!

Animals fight rolling dice like PCs. They have Attack and Defense modifiers they add to their rolls. Except for warhounds, you don't have to make your pets participate in combat if you don't want to.

Hawk: L1, 1 Life, Attack -1, Defense +2. Hawks give the party +1 to orientation Saves. A party with one or more hawks reduces by 1 the chance of being surprised, but only outdoors. This bonus stacks with those of warhounds. They can't attack in corridors. Cost: 20gp.

Owl: L1, 1 Life, Attack -1, Defense +2. Owls can either attack at -1 or give +1 to their master's spellcasting rolls. Owls kill d6 rats or rat-like monsters (Vermin only), instead of performing their normal attack. They can't attack in corridors. Cost: 20gp.

Peacock: L0, 1 Life, Attack -2, Defense +0, Morale -2. Peacocks give their owner a +1 bonus at wooing and seduction Saves. They can't attack in corridors. Cost: 10gp.

Warhound: L1, 2 Life, Attack +1, Defense +0, Morale +1. Dogs are loyal: each time their master is hit in combat, they will take the hit on themselves on a d6 roll of 5-6 (the master has no choice in this). A party with one or more hounds reduces by 1-in-6 the chance of being surprised. This bonus stacks with those of hawks. Warhounds always stand beside their master in Marching Order. Custom-made light armor for a dog (giving +1 to its Defense rolls) costs 50gp. Only warhounds and wolves can wear it. Cost: 20gp.

Wildcat: L1, 2 Life, Attack +0, Defense +1. Wildcats automatically kill d6 rats or rat-like Foes (Vermin only) instead of performing their normal attack. Against other Foes, wildcats will capriciously refuse to fight on a d6 roll of 1. Cost: 20gp.

Warhorse: L2, 3 Life, 1 attack, Attack +1, Defense +1. They CAN be used for mounted combat outdoors (e.g. in woodlands) and provide a +1 Attack bonus to the rider in position 1 of the Marching Order. An armorer can craft light or heavy armor for a horse (barding) at 10 times the normal cost. Cost: 30gp.

Crow: L1, 1 Life, Attack +0, Defense +0. Grants +1 to Saves to disarm Traps or solve puzzles. Bonuses from multiple crows do not stack. Cost: 15gp.

Experience



Experience

Experience



xperience is a measure of the character's growth. It is represented by XP rolls. When a PC performs an XP roll, you roll d6, trying to roll higher than the PC's current L. If you roll a success (a 6 is always a success in this case), the PC gains 1 L.

XP rolls may also be used to learn Expert skills (only for L5+ PCs).

When a PC's levels up, the PC's current and maximum Life points increase by 1, and all the advantages associated with Level also increase (e.g., a warrior's +L bonus to Attack rolls, a wizard's spell slots, etc.). Leveling up happens DURING the adventure and its effects are immediate.

For example, a wizard gaining 1 L also gains 1 spell slot. The PC was studying and preparing that spell, and enough magical knowledge has been reached. Add a spell from those available for the PC.

You may assign an XP roll to any PC, but not to a PC that has just leveled up, unless that PC is the only survivor (i.e., you cannot select a different PC because they are all dead or turned to stone).

Normally XPs are used immediately. You store them only for switching the whole party to a higher Tier.

Several XP systems are described below. The first one is the default one, but all are official. Choose the one that fits your style of play.

XP, Classical System

You gain 1 XP by defeating 10 Minor Foe encounters (keep track of the number of encounters, the number of Foes in each encounter is irrelevant). You gain 1 XP by revealing a Secret (this requires finding 3 Clues). You gain 1 XP by defeating a Major Foe. You gain 1 additional XP for defeating a dungeon's Final Boss.

Some players find this system too fast. If you enjoy long campaigns with the same PCs, use one of the others, or rule that no PC may gain more than 1 Level per adventure.

XP, Slow and Sure System

Under this system, do not roll for XP. Just level up a single PC at the end of any successful adventure. As long as you complete the main goal of the adventure, one of your surviving PCs gains 1 Level. This system does away with book-keeping and gives you more control over your party's growth.

Experience

8P, Old School System

Under this system, you do not use XP rolls but keep a growing XP tally and you spend them to level up. The XP numbers will be much higher. You keep track of XP adding the overall levels of Foes defeated (for example, if you defeat 10 L3 Minions, you gain $3 \times 10 = 30$ XP). Halve this, rounding down, if the Foes are Vermin. For Major Foes, use their L $\times 10$, +5 per Life point (so, if you defeat a L6 Foe with 8 Life, you gain $60 + 40 = 100$ XP). In addition, you gain 1 XP per every gp of Treasure collected (use resale value for magic and other unusual items).

You spend (Tier+2) $\times 100$ XP to level up a hero or to gain a skill. E.g., leveling up a L5 hero (Tier 2) costs 400 XP.

You may not level up the same PC twice in a row, unless the PC is the only survivor. Whenever the adventure gives you an XP roll for some action not connected with defeating Foes or collecting Treasure, gain Tier $\times 100$ xp. This system requires more book-keeping but feels more old school.

8P, Slower Advancement System

Keep the XP earning system the same as the Classical System above, but change the advancement to the following:

Store the XP. Spending a number of XP equal to level you are trying to advance to allows the PC to try an XP roll.

Example: A L3 PC wanting to advance to L4 must spend 4 XP and perform a successful XP roll to become L4.

For each additional XP spent above the amount required, the PC receives a +1 to the XP roll. Using this system, there's no XP for Tier advancement, but the PC must spend gp to cover training expenses (Tier 2 = 500gp; Tier 3 = 1000gp; Tier 4=2500gp; Tier 5=5000gp).

To learn advanced skills/spells, PCs must spend XP equal to their current L and must have attained the minimum Level/Tier required for that skill. The PC must also spend $(100 \times L)$ gp for training expenses and guild fees.



Milestones



Milestones



Milestone is a short term goal assigned to a PC. Upon completion of the Milestone, the PC receives a benefit. The same Milestone may be given to multiple PCs. As soon as the Milestone is accomplished in the campaign, the PC gains the benefit and may choose another Milestone. Milestones are entirely optional. Each PC may take a Milestone only once. Most Milestones ask you to keep track of certain actions. Draw a box on your play sheet with the name of the Milestone and pencil in a checkmark every time that action is accomplished. You may choose Milestones freely, at any point of the PC's career.

Goblinslayer: As soon as the PC slays 70 Levels of goblins, the PC gains a permanent +1 to Attack and Defense rolls vs. goblins. For example, a PC slaying 3 L4 goblins has defeated $(3 \times 4) = 12$ Levels of goblins.

Orcslayer: As soon as the PC slays 60 Levels of orcs, the PC gains a permanent +1 to Attack and Defense rolls vs. orcs.

Thundermaster: To complete this Milestone, a spellcaster must inflict 20 points of damage with the Lightning spell over the course of one or more adventures. At least one Lightning spellcasting roll must have exploded. When the Milestone is completed, the PC gains a permanent +1 to spellcasting rolls for the Lightning spell. Spells cast from scrolls or magic items count for completing this Milestone.

Slumbermaster: The PC specializes in the Sleep spell. Keep track of the total levels of all Foes put to sleep by the PC's spells, including any cast through scrolls or magic items. As soon as the total is 100, the PC gains a permanent +1 to Sleep spellcasting rolls.

Scourge of the Hobgoblins: As soon as the PC slays 60 Levels of hobgoblins, the PC gains a permanent +1 to Attack and Defense rolls vs. hobgoblins.

Scourge of the Kobolds: As soon as the PC slays 100 Levels of kobolds, the PC gains a permanent +1 to Attack and Defense rolls vs. kobolds.

Witchfinder: As soon as the PC slays 10 witches, hags or warlocks of any level, the PC gains +1 on all Saves vs. spells/curses in witch, hag, or warlock encounters.

Vermin Exterminator: As soon as the PC has slain 100 Vermin Foes, the PC gains a permanent +1 Attack bonus vs. all Vermin Foes.

Gaze Resistance: As soon as the PC Saves successfully against the gaze of medusae or other Foes with the same ability at least 5 times, the PC gains a permanent +2 on all Saves vs. stone-turning gaze. The 5 successful Saves do not need to be consecutive: the PC may save 3 times in different adventures, then fail, then Save 2 times in a different adventure and still complete the Milestone.

Milestones

Scroll Librarian: As soon as the PC collects 20 scrolls and binds them into a grimoire, the scrolls are destroyed but the PC gets 1 additional spell slot. The extra slot must be assigned to a spell found on the scrolls sacrificed. The PC may NOT change this extra spell at every adventure, e.g., if the PC chooses a Sleep spell, the PC must always put 1 Sleep in the extra slot. Only spellcasters may take this Milestone. Illusionists create a necklace out of prisms, druid a book made of tree bark, but the effect is the same.

Gem Collector: As soon as the PC collects 10 gems worth at least 50gp each, the PC can have one item of jewelry built that will be worth 50% more than the sum of the value of all gems used. This has no cost and happens between adventures.

Panoplia: A PC collecting 1 magic weapon, 1 magic shield and 1 magic armor may spend 100gp to have them all decorated in the same style. This panoplia may be given to a local authority as a gift. This will earn the PC a favor. During the campaign, the PC may use the favor to receive a payment of up to 300 gp, ignore a fine of any value, get out of jail, or to get resurrected (assuming the PC's body is carried home).

Thrice Blessed: After a PC with this Milestone has been resurrected 3 times, the PC gains a +1 permanent bonus to all Saves. To keep this effect working, the PC must spend 10gp per Level prior to an adventure in sacrifices to the gods. If the PC skips one payment, the bonus is suspended until the PC offers sacrifices again.





A black and white illustration depicting a hooded figure standing amidst skeletal remains. In the background, a large, circular object resembling a sun or moon hangs in the sky. The scene is filled with bones, skulls, and a central figure that appears to be a mummy or a skeleton. The overall atmosphere is dark and mysterious.

Secrets



Secrets



hen the party has 3 Clues (gained during the current adventure or over multiple adventures), you may spend them to discover a Secret. Clues are discovered by a single PC, but are shared with the whole party. If the PC dies, move the Clue to another PC. Choose a PC to discover the Secret. That PC immediately gains 1 XP and chooses a Secret from the following list (supplements have their own Secrets with different costs and effects).

Weakness of a Foe: When you meet a Major Foe of your choice, you have a +2 to attack that Foe. The bonus lasts for a whole combat, not for a single attack. All PCs and allies enjoy the bonus.

Deal with a Foe: When you encounter a Foe, you may declare that you have a deal with the creature. The Foe will let the party pass through the room without attacking, any time that you need to. You may not, however, take its Treasure. You may not use this Secret with Vermin or a Final Boss.

Location of a hidden treasure: Play this in any empty room (not the entrance of a dungeon). Here a hidden treasure can be revealed by speaking a secret password. A niche opens in a wall, and you find $3d6 \times 10$ gp.

Location of a magic item: When you enter any room in a dungeon (but not the first room), you recognize it as the location of a hidden magic item that can be revealed by speaking the correct password. Gain 1 magic item of your choice from any Random Magic Items Table.

True name of a spiritual entity: You are in contact with an angel or demon (your choice, but once chosen, it cannot be changed). During a game, you may call an angel to heal a single PC to full health or to rescue the PC out of a trapdoor; alternatively, you may call a demon to inflict 4 damage to a single Major Foe or kill up to 6 Minor Foes. Once used, this power is lost forever and may not be gained again by the same PC in the same campaign.

New spell: Only a spellcaster PC may reveal this Secret. Add a spell from any spell list or Random Table to the list of spells you can use. You immediately gain 1 temporary spell slot to be able to use that spell.

Increase of magical or spiritual power: This can be taken by a cleric or spellcaster, only once per PC in a campaign. You increase by 1 the number of times you can use a single specific spell or Prayer (Healing, Blessing) during an adventure. In other words, you gain 1 permanent spell slot or Prayer but only for a specific spell, chosen when the Secret is revealed.

Location of a scroll: Hidden in a niche, you find a scroll, piece of bark or prism with a spell of your choice.

Recipe for a potion: To reveal this Secret, the party must at least 2 Major Foes and spend 50gp for material components. After doing so, an apprentice alchemist at home brews a new potion for you



Secrets



between adventures. You may purchase a potion of healing before every adventure for 50gp.

Terrifying secret: Whenever a Foe or group of Foes must roll Morale in your presence, you may utter an unspeakable secret, and the Foes will automatically fail their Morale roll. This has no effect on Foes that do not test Morale or Final Bosses. You may discover multiple Terrifying Secrets and use them once each.

Someone will pay big money for that: You know a nobleman who lost an heirloom. If you find a jewel, gem, or any item of jewelry with a gp value, and you carry it out of the dungeon, you can sell it for 3 times its value.

Your enemy is in the dungeon: A chaos lord is your personal enemy. When you meet a Major Foe, you may exchange it with a chaos lord (result 5 on the Dungeon Boss Monster Table, p.170) and fight him at +1 to your Attack rolls. The bonus lasts for the whole combat.

The Prisoner: An important NPC (prince, noble, rich merchant, etc.) is a prisoner in the dungeon. You may meet the NPC in any room guarded by Minions or a Boss. If you bring the NPC out of the dungeon alive, you receive a random magic item and 1 Treasure roll, OR double your current gp, whatever is best for you. The prisoner is chained to a wall. A PC can break the chain during combat with a successful Attack roll vs. L4. Rogues and barbarians add +L on this roll. A PC rolling to free the prisoner may not attack any Foes that turn.

You descend from a bloodline of dragon-slayers: Only a barbarian or a dwarf may take this. The PC gains a new Trait called Dragonslayer. From now on, when fighting a dragon, the PC adds +1 to Defense and Attack rolls.

Secret diet: You learn a secret diet to increase your stamina. You may not share it with your allies. As long as you spend 100gp in food prior to each adventure, you have 1 extra Life until the end of the adventure. The diet is not magical and may be used by barbarians. Halflings spend only 50gp because they have excellent food already! Unliving PCs may not use this Secret.

Adventures



Adventures



This section includes two short adventures designed for beginners. We recommend using four PCs belonging to the iconic classes (warrior, cleric, dwarf, elf, halfling, barbarian, rogue, wizard) to get a feeling of the game. Use the Tables provided in this section.

The Witch's Cave is a procedural adventure. You create a random map where every tile has random content. This is like a standard random dungeon generated with this book, but simpler.

The Purple Crystals is a map-based adventure. While in some instances you roll for random content, this adventure has a more "narrative" feel. You move on a map with numbered rooms, and read the entry corresponding to a numbered tile when you enter it.



Adventures

The Witch's Cave

Your Mission

The witch Milethia has cursed Parkalon, a captain of the guards, who now writhes upon his deathbed. The blessings of clerics are not enough to save him. Milethia hides in a cave two days' march from the city. If you kill or capture the witch before the Curse completes its course, you will save Parkalon and claim the 100 gold piece reward.

Marching Order

Arrange your PCs in Marching Order, numbering them from 1 to 4.

You advance two abreast: place two PCs in front (positions 1 and 2) and the other two behind (positions 3 and 4).

Lantern

The party must have at least 1 lantern, assigned to a PC who must use 1 hand to carry it, and therefore cannot use a shield, a two-handed weapon, a bow, or a sling. If the lantern-bearer is killed, another PC must pick up the lantern.

A party without a lantern suffers -2 on all Attack, Defense and Save rolls and cannot use ranged weapons or perform Search rolls.

Generating Tiles

Roll 1d6 on the Tile Table to determine the shape of the room (in this adventure, they are caverns). Draw the tile on graph paper, starting from the bottom edge of your sheet of paper. The drawing does not need to be artistic: a tile is just a "box" where you record encounters and events, and its exact measurements

are not important.

You may rotate or flip the tile in any direction, or cut away part of it if it overlaps a previous tile or reaches the edge of the paper (the cave wall has collapsed in that spot).

Each time you pass through an exit, generate a new tile by rolling 1d6 again.

Starting with the 4th tile, you may encounter the witch Milethia. Upon entering the 12th tile, you automatically find her if you didn't encounter her already.

Room Contents

Whenever you enter a room, roll 2d6 (add both dice, generating a number from 2 to 12) on Milethia's Cave Content Table. The result directs you to another Table detailing the contents. You may find Treasure, Traps, empty rooms, Clues, Foes to fight, or creatures you may negotiate with.

Encounter with the Witch

After generating the 4th tile, roll 1d6 each time you encounter a Major Foe (a Weird Monster or a Boss Monster, including any encountered as Wandering Monsters). Add +1 to the roll for each Major Foe encountered so far. On a result of 6 or more, you encounter Milethia the Witch. Otherwise, you will automatically find her in the 12th room.



Milethia's Cave Content Table (2d6)

2

Roll on the Treasure Table.

3

Roll on the Traps Table and then on the Treasure Table.

4

Roll on the Special Events Table.

5

This tile is Empty. You find 1 Clue.
Roll on the Special Feature Table.

6

Roll on the Vermin Table.



7-8

Roll on the Minions Table.

9

This tile is Empty. You find 1 Clue.



10

Roll on the Weird Monsters Table.

11

Roll on the Boss Monsters Table.

12

This tile is Empty. You find 1 Clue.

As soon as you obtain your second Clue, read Milethia's Secret.



After generating the 4th tile, roll 1d6 and add +1 for each Major Foe encountered so far (including Wandering Monsters): on 6+, you encounter Milethia. You will encounter her automatically in your 12th tile.

Milethia's Cave - Special Features Table (d6)

1-3	Fountain: The first time you encounter a fountain, all wounded PCs recover 1 Life. Additional fountains have no effect.
4-6	Cursed Altar: As you enter, a sinister altar glows malevolently. One random PC is cursed, suffering -1 Defense. The curse can be broken if the PC kills a Major Monster alone, or receives a Blessing.

Milethia's Cave - Special Events Table (d6)

1-3	A ghost drifts through the party. All PCs must Save vs. L4 magic (clerics add +L) or lose 1 Life.
4-6	You meet a wandering healer. He will heal the party for 10gp per Life restored (you may spend as much as you can afford).

Milethia's Cave - Traps Table (d6)

1-3	Dart trap! A random PC must make a L2 Defense roll or lose 1 Life.
4-6	Cloud of poisonous gas! All PCs must Save vs. L3 poison or lose 1 Life. Halflings may reroll a failed Save.

Milethia's Cave - Treasure Table (d6)

0 or less	No Treasure found.
1-2	1d6+4gp.
3	Choose one of the following: 1 rope, 1 lantern, 1 hand weapon (your choice of blunt or slashing).
4	A gemstone worth $2d6 \times 5\text{gp}$.
5	Disinfectant Paste (1 dose): Restores 1 Life lost from failed infection, poison, or disease Saves. May not be used in combat. Resale value: 7gp.
6	Lucky Horseshoe: The bearer may re-roll a single die roll once; afterward it loses its magic. Barbarians cannot use it. If unused, it sells for 10gp.

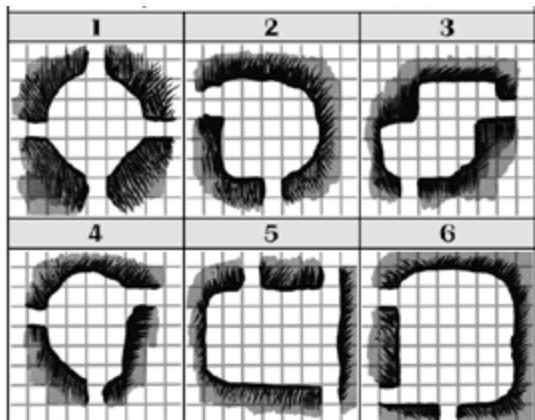
Milethia's Cave - Vermin Table (d6)

1-3	3d6 Rats, L1 Animal Vermin, 1 Attack, 1 Life, Standard Morale, No Treasure. Each PC wounded must roll a 1-in-6 chance of losing 1 additional Life due to infection at the end of the encounter. If you have a dose of disinfectant paste, you prevent this damage. <i>Reactions (d6): 1-3) Flee, 4-6) Fight.</i>
4-6	1d6 Kobold Skeletons, L3 Undead Vermin, 1 Attack, 1 Life, Never test Morale, No Treasure. Blunt weapons attack them at +1, arrows at -1. <i>Reactions (d6): 1-3) Flee, 4-6) Fight.</i>

Milethia's Cave - Minions Table (d6)

1	1d6+4 Trained Bats, L2 Animal Minions, 1 Attack, 1 Life, Standard Morale, No Treasure. They are trained to attack a specific target: choose a random PC; that PC suffers -1 to Attack and Defense rolls until the end of the fight. <i>Reactions: 1-2) Flee, 3-6) Fight.</i>
2	2d6+3 Kobold Scouts, L2 minions, 1 attack, 1 Life 1, Morale -1, Treasure -1. Half of them (rounded down) carry javelins and will throw them before the melee. <i>Reactions: 1)Flee 2) Flee if outnumbered 3)Peaceful 4)Bribe (5gp per Foe) 5-6) Fight</i>
3	2d6 Milethia's Zombies. L3 Undead minions, 1 attack, 1 Life, Never test Morale, No Treasure. Arrows attack them at -1. Immune to Sleep and Poison. <i>Reaction: Always Fight to the death.</i>
4	1d6+2 Icy Shadows of the Depths, L3 undead minions, 1 attack, 1 Life, Never test Morale, Treasure +1. Shadows hate the light, and any extra attacks target the lantern-bearer (or anyone holding a light source). However, the lantern-bearer has +1 to melee attacks vs. shadows. A vial of holy water automatically kills 1 shadow. <i>Reaction: Always Fight to the death.</i>
5	1d6+1 Jackal-Men, L4 Minions, 1 attack, 1 Life, Morale -1, Treasure +1 Whenever a jackal-man dies, roll 1d6: on a 1, 1d3 more jackal-men arrive next turn. <i>Reactions: 1-2) Bribe (all your Treasure). 3-6) Fight.</i>
6	1d6 Deep Hags, L5 Minions, 1 Attack, 1 Life, Standard Morale, Treasure +1. At the beginning of the encounter, roll 1d6: if the result is equal to or less than the number of hags in play, a random PC is bewitched, suffering -2 to Attack rolls until the encounter ends or the PC receives a Blessing. <i>Reactions: 1-2) Special: spend 50gp to buy 1 Clue; if not, they fight, 3) Peaceful, 4-6) Fight</i>

Keep track of Minion encounters. Surviving 10 Minion encounters grants 1 XP roll.



Roll d6 to generate the shape of a tile. Feel free to rotate, mirror or truncate the tile. The exact shape and size of the rooms is not very important in this adventure.



Milethia's Cave - Weird Monsters Table (d6)	
Roll	Result
1-3	Iron-Eater, L3 Weird Monster, 3 attacks, 4 Life, Standard Morale, No Treasure. Heavy armor gives no Defense bonus against this creature, though light armor and shields do. If the monster hits, the PC takes no damage, but loses (in order): Armor, Shield, Main weapon, or 3d6gp, if none of the above remain. Non-metallic items are unaffected. <i>Reactions: 1 Flee; 2-3 Bribe (1d6gp to distract it); 4-6 Fight.</i>
4-6	Giant Spider, L5 Weird Monster, 2 attacks, 3 Life, Standard Morale, 2 Treasure rolls. Any PC wounded by the spider must Save vs. L3 poison or lose 1 additional Life. Due to the spiderweb, the party cannot withdraw. If a Fireball spell is cast at the spider, the web is destroyed. <i>Reaction: Always Fight.</i>
Defeating any Major Foe (Weird or Boss) grants 1 XP roll.	

Milethia's Cave - Boss Monsters Table (d6)	
Roll	Result
1-3	Mummy, L5 Undead Boss Monster, 2 attacks, 4 life, Never tests Morale, Treasure +2. Any PC killed by the mummy becomes a new mummy and must be fought. All fire-based spells hit the mummy at +2. <i>Reactions: Always Fight to the death.</i>
4-6	Ogre, L5 Boss Monster, 1 attack, 6 Life, Standard Morale, Standard Treasure. Each hit from the ogre deals 2 damage. <i>Reactions: 1 Bribe (30gp), 2-3 Fight, 4-6 Fight to the death.</i>
Defeating any Major Foe (Weird or Boss) grants 1 XP roll.	



Milethia The Witch	
L5 Boss Monster, 1 attack, 6 Life, Never Tests Morale, Treasure: 3 rolls at +1. Each turn, roll d6 to determine Milethia's action:	
1-3	She stabs a PC with her dagger. This is an L4 attack that deals 1 damage;
4-6	She casts a Curse on the PC with the most Life, who must Save vs. L5 magic. Clerics and wizards add +L to the Save. On a failure, the PC is Cursed and loses 1 Life on each of Milethia's turns. Milethia will not target the same PC twice with the Curse. The Curse ends immediately when she is defeated. A cleric's Blessing slows the Curse: for 3 turns, the PC does not lose Life from the Curse. <i>Reaction: Always Fight to the death.</i>
Defeating Milethia grants 2 XP rolls. If you have discovered Milethia's Secret and want to use it, read Alternate Ending.	

Adventures

Milethia's Secret

Important: Read this only if you manage to find 2 Clues.

In a niche in the cave wall—in what looks like Milethia's laboratory—you find several sheets filled with incomprehensible symbols, and among them, a letter:

*"To Milethia.
The love we once shared is now only hatred.
Do not dare approach our son again, or I will have you arrested for witchcraft
and condemned by the clerics of Luura.
In any case, I have had him transferred to another city, where he will become
a religious scholar.
Stay away from me and from him, or you will suffer the consequences.
No longer Yours,
Parkalon."*

Alternate Ending

Important: Read this only if you have discovered Milethia's Secret.

Milethia cursed Parkalon because he stole their child from her—born from an illicit relationship—since admitting paternity and an affair with a witch would ruin his reputation as captain of the guard.

Milethia wishes to free the son whom Parkalon has condemned to a life of forced religious seclusion against his will.

Understanding her motives, you may choose not to fight her and return to the city to reveal the truth to the authorities. If you do so, you forfeit the 100gp bounty and Milethia's Treasure, but receive 2 XP rolls, each assigned to a different PC.



Adventures

The Purple Crystals



This introductory scenario for beginning characters shows how pre-written adventures work and will guide you so you learn the rules. You should be able to play it in under an hour. Use core classes (wizard, warrior, barbarian, halfling, dwarf, rogue, cleric, elf), they are perfect to learn the rules.

This is a scripted scenario, an adventure with a specific plot. In a scripted scenario, you move across a map with numbered areas, consulting the corresponding paragraph whenever you enter a new area. You don't roll random events and encounters on Table: they are already written into the story.

The scenario ends when you return to town: it is up to you whether you want to explore every room or stop once you feel you have discovered enough. Keep a list of all the Foes you defeat.

You have heard that the Alchemists' Guild paid 20 gold pieces for a small, shining purple crystal that an adventurer named Ghorl found on a goblin bandit he had slain. The goblin had attacked him in the woods near the old, abandoned silver mines. Ghorl claimed to know where these crystals come from and said he could get more. Other adventurers have also heard the news and are already thinking of searching for the crystals themselves.

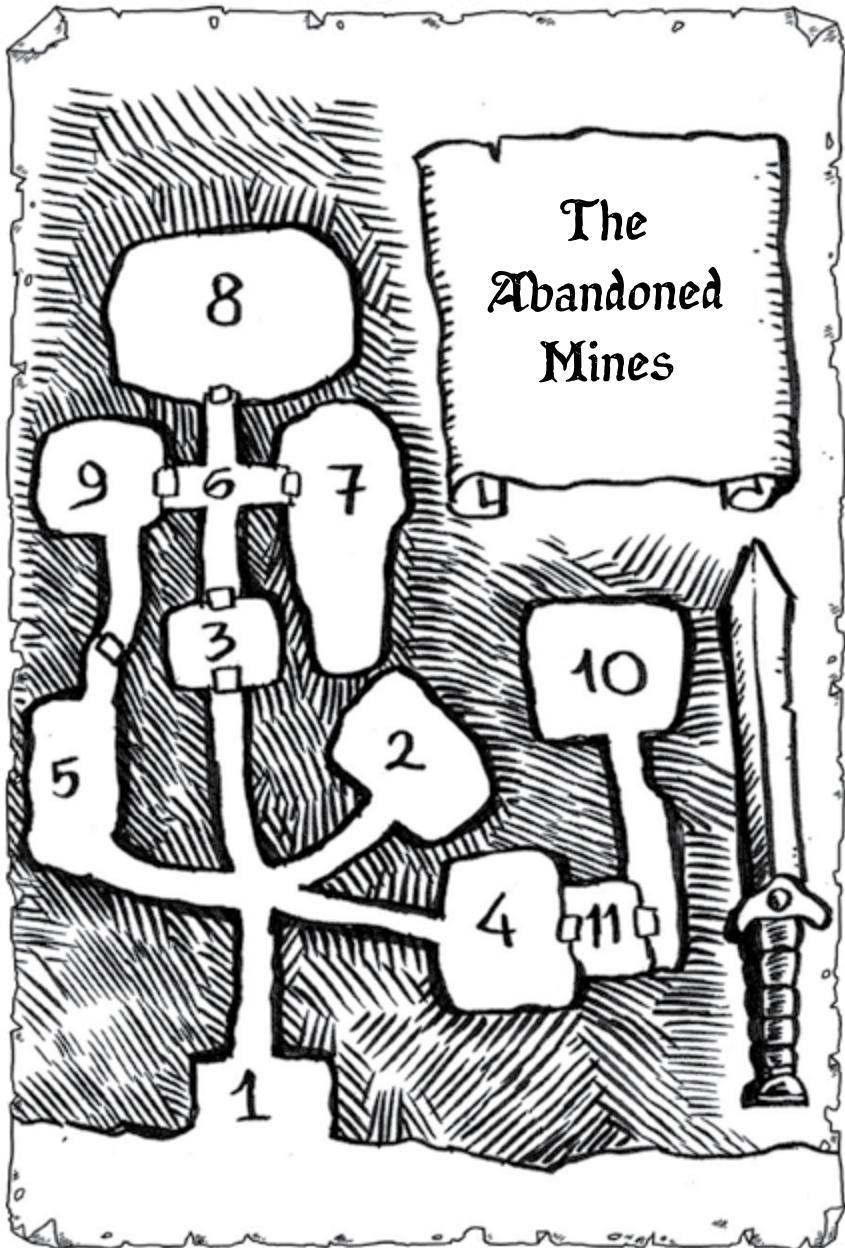
You gather your gear and start planning your mission. You would like to speak with Ghorl to ask him some questions, but he is nowhere to be found—perhaps he has already gone to the mines?

There are several courses of action you can take, each leading to a different paragraph. It is important that you do not read ahead. Make your decision and read only the corresponding section.

To begin, choose one of the following three options:



The Abandoned Mines



Adventures

a) The Guild

Go to the Alchemists' Guild and ask for information. There is some red tape to deal with and it may take time, but they might tell you something. After all, it is in their interest to obtain more crystals.

Go to paragraph 17.

b) Ghori

Ask around town about Ghori through your contacts in the underworld. You need to know more about him before starting this adventure. Getting reliable information will probably cost some coins, and you'll have better chances if you have a rogue in the party, as rogues are the best at navigating the seedier parts of town and interacting with informers.

Go to paragraph 22.

c) The Mines

You head straight for the abandoned mines and begin searching for Clues there before other adventurers hear about them. You own an old map of the mines, so exploring them should not be difficult; it will take only a couple of hours on foot to reach the area.

To go to the abandoned mines, read paragraph 1, below.

1

It has been years since you last visited the part of the forest that grows around the old abandoned mines. The landscape has changed greatly—vegetation has spread everywhere. The old paths are now choked with brambles and bushes, and what should have been a pleasant walk through the woods turns into a difficult trek through dense

forest, taking up most of the morning. By the time you finally reach the abandoned silver mines—three hours later—you are covered in cuts and bruises.

Entering the dark mouth of the cave, **you must light a lantern.** Decide your Marching Order by assigning each PC a number from 1 to 4: positions 1 and 2 are called the front rank, while positions 3 and 4 are the rear.

Choose who carries the lantern. This PC must use one hand to hold it: they cannot use that hand to cast spells, hold a shield, or wield a weapon. In any case, the lantern bearer cannot use a bow, sling, or a two-handed melee weapon.

Now look at the map of the mines. You will see that each tile has a corresponding number: whenever you enter an area, read the paragraph with the matching number.

Backtracking: Every time you return to an area you have already visited, roll 1d6; on a result of 1, someone surprises you from behind! Roll on the Wandering Monsters of the Abandoned Mines Table (p.144) to determine who attacks you. Doors shown on the map are unlocked unless the text states otherwise.

Begin in tile 1.

The entrance is dark and, after a few steps, the room narrows into a corridor. You may Search this room for something useful or a Clue. If you do so, go to paragraph 12. After resolving that paragraph, choose your direction and move to the corresponding numbered section.

Adventures

From here (area 1) you may take the corridor heading west (go to paragraph 5), the one leading north (go to paragraph 3), northeast (go to paragraph 2), or east (go to paragraph 4).

2

As you enter this room, an old beam collapses onto the two PCs at the front of the Marching Order. If one of them is a rogue, roll 1d6 and add their L. If the result is 3 or higher, you pass the Save and shout a warning. The beam falls, but no one is hurt. If you roll 1 or 2, the Save fails and both front-rank characters suffer 1 damage each.

If your party includes an elf or a wizard, you may Search among the debris: go to paragraph 13. Then return to paragraph 1 and choose another direction you have not yet taken.

3

You walk along the corridor and reach a wooden door. The door is sturdy (L3) and locked (the lock is L3). You may break it down on a roll of 3+ on 1d6 (barbarians adds +L to this roll), or have a rogue pick the lock, also on 3+, adding the rogue's L. If the lock-picking attempt fails, the rogue cannot open the door and you must attempt to break it down. If you roll 1 while trying to break down the door, the noise attracts Foes: roll on the Table on p.144. You may also blast the door open with a spell—no roll needed. Lightning Bolt or Fireball will do the trick. If you succeed in entering this room, go to paragraph 15. Otherwise, return to paragraph 1 and choose another direction not yet taken.

4

From the entrance, the light of your lantern glints on a pile of golden vases and dishes. They are dusty, but look valuable!

If your party includes a dwarf, you might learn more, since dwarves can smell gold (go to paragraph 16). Otherwise, you may simply enter the room (go to paragraph 18) or you may turn back and choose another route.

5

At the foot of a wall you see an old, lidless wooden crate filled with purple crystals. Dust and debris cover the floor, but the crystals look recently cleaned and polished.

If you have a dwarf in the party, go to paragraph 23. To inspect the crate, choose a PC to do so and go to paragraph 19. Otherwise, you may continue through the door to the north (go to paragraph 9) or turn back and take another direction.

6

This corridor is empty. You may Search it by rolling 1d6-1 (because you are in a corridor) on this Table:

O-1: Roll on the Wandering Monsters of the Abandoned Mines Table (p.144).

2-4: Nothing happens.

5: You find 1 Clue. Record it on your play sheet; when you have 3, read paragraph 14.

At the end of these two crossing corridors are four doors. Choose which paragraph to go to: 3, 9, 8, or 7.

Adventures

7

There are 4 goblins in this room. From their ragged clothes and filthy weapons, you guess they are bandits. They look hostile, but perhaps you can reason with them. To attack immediately, go to paragraph 24. To see whether they can be negotiated with, go to paragraph 25.

8

A grimy man in his forties lies on a straw mattress. Beside him are the remains of a meal, a sheathed short sword, and a couple of empty bottles.

When you enter the room, you may try not to wake him—but only if you have a rogue in the front of your Marching Order. If you intend to do so, go to paragraph 26.

If you cannot or do not wish to act that way, the man awakens: go to paragraph 27.

9

A band of 6 goblins is hiding in this room. When you enter, they try to ambush you, attacking from the sides. Save vs. their ambush tactic (L5; add the L of your highest-Level PC to the roll). On a success, their tactic fails and you strike first. On a failure, they strike first, making 3 attacks against the two rear-most characters in your Marching Order.

Goblins, L4 Minions, 1 Life each, standard Morale. To determine their Treasure, roll d6-1 on the Treasure Table. They carry poor-quality blades you may use as light slashing weapons (-1 on Attack rolls). You may sell them for 5gp total once you return to town.

10

The corridor ends in an orc's lair. If you have already defeated an orc as a Wandering Monster, the room is empty, and searching it is pointless. If you have not, you will find him here.

Hungry orc, L5 Boss Monster, 2 attacks per turn, 5 Life, standard Morale. If you have food to offer and you decide not to attack immediately, you may roll a 2-in-6 chance to convince him to accept your offer and leave the room. If you fail to bribe him, he attacks first. If you manage to bribe or defeat the orc, make 1 XP roll with one of your PCs.

There is no exit from this room. Backtrack and explore a new area.

11

This room appears empty. You may Search it more thoroughly if you wish (go to paragraph 28), turn back and choose another path, or open the door on the east wall (go to paragraph 10).

12

This is a Search roll. Roll 1d6:

1: Wandering Monsters attack. Roll on the Table on p.144.
2, 3, or 4: The room is empty.
5 or 6: You find a broken arrow of goblin make (record 1 Clue on the party sheet; when you collect 3 Clues, go to paragraph 14).

You may repeat this Search procedure every time you are told you are in an empty room. Now return to paragraph 1 and make another choice.

Adventures

13

This is a Search roll. Roll 1d6:

1: Wandering Monsters attack!

Roll on the Table on p.144.

2, 3, or 4: You find nothing of interest.

5 or 6: You find a purple crystal. It radiates no magic and appears to be a common stone with no special value. You find it hard to believe the Alchemists' Guild would pay gold for such a crystal (record 1 Clue on the party sheet; once you have 3 Clues, go to paragraph 14).

Now return to paragraph 1 and choose another direction you have not yet taken.

14

You have uncovered a Secret and immediately gain 1 XP roll with a PC. A band of goblin raiders is using the abandoned silver mines as their hideout. They lure adventurers into the underground by spreading tales of precious crystals and hidden treasures to rob them. The crystals are nearly worthless. The rogue known as Ghorl is working with them and is spreading false rumors about the mines to draw adventurers into the trap. Capturing Ghorl alive and handing him over to the authorities for questioning is probably a wise idea.

It is time to head into the abandoned mines (go to paragraph 1).

15

This storeroom is full of low-quality food: moldy bread, a bucket of foul-smelling beer, and a basket of

rotten apples. Strips of dried meat, gnawed by vermin, hang from the ceiling.

If you want to eat something, go to paragraph 20 (or you may take some food with you and read paragraph 20 later, when you decide to eat). To the north is an unlocked door. If you want to go through it, go to paragraph 6. Otherwise, return to paragraph 1 and choose another direction you have not yet taken.

16

The dwarf smells no gold. The vases and dishes are cheap imitations. You may still choose to enter the room and take them (go to paragraph 18), or go back and choose another path.

17

Discussing delicate matters with someone at the Society of Authorized Alchemical Preparers, Scholars, Transformers, and Resellers (more simply known as the Alchemists' Guild) is a long and tedious process. Roll 2d6, subtracting -1 for each spellcaster in your group (including elves, but not clerics): the result is the number of hours you must wait before someone will speak to you. The guild representative, a middle-aged Halfling woman named Valusa, tells you they know nothing about a man named Ghorl and that no one has recently attempted to sell them purple crystals. From your description, it sounds like a common crystal used in cheap jewelry or ground up as an ingredient in potions to treat digestive ailments in elves. Such a crystal cannot be worth more than 1 gold piece, so the rumor you heard must be false.

Adventures

If you waited more than 8 hours, write "Latecomers" on your play sheet.

Keywords are a way to remember that something has happened; the adventure may refer to them later.

You may now choose to visit the abandoned mines (go to paragraph 1) or begin asking questions about this Ghoul around town (go to paragraph 22).

18

When you enter, the PC leading the Marching Order (position 1) must roll 2 Saves against a L4 Trap (if the PC is a rogue, add +L; if an elf or Halfling, add +1). For each failed Save, the PC is struck by a spear fired from a mechanical Trap and suffers 1 damage.

Suddenly, 4 fierce goblins emerge from the shadows, waving their scimitars and—speaking in a crude imitation of the Trade Tongue—order you to drop all your belongings and leave, or they will kill you. You may give in to their demands, in which case you lose all equipment except the lantern (return to paragraph 1), or fight them (go to paragraph 21).



19

As the PC inspects the crate, what looks like a piece of rope whips around the hero's neck, tightening. It's the strand of a giant spiderweb! The PC must make a Defense roll against this L4 attack (if the PC has a shield, the PC benefits from their shield bonus, but gains none from armor; rogues add +L to the roll). If the roll fails, the PC is strangled (losing 1 Life) and lifted toward the darkness of the ceiling.

A goblin-spider, a vile creature of Chaos resembling a hairy goblin with thin limbs (six arms and two legs), has ambushed you.

Goblin-spider, L4 Chaos Weird Monster, 4 Life, standard Morale.
It automatically damages a victim trapped in its web. It will attempt to grab a PC until it succeeds.
If the goblin-spider has captured a PC, it will remain on the ceiling.
While it stays up there, only the PC



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caught in its web can attack it in melee. The others may target the Foe only with ranged attacks or spells. PCs who do not already have a ranged weapon in hand must spend 1 turn swapping weapons and readying bows or slings. Each turn, the goblin-spider continues to strangle the captured PC, automatically inflicting 1 damage.

If the goblin-spider has not yet trapped anyone, it tries to capture a random PC.

If this opponent is too dangerous, you may flee. When you do, the goblin-spider makes one last attempt to capture a random PC. It will not pursue the party beyond this room. If you arrived here from room 1, there is no door between you and the Foe, so your party is considered fleeing. If you arrived from room 9 and wish to return there, you may close the door between you and the goblin-spider; your party is then considered withdrawing. When withdrawing, your Defense rolls are at +1 and the bonus from shields, if any, applies. When fleeing, there is no bonus and shields are ignored.

After this encounter—whatever your choice—you move on to a new room.

20

Roll 1d6 for each PC who ate something (halflings can digest anything and do not need to roll): On 1, the PC suffers from food poisoning and has -1 on all Attack rolls until they receive a Blessing spell or until the party can rest.

Return to the paragraph you came from and proceed to the next room.

21

You charge at the goblins! There are 4 of them. Each PC must attack a different goblin. They are L3 Minions and have 1 Life each (Minions, like Vermin, are Minor Foes, and all Minor Foes have 1 Life). Because they are L3, a PC needs an Attack roll of 3 or higher to kill a goblin.

Dwarves attack goblins at +1, that barbarians, elves, warriors, and dwarves add +L to their Attack rolls, clerics add half their L (rounded down), and that rogues and wizards attack at -1, since they use light weapons.

Make one attack with each PC, or first cast a spell with an elf or wizard and then attack with the remaining PCs.

If you kill 3 goblins, roll 1d6 for the remaining goblin. This is called a Morale roll and it tells you if the remaining goblin flees or continues fighting.

On a 1-4 (normally 1-3, but goblins are not very brave and have -1 Morale) the last remaining goblin flees. On a 5-6, it keeps fighting.

After your PCs have all acted (every PC has taken an action), it is the goblin's turn to attack. They are L3, so PCs must roll 4 or higher on their Defense rolls to avoid 1 damage. Remember: when you make a Defense roll, you must roll higher than the Foe's L—rolling equal to the Foe's L is not enough.

Also remember the modifiers:

+1 for light armor

+1 for a shield

+2 for heavy armor

Rogues add +L to Defense rolls

Continue fighting until you decide to flee or defeat all the goblins.

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Their scimitars are crude; when used by PCs they count as light slashing weapons (-1 to Attack rolls) and may be sold for 4gp each.

The vases and dishes found in the room are nearly worthless—the whole pile can be sold for 2gp.

You may now pass through the unlocked door to the east (go to paragraph 11) or choose another direction on the map.

22

You begin scouring the seedy part of town, buying drinks and asking questions about Ghorl. Spend 1d3gp on drinks and bribes (if you have no money to spend, you receive no information). 1d3 means rolling a d6 and counting 1-2= 1, 3-4= 2, 5-6= 3.

If you pay for drinks, roll 1d6, adding +1 for each rogue in your group:

1-2: A PC of your choice gets into a scuffle and loses 1 Life.

3-4: You gain no information.

5 or more: You gain 1 Clue.

Clues represent abstract but interesting bits of information. Record this Clue on your play sheet; once you collect 3 Clues, read paragraph 14.

Now return to paragraph 1 and make another choice.

23

The dwarf realizes that these crystals have little real value. They look attractive, but they are far too fragile to be used for any fine jewelry. The loot obtainable from the entire crate is between 6 and 36gp (roll

$1d6 \times 1d6$ to determine the amount), and the crystals weigh the equivalent of 100gp.

If you want to inspect the crate, go to paragraph 19. Otherwise, you may continue through the northern door (go to paragraph 9) or backtrack and choose another direction.

24

You strike the bandits first. Since there are 4 of them, each PC must attack a different goblin. The goblins are Minions, L3, each with 1 Life (Minions, like Vermin, are Minor Foes, and have 1 Life). Because they are L3, a PC needs an Attack roll of 3 or more to kill a goblin. Remember: Dwarves attack goblins at +1; Barbarians, elves, warriors, and dwarves add their L to Attack rolls; Clerics add half their L (rounded down);

Rogues and wizards attack at -1 because they use light weapons.

Perform one attack with each PC, or cast a spell first with a spellcaster, then attack with the others.

If you kill 3 goblins, roll 1d6. This is a Morale roll.

1-4 (normally 1-3, but goblins are cowardly and have -1 Morale): the last remaining goblin flees
5-6: it continues to fight

Once all your PCs have acted, it is the goblins' turn to attack. They are L3, so your PCs must roll 4 or higher on their Defense rolls to avoid damage from their scimitars.

Remember:

A Defense roll must be higher than the Foe's Level—equal is not enough! Apply modifiers:

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+1 if wearing light armor
+1 having a shield
+2 if wearing heavy armor
Rogues add their L to Defense rolls.

Continue fighting until you decide to flee or you defeat all the goblins.

The goblins' scimitars are crude. If used by PCs they count as light slashing weapons (-1 to Attack rolls) and may be sold for 4gp each.

After this fight, backtrack and explore another room.

25

You wait to see the goblins' reaction. At the end of each Foe entry there is a Reaction Table. Roll 1d6 on the Reaction Table to determine what they will do. Sometimes bribing a Foe lets you conserve your resources—losing coins is better than wasting precious spells, scrolls, or Life.

The goblins' Reaction Table is as follows: 1) Flee, 2-4) Bribe (5gp or 1 weapon per goblin), 5-6) Fight. So:

If you roll 1, they flee, and you may strike them once as they run (they are Minions, L3, so any Attack roll of 3+ kills 1 goblin).

If you roll 2, 3, or 4, they let your party pass without a fight if you are willing to pay 20gp total or 4 weapons. You may also use a combination of coin and weapons (e.g., 10gp+2 weapons). If you do not want to pay, or cannot afford to, they will attack first.

If you roll 5 or 6, they attack immediately, and—as with a failed bribery attempt—they strike before your party because you hesitated.

These goblins are L3 Minions (so any

Attack roll of 3+ kills one) and have -1 Morale. If you kill more than half (so 3 goblins), immediately roll 1d6 for the remaining Foe:

1-4: It flees
5-6: It keeps fighting

After this encounter, you must backtrack and explore another room.

26

Make a Stealth Save: roll 1d6 against the man's L3, adding your rogue's L. If your total is 3+, the roll succeeds and the man does not wake (a roll of 1 is always a failure, so even an expert rogue can slip up). If he does not wake, you may disarm and interrogate him (go to paragraph 27) or kill him in his sleep (go to paragraph 29).

27

The man wakes, startled by your intrusion. He tells you his name is Ghorl, and that he is here to look for purple crystals to sell in town. If you let him go, he reveals that a large stash of crystals is in a nearby room: go to paragraph 9. If you have already visited room 9, go to paragraph 30. If you are not interested in his offer, you may leave and continue exploring. If you return later, Ghorl will no longer be here.

28

This is a Search roll. Roll 1d6:
1: Wandering Monsters! roll on the Table on p.144.
2, 3, or 4: You find nothing.
5 or 6: You find a purple crystal. It radiates no magic and appears to

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be worthless. You doubt the Alchemists' Guild would pay gold for such a thing (gain 1 Clue; when you have 3 Clues, go to paragraph 14).

You may now backtrack and choose another route, or open the door on the east wall (go to paragraph 10).

29

You kill the man in his sleep before he realizes what is happening. You examine him more closely and realize from the description you were given, he could very well be Ghorl. On his body you find a pouch containing 6gp, and a bag with $1d6+2$ purple crystals, each worth $\frac{1}{2}$ gp. From this room, you can only return the way you came.

30

Ghorl (L3 Boss Monster, 3 Life, 1 attack per turn) tries to flee. To capture him, you must render him unconscious with a Sleep spell or

striking him with the flat of your blade (-1 to Attack rolls).

This type of attack is called Subduing. You are attempting to knock out the Foe instead of killing him.

If Ghorl is still conscious after each of your PCs has attacked once, he escapes and disappears. Whether you capture or kill him, you may take his Treasure: a pouch with 6gp, and a bag with $1d6+2$ purple crystals, each worth $\frac{1}{2}$ gp. From this room, you can only return the way you came.

Concluding the Adventure

You return to town. If you bring back Ghorl alive, the authorities thank you for capturing a dangerous individual and reward you with 100gp or 2 Blessing scrolls (your choice), plus 5gp for each goblin or other Foe slain during the mission. You may keep any items found in the abandoned mines.

Wandering Monsters of the Abandoned Mines (d6)

1	1d6+1 Goblins , L3 Minions, 1 attack, 1 Life, Morale -1, No Treasure. One carries a lantern. Half (round down, minimum 1) have javelins and perform 1 ranged attack before entering melee. You may collect javelins and use them as light thrown slashing weapons (-1 to Attack rolls). Elves and dwarves will refuse to use goblin weapons.
2	1d3+1 Undead Goblins , L3 Undead Minions, 1 attack, 1 Life, Never test Morale, No Treasure. Immune to poison and Sleep. If you have a cleric, remember to add +L to Attacks against undead.
3	2d6 Bats of the Abandoned Mines , L2 Animal Vermin, 1 attack, 1 Life, Morale -1, No Treasure. If the lantern-bearer is hit by a bat, roll 1d6. On a 1, the bat dies, the PC takes no damage but the lantern is destroyed.
4	Hungry Orc , L5 Boss Monster, 2 attacks, 5 Life, Standard Morale, No Treasure. If you have food to offer and you choose not to attack immediately, there is a 2-in-6 chance to bribe the orc with food to make him go on his way. If the bribery fails, the orc attacks first.
5	Kelak, Goblin Elite Swordsman , L4 Unique Boss Monster, 2 attacks, 4 Life, Standard Morale, Treasure: see below. Armed with a Masterwork scimitar that gives -1 to your Defense rolls. If you defeat him, you may take his scimitar (resale value: 100gp). A PC attacking with it scores an exploding result on 5-6 (instead of only on 6). However, the blade is thin: if you roll 1 when attacking, it breaks and must be discarded. This encounter is unique. Treat further results of 5 on this table as "1" (goblins) instead.
6	Zurla, Goblin Shaman , L5 Unique Boss Monster, 2 attacks, 4 Life, Standard Morale, Treasure: See below. Each turn, Zurla makes 2 attacks: 1) He strikes a random PC with his staff (1 damage); 2) He emits an electric shock, attacking the PC with the heaviest armor (2 damage). If more PCs have the same armor, choose one. Armor and shield bonuses do NOT apply when defending against the electric shock. Zurla has a bag with 25gp and 1 scroll (roll on the Random Spell Table). You may take these only if you slay him—if he escapes, he keeps the bag. This encounter is unique. Treat further results of 6 as "2" (undead goblins) instead.





Tables

Initiative Flowchart

Do Foes Surprise the party?

Yes

No

1) REACTIONS. Roll Reactions to determine Foes' action. If they fight, Foes perform ranged attacks and use spell-like abilities, if any.

2) RANGED. PCs perform ranged attacks and use spells, if any.

3) MELEE. Foes attack first. Foes that used ranged weapons spend the turn to draw melee weapons. Foes that use natural attacks (bite, claws, etc.) do not need to spend 1 turn drawing a weapon.

4) PCs attack. PCs that performed ranged attacks spend the turn to draw a melee weapon or fight unarmed (-2 to Attack roll) until they do so.

A weapon is ready if it is in the character's hand/s.

A spell is ready if the caster has one hand free to cast it. Hands holding lanterns, torches and magic items are NOT empty for purposes of spellcasting.

Something described as a Free Action can be done at any moment (e.g., drinking a potion).

1) Choose ATTACK or REACTIONS: A) Party attacks immediately or B) Roll Reactions to determine what Foes will do. If PCs attack immediately, PCs with ready ranged weapons/ spells perform ranged attacks/cast spells.

2) RANGED. Foes perform ranged attacks/use spell-like abilities, if any.

3) MELEE. PCs attack first. PCs who used ranged weapons spend the turn to draw melee weapons or attack at -2 (unarmed). PCs that cast spells and are wielding a weapon in the other hand do not need to spend 1 turn drawing a weapon.

4) MELEE. Surviving Foes attack. Foes that performed ranged attacks spend the turn to draw melee weapons. Foes with natural attacks (bite, claws, etc.) do not need to do so.

Effects triggered by seeing the Foe (e.g., medusa's gaze) or by entering its space, or described as happening "at the beginning of the encounter" happen before anything else.

Attack Modifiers Summary

Class-based modifiers

Dwarf, Warrior, Assassin, Barbarian, Paladin, Ranger: +L
Elf with all weapons except two-handed melee weapons: +L

Elf vs. orc Foes: +1

Cleric, Acrobat, Bulwark, Druid, Swashbuckler: +1/2 L

Ranger using 2 weapons: +1/2 L

Cleric vs. undead: +L

Rogue vs. outnumbered Minor Foe: +L

Dwarf vs. goblins: +1

Bulwark using ranged weapons: +Tier

Light gladiator using light weapons: +1/2 L

Mushroom monk using nunchaku, bo, sai, throwing stars: +L

Mushroom monk unarmed attack: -1, O at L5+

Subdual attack: -1

Halfling using sling: +L

Kukla performing unarmed attack: -1 instead of -2

Kukla using dagger: O (cancels the -1 for a light weapon)

Gnome using one-shot mechanical weapon: +L

Gnome using a gadget-enhanced weapon: +L until end of encounter

Situational Modifiers

Mounted character vs. Foe on foot: +1

Fighting in darkness: -2

Swashbuckler spending 1 Panache point: +1

Weapon-based Modifiers

Unarmed: -2

Light weapon: -1

Two-handed weapon: +1

Crossbow: +1

Handgun: +2

Black powder rifle: +3

Crushing weapon vs. skeleton: +1

Gilded weapon vs. elemental: +2

Silver weapon vs. were-creature: +1

Torch vs. flammable Foe: +2

Magic Weapons: As per the item's description



Trait-based Modifiers

Barbarian with Beast Slayer Trait vs. Weird Monsters: +1

Dwarf with Axe Mastery Trait using an axe: +1

Halfling using sling with Sling Skill Trait: +Tier

Illusionist using Illusionary Knife Throw: +Tier

Kukla using the Hidden Blade Trait: +Tier (once per encounter)

Paladin with Mounted Fighter Trait: +Tier, +1 for being Mounted

Ranger with Deadeye using bow or crossbow: +1

Rogue with Knife Fighter using knives: +Tier

Rogue with Backstabbing: Apply outnumbering modifier vs. Major Foes

Warrior with Good Shot using ranged weapons: +1

Warrior with Sword or Mace Training using sword or mace: +Tier

Wizard with Scrapper Trait using light weapon: ignore -1 for light weapon

Defense Modifiers Summary

Class-based Defense Modifiers

Rogue, Acrobat: +L

Bulwark, Gnome, Kukla, Light Gladiator, Mushroom Monk, Swashbuckler: +1/2

Dwarf vs. giants, trolls, ogres: +1

Halfling vs. giants, trolls, ogres, half-giants: +L

Situational Defense Modifiers

Fighting in darkness: -2

Sleeping: Automatically fail Defense rolls

Withdrawing from a melee: +1

Fleeing a melee: +0, may not use shield

Defending vs. Foes equipped with flails: May not use shield bonus

Light gladiator using Watch the Enemy: +1 vs. melee attacks only

Mushroom Monk using Leap Away: +L

Acrobat failing a Vaulting Strike: -2 for a full turn

Ranger vs. Sworn Enemy: Use higher Tier die

Ranger with Survival in appropriate terrain: Use higher Tier die

Swashbuckler spending 1 Panache to increase Defense: +1

PC under a Protection spell: +1

PC under a Barkskin spell: +2, -2 vs. fire-based attacks

PC under an Illusionary Armor spell: +Tier

Illusionary Servant defending: +2

Under an Illusionary Fog and fleeing/withdrawing from a melee: +2

First Defense roll vs. charging minotaurs or cave orcs: -1

Under effect of Evil Eye from a Chaos Lord: -1

PC with a light source defending from a morlock: +2

Armor-based Defense Modifiers

Light armor: +1

Heavy Armor: +2

Shield: +1

Leafsteel armor: +2 (can be found as loot)

Gnome with activated Clockwork armor: +3

Magic shield, armor, ring, etc.: As per the item's description



Trait-based Defense Modifiers

Bulwark/Paladin with Shieldwall standing next to ally with shield: +1

Cleric with Sacred Defense vs. demons/undead: +1

Cleric with Divine Protection: +1

Druid with Wildform: +1

Druid with Leafsteel Familiarity, wearing Leafsteel Armor: +1

Gnome with Clockwork Armor Specialist wearing clockwork armor, vs. first attack received: +1

Halfling with Nimble Dodge: +1

Illusionist with Hazy Veil: +Tier

Mushroom Monk with Thought Cap: +1

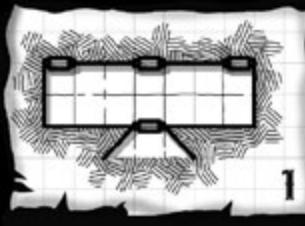
Swashbuckler with Blade Dance spending X Panache on Defense: +X

Warrior with Tight Guard vs. the first attack of any encounter: +1

Wizard with Scrapper: +1

Tile Generation

Roll d6 to select a starting tile. Roll d66 to select new tiles.
Tiles marked with C are Corridors. Unmarked tiles are Rooms.



1



2



3



4



5



6



C
11



C
12



C
13



14



15



16

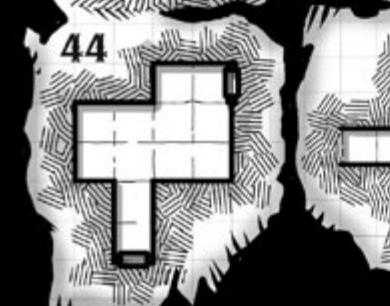
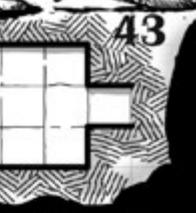
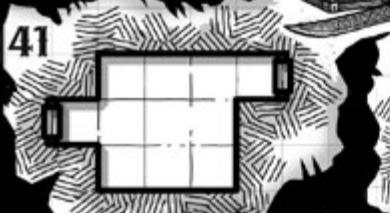
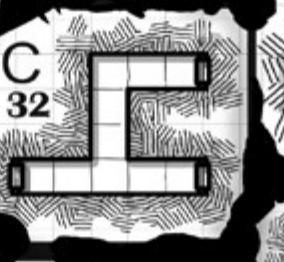
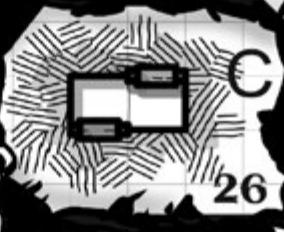
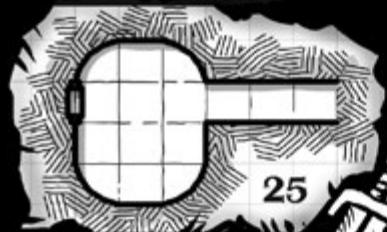
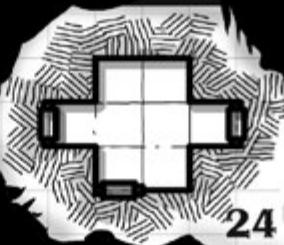


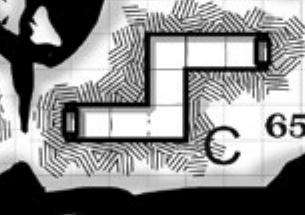
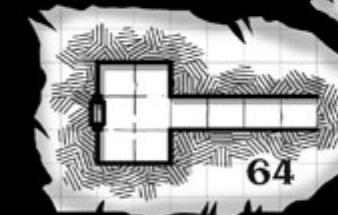
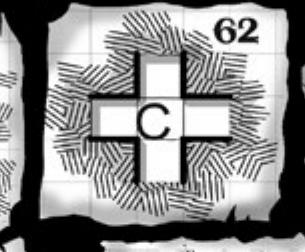
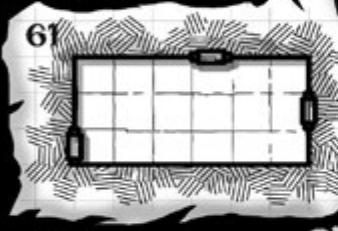
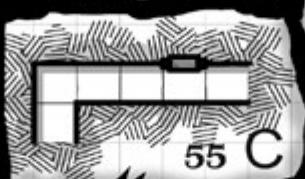
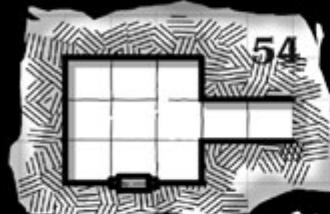
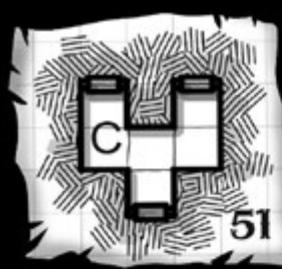
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22







Tile Content Table (2d6)

2

Treasure. Roll on the Treasure Table.

3

Treasure protected by a Trap. Roll on the Traps Table and then on the Treasure Table.

4

If this tile is a corridor, it is Empty and may be Searched. If it is a room, roll on the Special Events Table.

5

This tile is Empty and may be Searched. In dungeons, roll on the Special Feature Table. In caverns, roll on the Caverns Special Feature Table on p.112. In Fungal grottoes, you find a Secret Passage.

6

Vermin encounter. Roll on the Vermin Table appropriate to your environment.

7

Minion encounter. Roll on the Minion Table appropriate to your environment.

8

If this is a corridor, it is Empty and may be Searched. If it is a room, roll on the Minions Table appropriate to your environment.

9

This tile is Empty and may be Searched; alternatively, spend 2 Clues to find a Secret Passage.

10

If this tile is a corridor, it is Empty and may be Searched. If it is a room, roll on the Weird Monsters Table appropriate to your environment.

11

Boss Encounter. Roll on the Boss Monster Table appropriate to your environment.

12

This tile is empty if it is a corridor. If it is a room, it is a dragon's lair (Young dragon, Cave Dragon or Fungal Dragon as appropriate to your environment).



Every time you roll a Major Foe, roll d6 and add +1 for each Major Foe encountered so far. On a 6+, you have found the Final Boss.

When you find a Secret Passage, you may move to a different environment of your choice, e.g., Fungal Grottoes or Caverns if you are in a Dungeon.

Dungeon Special Feature Table (d6)

1

Fountain/Pool: This is a source of fresh, clean water, and all living PCs can drink and clean their wounds. All PCs recover 1 Life the first time they encounter a fountain in an adventure. Further fountains have no effect. No effect on PCs who did not lose any Life so far in the adventure.

2

Blessed Temple/Shrine: A PC of your choice gains a +1 on Attack rolls against undead Foes or demons. As soon as the PC kills an undead or demon, no matter if a Minor or Major Foe, the bonus disappears.

3

Armory: All PCs can change their weapons if they want, within the limits of their class. All PCs who lost their weapons may pick up a new one.



4

Cursed Altar: An eerie glow emanates from a sinister altar. A random PC is cursed and has -1 on Defense rolls. To break the curse, the PC must slay a Major Foe alone, enter a Blessed Temple (see 2, above), or receive a Blessing.

5

Statue: You may leave it alone or touch it. If you touch it, roll d6. On a 1-3, it awakens and fights to the death (HCL+3 Artificial Boss Monster, Tier+5 Life, Tier damage, immune to poison, disease and all spells; if you defeat it, you find $3d6 \times 10\text{gp}$ inside). On a 4-6, the statue breaks, you find $3d6 \times 10\text{gp}$ inside but gain no XP from the encounter. A living statue is a Major Foe and may be the Final Boss (roll as usual to determine if it is a Final Boss) and it gives 1 XP roll. If it is a Final Boss, increase its Treasure to 100gp.



6

The tile contains a puzzle box. Roll d6 to determine its L. You may leave it alone or try to solve it with a Save vs. its L. For every failed attempt, the PC is hit by a blast of energy from the box (1 damage). Wizards and rogues add +L to this Save. If the puzzle is solved, the box opens: roll on the Treasure Table to determine its contents.

Dungeon Special Events Table (d6)

1

A ghost passes through the party. All PCs must Save vs. L4 fear or lose 1 Life or gain 1 Madness (player's choice). Paladins are immune. Clerics add +L. PCs whose Madness total surpasses their L lose their mind and run away, never to be seen again.



2

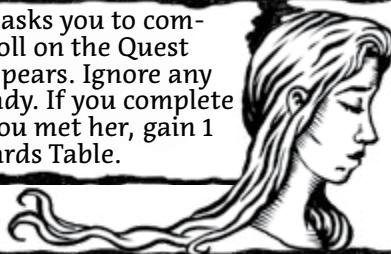
Wandering Monsters attack! Roll d6: 1-3 roll on the Vermin Table, 4 roll on the Minions Table, 5 roll on the Weird Monsters Table, 6 roll on the Boss Monster Table. Reroll any dragons or other Foes that are never encountered as Wandering Monsters. Major Foes met as Wandering Monster cannot be the Final Boss.

3

A Lady in White appears and asks you to complete a Quest. If you accept, roll on the Quest Table. If you refuse, she disappears. Ignore any further appearances of the Lady. If you complete the Quest and return where you met her, gain 1 XP and 1 roll on the Epic Rewards Table.

4

Roll on the Traps Table.



5

You meet a wandering healer, who will heal PCs at the cost of 10gp per Life healed. You may heal as many Life points as you can afford. You can meet the healer only once per adventure. If you meet the healer again, reroll this result.

6

You meet a wandering alchemist. Each PC may buy 1 potion of healing (50gp) and/or 1 dose of blade poison (30gp).

Potion: Heal all lost Life to a single PC. Can be swallowed at any moment as a free action.

Poison: Envenom a single arrow or slashing weapon (not a crushing weapon) giving +1 on Attack rolls vs. the first Foe you fight. Doesn't apply vs. Foes immune to poison (undead, demons, blobs, automatons, molds, fungi, elementals, living statues). You can meet the wandering alchemist only once per adventure. If you roll this result again, roll on the Traps Table instead.



Caverns Special Events Table (d6)

1 You encounter a cave goblin scout. If you pay 10gp, he warns you of danger. Your PCs cannot be surprised by any Foe, including Wandering Monsters, and have a +1 to all Saves until you exit the caverns. If you do not pay, the goblin shrugs and walks away.

2 You encounter d6 cavemen explorers looking for food. Give them 2 Food rations (for the whole group) or fight them. They are HCL+3 Minions armed with clubs, standard Morale, 1 Life, 1 attack per turn, no Treasure.

3 You encounter a morlock Spy. If you pay 5gp, the Morlock betrays his companions. After speaking with him, you cannot be surprised by any morlocks, even those encountered as Wandering Monsters, until you leave the caverns. If you don't pay, he runs away grumbling insults.

4 Trap. Roll on the Cavern Trap Table.

5 If you have a dwarf in the party, you find a gem worth $d6 \times 10\text{gp}$. To collect it, however, you must risk a 1-in-6 chance of Wandering Monsters. If there's no dwarf, ignore this event.



6 You meet a dwarf miner. You may sell any gems found or buy up to d6 gems worth 25gp each. If you make any trade with the dwarf, the dwarf will reveal the contents of the next tile (roll it ahead of time and decide whether or not to enter: the dwarf describes what is there, in detail, including any Treasure).



Fungal Grottoes Special Events Table (d6)

1

You encounter a halfling scout. If you pay 10gp, he warns you of danger. The PCs cannot be surprised by any Foe, including Wandering Monsters, and will have a +1 to all Saves until they exit the fungal grottoes. If you do not pay, the halfling bids you farewell and walks away.

2

You encounter $d6+2$ cavemen looking for mushrooms. Give them 4 Food rations or 1 rare mushroom or fight them. They are HCL+3 Minions armed with clubs, standard Morale, 1 Life, 1 attack per turn, no Treasure. If you feed them, they will show you a secret passage (in next tile) leading from the fungal grottoes to the caves.

3

Spore cloud. All living PCs, except mushroom monks, must Save vs. HCL poison or lose 2 Life. Halflings and barbarians add +L to this Save.

4

Trap. Roll on the Fungal Grottoes Trap Table and then on the Fungal Grottoes Rare Item Table.



5

If you have a mushroom monk in the party, you sense danger approaching through the mycelial network. You may automatically ignore the next Trap or Wandering Monsters encounter in the fungal grottoes. If you do not have a mushroom monk, ignore this event. The warning has no effect in other environments.

6

You meet a merchant. You can buy any item from the Equipment list, but all prices are 20% higher (round up). You can also sell gems or rare mushroom for their full resale value in gp. This event is unique. If you roll it again during the same adventure, count as 4, above.



Treasure Table (d6)

0-

All environments: No treasure found.



1

All environments: d6gp

2

Dungeon/Caverns: 2d6gp.
Fungal grottoes: 2d6 Food rations or 1 roll on the Rare Mushroom Table.



3

Dungeon: A scroll with a random wizard spell.
Fungal Grottoes: Choose: a piece of bark with a random druid spell or 1 roll on the Rare Mushroom Table.
Cavern: A prism with a random illusionist spell.

4

Dungeon: A jewel worth 2d6x5gp.
Fungal Grottoes: Choose, a gem worth 2d6x5gp or 2 rolls on the Rare Mushroom Table.
Cavern: A gem worth 3d6x5gp.

5

Dungeon: A treasure chest with 3d6x10gp.
Fungal Grottoes: Choose, a gem worth 2d6x10gp or 3 rolls on the Rare Mushroom Table.
Cavern: Choose, a gem worth 3d6x10gp or a prism with a random illusionist spell.

6+

Dungeon: Roll on the Dungeon Magic Treasure Table.
Caverns: Roll on the Caverns Special Item Table.
Fungal Grottoes: Choose, roll on the Dungeon Magic Treasure Table or roll on the Fungal Grottoes Rare Item Table.



Dungeon Magic Treasure Table (d6)

1

Wand of Sleep, 3 charges. The user may spend 1 charge to cast Sleep. Only wizards, illusionists and elves may use it. Add +L to the spellcasting roll. Resale value: 30gp per remaining charge.



2

Ring of Teleportation. Allows the user to automatically pass a Defense roll, teleporting the PC out of the room. The PC may no longer take part in the current combat, but rejoins the party as soon as it ends. After 1 use, the ring loses its powers. Resale value: If unused, 50gp. If used, d6+1gp.

3

Fools' Gold. This pouch of magical (but fake) gold coins will let you automatically bribe the next Foe that asks for a bribe. No matter how much the Foe asks, the gold will be enough to satisfy its request. This is a one-use magic item. If unused, it can be resold for 20gp.

4

Magic Weapon. Gives +1 to Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1) crushing light weapon, 2) slashing light weapon, 3) crushing hand weapon, 4) slashing hand weapon, 5) slashing two-handed weapon, 6) bow with 12 arrows. Resale value: 100gp+ 2x weapon's cost.

5

Potion of Healing. Can be imbibed at any moment, even during combat, as a free action, healing all lost Life to a single PC. This is a one-use magic item. No PC may drink more than 1 Potion of Healing per adventure. Resale value: 100gp.



6

Dungeon/caverns: Fireball Staff, 2 charges. Spending 1 charge allows the user to cast Fireball. Only wizards may use it. Add the PC's L to the spellcasting roll, as for a spell cast by that PC. Resale value: 60gp per charge remaining. Fungal Grottoes: Roll on the Rare Mushroom Table.

P N M F R F F < P ↑ X M

Rare Mushroom Table (d6)

1

Slumber Amanita. Resale value: 10gp. One use. A PC may use this mushroom to add +Tier bonus when casting the Sleep spell. The bonus applies also if the spell is cast from a scroll or an item, such as a Wand of Sleep. Using the mushroom requires only the action needed to cast the spell.



2

Puffball Smokebomb. Resale value: 5gp. One use. You may drop this mushroom as a free action. You do not need a free hand to do so. This allows the party to flee a combat encounter without receiving any attacks. Mushroom and artificial Foes are unaffected and attack normally.



3

Brown Cap Delight. Delicious and nutritious, this mushroom counts as 1 Food Ration when eaten and as 3 Rations if used for a bribe (if allowed by the Foe's Bribe Reaction). Resale value: 15gp.



4

Phoenix Mushroom. A living PC who eats this mushroom gains +1 to all Defense rolls and Saves for 30 minutes (3 tiles). At the end of this period, the user loses 1 Life. Commerce of phoenix is illegal in most towns. It can be resold for 15gp.



5

Purple Truffle. This is so rare that, when you find it, you must roll a 3-in-6 chance that what you found is not the real deal, but a similar mushroom of smaller value (1d6gp). Halflings may reroll this 3-in-6 chance. The real purple truffle can be sold for 6d6gp.



6

Healer's Chanterelle. This mushroom can be eaten to heal all damage on a PC; if not used, it loses its power at the end of the adventure.



Rare mushrooms are equivalent to herbal remedies and are not considered magic, even when they cause spell-like effects. They can be used by any PC. Mushrooms that need to be ingested may be used only by living PCs. It's not possible to eat mushrooms during combat.

Caverns Special Item Table (d6)

1

A small gemstone worth 3d6+3gp.



2

Glittering Crystal. This gem glows like a lantern and can be worn around a PC's neck with a leather string, freeing the use of one hand. Resale value: 25gp. It is not considered a magic item and can be used by any PC.

3

Map Fragment. At any time, you may use it to roll the contents of the next tile before entering it. You may use it only once. The map fragment has no value outside of the Caverns section of the current adventure. It is worth 30gp for purposes of the Bribe Reaction while in the Caverns.

4

Adventurer's Dead Body. In addition to a pouch with d6 gems worth 10gp each, you find 1 item of your choice from the following list: Heavy Armor, Lantern, 2-handed Weapon, Bow, Crossbow, Scroll with Blessing, Scroll with a random spell, Jar of chicken blood (can be used for a Blood Offering Reaction).

5

Miners' Ointment. This ointment masks the smell of adventurers. You can use it once to ignore the arrival of Wandering Monsters or to avoid invisible gremlins. It is not a magic item and can be resold for 20gp if not used. One use.



6

Miners' Amulet. When worn by a PC in position 1 of the Marching Order, this magic item allows you to ignore 1 Trap within the caverns. It may be used once per adventure, and sold for 30gp. Multiple amulets worn by the same PC or by different PCs have no cumulative effect.



Fungal Grottoes Rare Item Table (d6)

1

Choose: 1 small gemstone (2d6+2gp) or 1 suit of leafsteel armor (+2 to Defense rolls, counts as Light armor, non-magical; the leaves dry out and must be discarded after 3 adventures).



2

Xicthul's Cap. This rare mushroom is infused with the powers of chaos and bears Xichtul's Eye on its cap. It can be thrown to inflict d3 damage on a Foe. The damage is automatic. Throwing it requires 1 turn. The user takes 1 damage when it is thrown. Resale value: 60gp.



3

Red Death. This rare mushroom can be thrown at a living Foe, automatically inflicting 1 damage or reducing the Foe's L by 1 (choose the effect when the mushroom is found). It has no effect on unliving foes. Throwing it requires 1 turn.



4

Adventurer's Dead Body. In addition to a backpack with 1 rope, 2d6 Food rations and 2d6gp, you find 1 item of your choice from the following list: Heavy Armor, Lantern, 2-handed Weapon, Bow, Crossbow, Scroll with Blessing, Scroll with a random spell.

5

Mushroom Gatherer's Basket. You find a basket with d6 white angel mushrooms. Each can be eaten as a Food ration, causing the PC to heal 2 Life. The white angels lose their healing power at the end of the adventure, but they are still delicious and can be sold for 10gp each.



6

Morel Crusher. When broken, this dried morel mushroom projects vivid hallucinations to frighten Foes. Single use. The user may cause a Morale roll at -1 (plus the Foe's Morale modifier, if any) in a Foe. Foes who never Test Morale, Foes who rolled a "fight to the death" Reaction, unliving Foes and those immune to poison are unaffected. Resale value: 40gp.



Quest Table (d6)

1

Bring me its head! The Quest-giver asks you to kill a Boss Monster. Roll on any Boss Monster Table to select a target. The next time you meet a Boss, instead of rolling it, you may choose to encounter the Boss Monster from the Quest. Bringing its head to the Quest-giver's tile completes the Quest.

2

Bring me Gold! To complete this Quest, bring $d6 \times 50\text{gp}$ worth of Treasure to the Quest-giver's tile. If you already have that amount, double the amount required. In caverns, the amount must be in gems. In fungal grottoes, it must be in rare mushrooms.

3

I want it alive! As 1, above, but you must subdue the Foe (using subdual attacks at -1 and/or Sleep spells) and bring it to the Quest-giver. You will need a rope to bind the subdued Foe. If you roll a Foe immune to subdual damage, reroll.

4

Bring me that! Retrieve a rare item. Roll on any Items Table to determine what. If you already have that item, roll again. Every time you slay a Major Foe, roll a 1-in-6 chance of finding the item in its loot. To complete the Quest, bring the item to the Quest-giver's tile without using it.

5

Let peace be your way! To complete the Quest, complete at least 3 encounters in a non violent way: Bribing, getting help from Foes, accepting and performing another Quest (not this one), or defeating Foes with the Sleep spell are all non violent. You do not need to return to the Quest-giver to collect your reward.

6

Slay all the Foes! To complete the Quest, the layout of the dungeon must be completed (fill the 20x28 grid) and all the occupants slain, except the Quest-giver. When these conditions are met, you may claim your reward without returning to the Quest-giver.

The Quest-giver is the Foe with a Quest Reaction. Roll on this Table if you accept the mission. If you complete a Quest, roll on the Epic Rewards Table.



Epic Rewards Table (d6)

1

The Book of Skalitos. This book belonged to the legendary wizard Skalitos. It counts as 1 scroll of each of the 6 basic wizard spells. You may tear up the pages and distribute the scrolls among the party, or leave the book as it is and assign it to a single PC. The book is destroyed if the carrier is killed by dragon breath. If unused, it may be sold for 650gp.

2

The Gold of Kerrak Dar. You learn the location of a treasure that belonged to a dwarf whose greed was legendary. As soon as you Search a tile, you may spend 1 Clue to find a chest with 500gp.

3

Enchanted weapon. One of the party's weapons is enchanted. Roll 2 dice for its Attack rolls, choosing the best result. If both dice roll an Explosion, roll both Explosions and choose the best. The weapon can hit Foes hit only by magic. The enchantment lasts until the end of the adventure.

4

Shield of Warning. This magic shield's protection counts even if the user is surprised by Wandering Monsters, fleeing from a combat, or fighting Foes that ignore shields. This is a permanent magic item. Resale value: 200gp.



5

Arrow of slaying. This arrow will automatically inflict 3 damage upon a specific Foe. Roll on any Major Foe Table to determine which Foe is affected by it. The arrow may be used only by a PC with a bow. It strikes automatically against its designed target. Once used, the arrow breaks. If unused, it may be sold for 3d6x15gp.

6

Holy symbol of healing. A cleric using this symbol adds +2 to the Life points healed by the Healing prayer. If the PC dies and the symbol and the cleric's body are delivered to the cleric's temple, the church will pay for an attempt to resurrect the cleric. After the resurrection attempt, the holy symbol will remain with the church. Resale value: 700gp.



Dungeon Traps Table (d6)

1 Dart! A random PC must make a Defense roll vs. HCL+1 or lose 1 Life. Halflings may reroll a failed Defense roll.

2 Poison gas! All PCs must Save vs. HCL+2 poison or lose 1 Life. Barbarians and halflings add +L to the Save.

3 A trapdoor (HCL+3 trap) opens under the feet of the PC leading the Marching Order, who must Save. Roll at -1 if wearing light armor, -2 if wearing heavy armor, +1 if halfling or elf. Rogues add +L. A PC failing the Save falls into the trapdoor, losing 1 Life. It will take at least another PC to help the fallen PC out of the trapdoor. If you fall in a trapdoor and you are alone, you die.

4 The PC leading the Marching Order steps on a bear trap and must Save vs. HCL+3. Halflings and elves add +1. Rogues add +L. If the Save fails, the PC has a foot caught in the bear trap and loses 1 Life. The PC will Save at -2 vs. other bear traps or trapdoors and be at -1 to Attack and Defense rolls until that lost Life is recovered.

5 Spears come out of a wall and attack 2 random PCs. PCs failing a Defense roll vs. a HCL+4 attack lose 1 Life.

6 A giant stone falls on the PC in position 4 the Marching Order. The PC must make a Defense roll vs. an HCL+4 attack or lose 2 Life. The bonus from armor applies, but the bonus from a shield does not.

When you find a Trap, roll on this Table to determine its type. Some can be avoided with a Defense roll; others require a Save.

A rogue in position 1 or 2 of the Marching Order gets a chance to disarm the Trap before it is triggered. The rogue Saves vs. the Trap's L, adding +L. If the Save succeeds, the rogue spots the Trap and warns the party just in time. If it fails, the Trap goes off; apply its effect. If the rogue is targeted by the Trap, the rogue still gets a Save or Defense roll vs. the Trap.

Caverns Traps Table (d6)

1

A stalactite falls! A random PC must Save vs. HCL+2 Trap or lose 1 Life. All PCs Save at +1/2 L. Rogues add +L. Halflings add +1/2 and may reroll a failed Save.

2

Rockslide. Loose stones are dislodged, sending a cascade of rocks down the tunnel. All PCs must Save vs. HCL+2 Trap or lose 1 Life. All PCs Save at +1/2 L. Rogues, gnomes and dwarves add +L. Halflings add +1/2 and may reroll a failed Save.

3

Hidden Pit. The first PC in Marching Order must Save vs. HCL+1 Trap or fall into a pit, losing 1 Life. All PCs Save at +1/2 L. Rogues add +L. Halflings add +1/2 and may reroll a failed Save. The PC needs the help of another to climb out of the pit. If you spend 1 Clue, at the bottom of the pit you find a Secret Passage to the dungeon or fungal grottoes (choose).

4

Swinging Log Trap. A large wooden log, bound with vines, swings from the ceiling. All PCs must Save, in Marching Order (first, the PC at position 1, then the PC at position 2, and so on) vs. an HCL Trap. All PCs Save at +1/2 L. Rogues add +L. Halflings add +1/2L and may reroll a failed Save. The process stops when a PC fails to Save and loses 2 Life, or if all Save successfully.

5

A random PC steps on a patch of mushrooms, releasing toxic spores. The PC must Save vs. HCL+1 poison or be at -1 on all Saves for 6 rooms (1 hour). All PCs Save at +1/2 L. Rogues and foresters add +L. Mushroom monks are immune. Halflings add +1/2 and may reroll a failed Save. If a mushroom PC leads the Marching Order (position 1), ignore this Trap.

6

Rolling Boulder. Choose if it comes from the back or from the front of the party. 1d3 PCs in Marching Order must Save vs. HCL+1 Trap or lose 2 Life each. All PCs Save at +1/2 L. Rogues add +L. Halflings add +1/2 and may reroll a failed Save. At the end of the process, the boulder rolls towards another opening (choose one on the tile) and gets stuck in it. That opening is now blocked and cannot be accessed.



Fungal Grottoes Traps Table (d6)

1

Sleep spores. A random PC must Save vs. HCL Trap or release a cloud of spores that will put to sleep all PCs who fail a Save vs. HCL poison. Mushroom, artificial, undead, elemental PCs are immune. Halflings add +L. All other PCs add +1/2L. If all PCs fall asleep, the whole party dies.

2

Spore Cloud. A random PC must Save vs. HCL+1 Trap or step on a purple puffball, releasing its toxic spores. On a failure, the PC must Save vs. HCL+3 poison or lose 1 Life and start coughing, triggering a 1-in-6 chance of Wandering Monsters. Mushroom, artificial, undead, and elemental PCs are immune. Halflings and barbarians add +L. All other PCs add +1/2L.

3

Slime Patch. The PC leading the Marching Order must Save vs. HCL Trap or fall down. Roll a 1-in-6 chance of Wandering Monsters. If they come, the fallen PC will skip 1 turn as s/he struggles back to his/her feet.

4

Mycelium Snare. A random PC must Save vs. HCL+3 Trap. On a failure, an object in their hands (shield, weapon, lantern, etc., player's choice) is snatched by a bunch of fungal fibers dropping from the ceiling, never to be seen again.

5

Shrieking Mushroom. The PC leading the Marching Order has a 4-in-6 chance of disturbing a small mushroom that will shriek, causing Wandering Monsters to arrive. Reduce this chance by 2 if the PC is a halfling or forester (druid, ranger or any other outdoor class) and by 1 if it's a rogue.

6

Cordyceps Trap. A random PC must Save vs. HCL+3 poison or be infected with a mind-controlling fungus parasite and attack the ally with the fewest current Life points (the attacked PC must defend vs. the L of the controlled PC). All PCs Save at +1/2L vs. the infection. Halflings and barbarians Save at +L. The mind control effect will wear off after 6 turns or if a Blessing or Healing are used. An ally killed by the infected PC will rise as an undead Boss Monster (Tier+1 Life, L equal to the dead PC's L) and attack a random PC.



Dungeon Vermin Table (d6)

3d6 Rats, HCL Animal Vermin (max. L4). No Treasure.

At the end of the encounter, every PC wounded by a rat

must roll a 1-in-6 chance of losing 1 Life to infection.

Goblins, trolls, orcs, lizardmen and ogres eat rats. Count each rat as 1 Food ration for them.

Reactions (d6): 1-3 Flee, 4-6 Fight



1

3d6 Vampire Bats, HCL Animal Vermin (max. L3). No Treasure. Spellcasting rolls are at -1 due to their distracting shrieking. Despite the vampire moniker, these creatures are animals, not undead.

Reactions (d6): 1-3 Flee, 4-6 Fight.

2



3

2d6 Goblin Swarmlings, HCL+1 Vermin (max. L4). Treasure -1, Morale -1. Dwarves attack goblin swarmlings at +1 to Attack rolls.

Reactions (d6): 1 Flee, 2-3 Flee if outnumbered, 4 Bribe (5gp each), 5-6 Fight.



4

d6 Giant Centipedes, HCL+1 Animal Vermin (max. L3). No Treasure. All living PCs hit by a centipede must Save vs. L2 poison or lose 1 additional Life.

Reactions (d6): 1 Flee, 2-3 Flee if outnumbered, 4-6 Fight.

d6 Vampire Frogs, HCL+3 Animal Vermin (max. L5). Treasure -1. Despite the vampire moniker, these amphibian blood-suckers are animals, not undead.

Reactions (d6): 1 Flee, 2-3 Blood offering, 4 Fight, 5-6 Fight to the death.



5

2d6 Skeletal Rats, HCL+2 Undead Vermin (max. L5). No Treasure. Immune to Sleep, disease and poison. Unaffected by ranged weapons (except firearms). Crushing weapons attack them at +1. A vial of holy water automatically destroys 2 skeletal rats.

Reactions (d6): 1-2 Flee, 3-6 Fight.



Dungeon Minions Table (d6)

1

Roll d6: 1-3= d6+2 Skeletons, 4-6= d6 Zombies. Both are: HCL+2 Undead Minions, No treasure. Never test Morale. Immune to Sleep, poison, disease. A vial of holy water will automatically destroy 1 skeleton or zombie. Crushing weapons attack skeletons at +1. Arrows/crossbow bolts are at -1 vs. skeletons and zombies. Zombies are max. L6.

Reactions: Always Fight to the death.



2

d6+3 Goblins, HCL+2 Minions (Max. L6), Treasure -1. Dwarves attack goblins at +1. Goblins have a 1-in-6 chance of surprising the party. Roll on their Reactions if they do, even if met as Wandering Monsters.

Reactions (d6): 1 Flee if outnumbered, 2-3 Bribe (5gp each), 4-6 Fight.



3



d6 Hobgoblins, HCL+3 Minions. Treasure +1.
Reactions (d6): 1 Flee if outnumbered, 2-3 Bribe (10gp each), 4-5 Fight, 6 Fight to the death.

4

d6+1 Orcs, HCL+3 Minions (max. L10). Elves attack orcs at +1. Orcs fear magic and must roll Morale every turn in which 1+ orcs are defeated by a spell. If the spell reduces their number to 1/2 or less, their Morale roll is at -1. They never have magic items in their loot. If you roll one, you find d6xd6gp instead.

Reactions (d6): 1-2 Bribe (10gp each), 3-5 Fight, 6 Fight to the death



5



d3 Trolls, HCL+4 Minions (max. L7). Halflings add +L to Defense rolls vs. trolls. Trolls regenerate unless slain by magic, fire or acid, or unless a PC spends 1 turn to hack their bodies to pieces with a slashing weapon. Otherwise, every slain troll has a 2-in-6 chance of returning to life on its next turn, continuing to fight.

Reactions (d6): 1-2 Fight, 3-6 Fight to the death. If there are dwarves in the party, trolls always fight to the death.

6

2d6 Mushroom Men, HCL+2 Minions (max. L10). Living PCs hit by a mushroom man must Save vs. L3 poison or lose 1 additional Life. Halflings Save at +L. Mushroom PCs are immune.

Reactions (d6): 1-2 Bribe (6gp each), 3-6 Fight.



Dungeon Weird Monsters Table (d6)

1

Minotaur, HCL+4 Weird Monster, Tier+3 Life, 2 attacks. Due to its charge, the first Defense roll vs. a minotaur's attack is at -1. Halflings can't use Luck in minotaur encounters.

Reactions: 1-2 Bribe (60gp), 3-5 Fight, 6 Fight to the death.



2

Iron Eater, HCL+2 Weird Monster, Tier+3 Life, 3 attacks, no treasure. Its attacks inflict no damage but destroy metal items, including magic ones: first armor, then shields, then main weapon, then 3d6gp, in this order. Light armor and shield give their normal Defense bonuses against its attacks. Heavy armor does not, unless it is non-metallic.

Reactions (d6): 1 Flee, 2-3 Bribe (d6gp to distract the creature but you can't use Fools' Gold), 4-6 Fight.

3

Chimera, HCL+4 Chaos Weird Monster, Tier+5 Life, 3 attacks. Roll a 2-in-6 chance each turn that it will breathe fire instead of performing its 3 attacks. If it does so, all PCs must Save vs. L4 fire or lose 1 Life.



4

Catoblepas, HCL+3 Weird Monster, Tier+3 Life, Treasure +1. At the beginning of the encounter, all PCs must Save vs. L4 gaze or lose 1 Life.

Reactions (d6): 1 Flee, 2-6 Fight.



5

Giant Spider, HCL+4 Weird Monster, Tier+2 Life. 2 attacks, Treasure: 2 rolls. A living PC hit by the giant spider must Save vs. L3 poison or lose 1 Life. Because of the spider's web, PCs may not flee until a Fireball is cast (in addition to damaging the spider, it will burn its web) or a torch is spent to destroy it.

Reactions: Always Fight.



6

Invisible Gremlins. Gremlins have no stats. They are an event, not a Foe, and cannot be the Final Boss. They steal d6+3 items from the PCs. Items protected with gremlin repellent will not be stolen. Items are taken in this order: magic items, scrolls, potions, weapons, gems, gold (10gp at a time). If the gremlins steal ALL the equipment, they will leave a thank you message which counts as 1 Clue. Many game effects offer different levels of protection against gremlins. Discovering them is part of the game!

Dungeon Boss Monsters Table (d6)

1 Mummy HCL+4 Undead Boss, Tier+3 Life, 2 attacks, Treasure +2, never rolls Morale. Immune to Sleep and poison. A PC slain by a mummy becomes a mummy one turn later and attacks the party. A mummy is flammable. Fire-based attacks and torches attack them at +2 and a flask of oil adds another +2.
Reaction: Always Fight to the death.



2

Orc Brute, HCL+4 Boss, Tier+4 Life, 2 attacks, Treasure +1. Elves attack him at +1. It never has any magic items in its loot: count them as d6xd6gp instead.
Reactions (d6): 1 Bribe (50gp), 2-5 Fight, 6 Fight to the death.

3

Ogre, HCL+4 Boss, Tier+4 Life. Its attacks inflict Tier+1 damage.

Reactions (d6): 1 Bribe (30gp), 2-3 Fight, 4-6 Fight to the death.



4

Medusa, HCL+3 Boss, Tier+3 Life, Treasure +1. At the beginning of the encounter, before ranged attacks, all PCs must Save vs. L4 gaze or be turned to stone. Rogues add +1/2L to the Save. A Blessing restores 1 PC.
Reactions (d6): 1 Bribe (6d6gp), 2 Quest, 3-5 Fight, 6 Fight to the death.

5

Chaos Lord, HCL+5 Chaos Boss, Tier+3 Life, 3 attacks, 2 Treasure rolls at +1 and a 2-in-6 chance of 1 Clue. Roll d6 to determine its powers: 1-3 no power, 4 evil eye (all PCs must Save vs. L4 magic or be at -1 on their Defense rolls until he is slain), 5 energy drain (PCs hit must Save vs. L4 magic or lose 1 L; a Blessing restores all lost levels), hellfire blast (at the beginning of the encounter, all PCs must Save vs. L6 magic or lose 2 Life, clerics Save at +1/2 L).
Reactions (d6): 1 Flee if outnumbered, 2 Fight, 3-6 Fight to the death.

6

Young Dragon, HCL+5 Boss, Tier+4 Life, 2 attacks, 3 Treasure rolls at +1. Immune to Sleep. On each of its turns, roll d6. On a 1-2, it breathes fire (all PCs must Save vs. L6 breath or lose 2 Life; all add +1/2L to this Save). On a 3-6, it attacks 2 random targets (1 damage). Never encountered as a Wandering Monster.
Reactions (d6): 1 Sleep (all PCs have +2 to their first Attack roll), 2-3 Bribe (all the party's gp with a minimum of 100gp or 1 magic item), 4 Quest, 5-6 Fight.



Caverns Vermin Table (d6)

1 2d6 Echo Bats, HCL+1 Animal Vermin (max. L4), Morale +1, no Treasure. In tiles with the Echo rule, increase their L by 1.

Reactions (d6): 1 Flee, 2 Ignore, 3-5 Blood Offering, 6 Fight.



2



2d6+1 Mud Centipede, HCL Animal Vermin (max. L4), Standard Morale, no Treasure. They always ignore the PCs unless encountered in a tile with a water pool and the PCs inspect the pool — in that case, they always Fight to protect their eggs.

Reactions: Ignore or Fight, see above.

3

3d6 Vengeance Cockroaches, HCL+1 Animal Vermin (max. L3), no Treasure. Immune to Sleep. If some flee, note how many escape. The next time you encounter them during the same adventure, add the number of escaped cockroaches to those encountered.

Reactions (d6): 1-2 Flee, 3 Bribe (4 Food rations), 4-6 Fight.



4



d6+1 Stalactomimics, HCL+2 Elemental Vermin, no Treasure. Immune to Sleep and Poison. These small rock elementals look like stalactites and hide on cave ceilings, plummeting on their victims to impale them with their sharp tips. Each attacks only once, always surprising the PCs.

Reactions (d6): 1-3 Ignore, 4-6 Fight.

5

d6+2 Screaming Toads, HCL+3 Animal Vermin, Morale +1, no Treasure. Their deafening croaking gives -1 to all spellcasting rolls. If they are not slain within a single turn, roll a 2-in-6 chance that Wandering Monsters arrive at the end of the encounter.

Reactions (d6): 1-2 Flee, 3 Bribe (4 Food), 4-6 Fight.



6



d6 Red Cave Spiders, HCL+2 Animal Vermin, Morale -1. Immune to Poison. Any living PC taking 2+ damage will have a paralyzed limb (roll d6, 1-3 arm, 4-6 leg). A paralyzed arm cannot sling a shield or use a ranged or two-handed weapon, but can hold a lantern or a torch. A PC with a paralyzed leg cannot flee. A Healing or Blessing removes the paralysis. Ogres, trolls and goblins consider these spiders a delicacy (a spider is 1 Food for them).

Reactions (d6): 1-2 Flee, 3-4 Fight, 5-6 Fight to the death.

Caverns Minions Table (d6)

1

d6+1 Morlocks, HCL+3 Minions, Morale -1. These pale, cowardly underground humanoids dislike light. A PC with a lantern, torch or other light source has +2 to Defense rolls against them.

Reactions (d6): 1-2 Bribe (15gp or 5 Food rations for the whole group), 3 Offer information (counts as the Morlock Spy result on the Caverns Events Table), 4-6 Fight.



2

d6+1 Cave Goblins, HCL+2 Minions (Max. L5), Morale -1, Treasure -1. 2-in-6 chance of surprise. They are armed with poor quality clubs: PCs in Heavy Armor have an additional +1 to Defense rolls.

Reactions (d6): 1 Flee, 2-3 Bribe (5gp per goblin), 4-6 Fight.



3



2d6 Cave Skeletons, Undead, HCL+2 Minions, Morale: Never. Animated bones of miners, covered in mud. Their camouflage gives them a 1-in-6 chance of surprise. Armed with pickaxes. Crushing weapons attack them at +1. A vial of holy water automatically destroys 2 skeletons.

Reaction: Always Fights to the death.

4

d6+1 Rat Men of the Deep, HCL+2 Minions. Before melee, each rat man performs an HCL+3 ranged attack with its crossbow. In melee they use flails: PC ignore shield Defense bonuses.

Reactions (d6): 1-3 Bribe (1 Ration or 5gp or 1 Mushroom per rat man), 4-6 fight.



5



d6+1 Cave Orcs, HCL+3 Minions. Due to their charge, in the first turn of melee PCs have -1 to Defense rolls. Starting with the second turn, all PCs with Heavy Armor have an additional +1 to Defense rolls due to the poor quality of the orcs' clubs.

Reactions (d6): 1-3 Buy Weapons (they pay full price for any weapon above Cheap quality, but will not buy if there are dwarves or elves in the party), 4-6 fight.

6

d6+3 Cavemen, HCL+2 (Max. 5) Minions, no Treasure. Armed with two-handed clubs. They must roll Morale if one is killed by a fire-based attack. Roll Morale once per encounter, not once per fire-based attack.

Reactions (d6): 1 Flee, 2-3 Bribe (1 Food Ration per caveman or 1 single gem of any value), 4-6 Fight.



Caverns Boss Monsters Table (d6)

1

Manataur, HCL+4 Chaos Boss, HCL+3 Life, 3 attacks, Treasure +1, armed with a two-handed axe. This mutant minotaur feeds on magic. Every spell/ prayer cast in its presence, including those from scrolls or items, adds +1 to its Life.
Reactions (d6): 1-4 Bribe (2 scrolls or potions), 5-6 Fight.



2



Caveman champion, HCL+4 Boss, HCL+3 Life, 4 attacks, Morale +1, armed with two-handed club.
Reactions (d6): 1-2 Challenge of Champions, 3 Bribe (50gp gem or 2-handed weapon), 4-6 Fight.

3

Hoary Ogre of the Caverns, HCL+4 Boss, HCL+3 Life, 4 attacks, Treasure +1. At the beginning of the encounter, it utters a battle cry. All PCs must Save vs. L4 Fear or lose the ability to explode Attack rolls until the end of the encounter. Paladins are immune to this effect. Halflings add +L to Defense rolls vs. ogres.
Reactions: Always fight.



4



Cavern Werebear, HCL+3 Were Boss, HCL+4 Life, Morale +1. This were-creature regenerates 1 Life every 3 turns (on the 3rd, 6th, 9th, etc.). Silver weapons hit it with a +Tier bonus. Its bite is not contagious.
Reactions (d6): 1-2 Flee, 3-5 Fight, 6 Fight to the death.

5

Land Siren, HCL+5 Boss, HCL Life (minimum 3), 1 attack (see below), Treasure: 2 rolls. At the start of combat, all living PCs must Save vs. HCL+2 magic or fall asleep. All PCs add +1/2 L to this Save. Halflings reroll a failed Save. The Siren gains 1 Attack for every PC who falls asleep. She fights with her claws. Her glands can be sold to alchemists for d6x5gp. PCs remaining awake can use 1 turn to wake a sleeping companion. Revived PCs will fight at -1 to Attack rolls until the end of the encounter. Sleeping PCs are automatically hit if attacked (they have no Defense roll).
Reactions (d6): 1-4 Quest, 5-6 Fight.



6

Fire Bear, HCL+2 Boss, HCL+4 Life, 2 attacks, Never rolls Morale, Treasure: 2 rolls. This six-legged bear begins combat by breathing fire on its first turn. All PCs must make a Defense roll vs. HCL+3 or lose 2 Life. It will breathe fire again after any turn in which a PC uses a fire-based attack. In other turns, it performs 2 Attacks with its claws (1 damage each).
Reactions: Always fight to the death



Caverns Weird Monsters Table (d6)

1 Drillworm. HCL+4 WM, HCL+3 Life, 1 attack, Treasure: 2 rolls. Immune to Sleep. Roll d6: 1-3, it enters from an openings in the tile; 4-6, it appears from underground, with a 3-in-6 chance of surprise. Its drill inflicts Tier damage. A PC rolling a 1 on Defense loses 1 of the following (choose): shield, weapon, lantern, scroll, potion, all Food. Non-magical items are destroyed. Magic items are retrieved at the end of the combat.

Reaction: Always fight to the death.



2 Cavern Wraith, HCL+3 Undead WM, HCL+2 Life (min. 4), Never rolls Morale, Treasure: 2 rolls. Immune to Sleep and poison. Takes 2 damage from holy water. If at the end of the PCs' turn it was not hit, all PCs automatically lose 1 Life.

Reactions (d6): 1 Ignore, 2-3 Blood Offering, 4-6 Fight to the death.

3 Cavern Sludge, HCL+2 Slime WM, Tier +3 Life, 1 Attack per PC, Never rolls Morale, Treasure: 1 roll. Immune to Sleep and poison. 4-in-6 chance of surprise. All characters, including animals and hirelings, receive 1 attack per turn. If struck by Lightning, it loses 2L in addition to damage. If it is brought to LO, it is destroyed.

Reaction: Always fight to the death.



4 Minosaur, HCL+4 WM, HCL+4 Life, 3 attacks. A cross between a lizardman and a minotaur, armed with a two-handed weapon. Its L increases by 1 on its first turn. This does NOT apply if it was hit by ranged attacks prior to melee. Any PC rolling a 1 on a Defense roll is knocked down and must use 1 turn to get back up.

Reaction: Always fight.



5 Cornucopia of Chaos, HCL+6 Chaos Artificial WM, Tier+2 Life, no attacks, Never tests Morale, Treasure: 2 rolls. Immune to Sleep and poison. This construct animated by Chaos does not attack but generates d6 Azure Gremlins (L2 Vermin, never test Morale, no Treasure) per turn. When encountered, it is guarded by d6+1 gremlins. You may not attack the Cornucopia if there are any gremlins in play, but you can hit it with spells. If the Cornucopia is destroyed, all surviving gremlins turn into lumps of coal worth 1gp each.

Reaction: Always fight to the death.



6 Cave Dragon, HCL+5 Dragon WM, HCL+4 Life, 2 attacks, Morale -1, Treasure: 3 rolls. It begins combat by spitting tar. All PCs must roll Defense vs. HCL+3 or be covered in tar. PCs rolling a 1 get tar in their eyes and have -1 to all Attack, Defense and Saves until they spend 1 turn to wipe their face. On other turns, the cave dragon performs 2 claw attacks (1 damage each) and breathes fire. All must Save vs. HCL+3 Fire or lose 1 Life. All Save at +L. PCs covered in tar add no bonus. Halflings re-roll a failed Save. A Water Jet spell removes tar from a PC.

Reactions (d6): 1 Flees, 2-3 Quest, 4 Bribe (50gp gem), 5-6 Fight.



Fungal Grottoes Vermin Table (d6)

1

d6 Spore Mites, HCL Animal Vermin (max. L3). No Treasure. PCs hit must Save vs. L2 poison or suffer coughing fits: -1 to Attack rolls, non-cumulative, until the end of the encounter.

Reactions (d6): 1-2 Flee, 3-6 Fight.



2



d6 Glowmaggots, HCL Vermin (max. L2), no Treasure. Their glow illuminates the grotto and no lantern/torch is needed in the tile they occupy. Each maggot eaten by a PC counts as 1 Food ration but requires a Save vs. L1 poison (lose 1 Life on a failure). Slain maggots may be used as a light source for 30 minutes/3 rooms, after which their glow fades.

Reactions (d6): 1-3 Ignore, 4-6 Fight.

3

d6+1 Fungus Leeches, HCL+1 Animal Vermin (max. L4), no Treasure. Immune to poison. PCs hit must Save vs. L4 poison or lose 1 additional Life. Halflings and barbarians Save at +L. A bag of salt thrown at them (2gp in town) will automatically kill 2 leeches.

Reactions (d6): 1-3 Flee, 4-6 Fight.



4



3d6 Myco-Gnats, HCL Vermin (max. L4), no Treasure. They distract PCs, giving -1 to all spellcasting rolls and ranged attacks. A Fireball spell will kill all the myco-gnats.

Reactions (d6): 1-4 Flee, 5-6 Fight.

5

d6 Spore Toads, HCL+2 Vermin (max. L4), Treasure -1. Each turn, roll a 1-in-6 chance that one belches a puff of hallucinogenic spores, causing all PCs to Save vs. L2 magic or be at -1 Defense until the end of the encounter.

Reactions (d6): 1-3 Flee, 4-6 Fight.



6

2d6 Boneworms, HCL+2 Vermin (max. L5), Treasure: 1 roll. These pale worms crunch bone when feeding. Any PC slain by them cannot be resurrected. Boneworms are not undead but, because of their diet, they are connected with necromantic energies. If a vial of holy water is thrown at them, they take no damage but must roll Morale.

Reactions (d6): Always Fight.



Fungal Grottoes Minions Table (d6)

1

d6+2 Spore Men, HCL+2 Minions (max. L8, immune to poison, Treasure -1. Living PCs hit must Save vs. L3 poison or lose 1 Life. Mushroom PCs are immune. Halflings reroll failed Saves.

Reactions (d6): 1-2 Bribe (5gp each), 3-6 Fight.



2



d6+1 Halfling Mushroom Pickers, HCL+1 Minions (max. L5). Armed with knives and slings. On a Trade reaction, they offer d6 random rare mushrooms and 2d6 Food rations for sale at standard prices, -10% if the party includes any halflings. Treasure: Their goods.

Reactions (d6): 1 Flee, 2-3 Offer Food and Rest, 4-5 Trade, 6 Fight.

3

d6 Moldspawn, HCL+3 Minions, no Treasure. Dripping, half-decayed humanoids coated in green mold. Immune to poison. PCs hit must Save vs. L2 disease or lose 1 additional Life at the end of the encounter (1 Life per encounter, not 1 Life per hit).

Reactions (d6): 1-3 Bribe (1 Food ration each), 4-6 Fight.



4



d6+1 Myceliarchs, HCL+3 Minions, Morale+1, Treasure +1. Fungus priests of He Who Lies Below collect blood for their fungal altars. Immune to poison. At the start of combat, one will casts a sleep-spore cloud: all PCs must Save vs. L3 magic or miss their next turn.

Reactions (d6): 1 Flee, 2-4 Blood offering, 5-6 Fight.

5

2d6+2 Cave Locusts, HCL Minions (max. L5). Swarming, biting insects. PCs wearing any Armor double its Defense bonus (light armor +2, heavy armor +4). Locusts consume food: If the party carries any Food rations, the party loses d6 Food rations at the end of combat. Distribute the loss of rations as you want among PCs.

Reactions (d6): 1-2 Ignore, 3-6 Fight.

6

d6 Toadstool Knights, HCL+4 Minions, immune to poison, +1 Morale, Standard Treasure. These fungus warriors wield shield-like caps made of dried fungi. The first hit against each toadstool knight breaks its shield but the toadstool knight survives. Casting a Warp Wood spell will destroy all wooden caps.

Reactions (d6): 1 Ignore, 2 Bribe (20gp each), 3-6 Fight.



Fungal Grottoes Boss Monsters Table (d6)

1 Myco-Tyrant, HCL+4 Mushroom Boss, Tier+3 Life, 3 attacks, Morale +1, 1 Treasure roll. This hulking mushroom brute is immune to Sleep and poison. At the beginning of combat, all PCs must Save vs. L4 poison or lose 1 Life. Mushroom PCs and halflings are immune.

Reaction: Always Fight.



2



Fungus Hag, HCL+3 Mushroom Boss, Tier+2 Life, 2 attacks, Treasure +1. Immune to Sleep/poison. PCs hit by her claws take Tier damage and must Save vs. L3 magic or suffer a non-cumulative -1 to Attack rolls until the end of combat.

Reactions (d6): 1 Blood offering, 2-3 Quest, 4-6 Fight.

3

Spore Lord, HCL+5 Mushroom Boss, Tier+3 Life, 3 attacks, 2 Treasure rolls. On its first turn, instead of attacking it releases a spore storm: all PCs must Save vs. L5 poison (all PCs add +1/2L to the Save, halflings reroll a failed Save) or be blinded (-1 Attack/Defense) until end of encounter.

Reactions (d6): 1 Flee, 2-3 Bribe (100gp), 4-6 Fight.



4

Rot Ogre, HCL+4 Boss, Tier+4 Life, 2 attacks, 2 Treasure rolls. Its fists spread decay: each hit requires a Save vs. L3 disease. Halflings and barbarians add +L. PCs failing the Save lose 1 Life at the end of combat. Halflings gain +L Defense against the rot ogre.

Reaction: Always Fight to the death.

5

Caplord Knight, HCL+4 Mushroom Boss, Tier+4 Life, 4 attacks, Treasure: armor and weapon. Immune to Sleep and poison. It wears armor composed of hardened fungi and wields a sporeblade, a non-metallic slashing weapon made from a hardened mushroom cap. Any PC hit must Save vs. L3 poison or lose 1 Life. Halflings reroll failed Saves. Any non-magical attack hitting the caplord knight has a 2-in-6 chance of bouncing off its armor. The Warp Wood spell destroys the armor AND the sporeblade (reduce Foe's L by 2).

Reactions (d6): 1-3 Trial of champions, 4-6 Fight.



6

Fungal Dragon, HCL+5 Mushroom Boss, Tier+3 Life, 4 attacks, Treasure +2. Each turn roll d6: on 1-2, instead of attacking it exhales a spore breath. All PCs must Save vs. L5 poison or lose 1 Life. All PCs add +1/2L to the Save, halflings reroll failed Saves. Immune to Sleep and poison.

Reactions (d6): 1-3 Quest, 4-6 Fight.



Fungal Grottoes Weird Monsters Table (d6)

1

Shroom Colossus, HCL+5 Mushroom WM, Tier+5 Life, 3 attacks, each inflicting Tier damage. No Treasure. May not be encountered in corridors (reroll if it happens). PCs reduced to 0 Life are digested into spores and may not be resurrected. Immune to Sleep and poison.



2



Spore Swarm, HCL+3 Mushroom WM, Tier+3 Life, no Treasure. Immune to Sleep and poison. Fire-based attacks add a +Tier bonus against it.

Reaction: Always Fight to the death.

3

Myco-Mimic, HCL+4 Mushroom WM, Tier+2 Life, d3+1 attacks (roll the first time it attacks), 2 Treasure rolls. It appears as an innocuous mushroom or a mushroom-covered treasure chest. It gains automatic surprise. PCs hit must Save vs. L3 poison or be paralyzed for 1 turn. Halflings reroll failed Saves. Immune to Sleep and poison.

Reaction: Always Fight to the death.



4



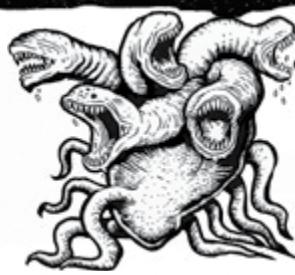
Hallucinogenic Horror, HCL+3 Mushroom WM, Tier+4 Life, Treasure +1, never tests Morale, Immune to Sleep and poison. Each turn, 1 random PC must Save vs. L3 magic or attack an ally instead of the Foe.

Reaction: Always Fight to the death.

5

Fungus-infected Hydra, HCL+4 dragon WM, Tier+4 Life, Tier+4 attacks, 2 Treasure rolls. The hydra loses 1 attack (representing the loss of 1 head) for each Life point lost. Each head slain regrows in 2 turns. If a fire-based attack is used, heads will not regrow. The hydra always performs a minimum of 1 Attack per turn.

Reactions (d6): 1 Flee, 2-3 Blood offering, 4-6 Fight.



6

Spore Phantom, HCL+3 Undead WM, Tier+3 Life, 2 attacks, Treasure +1, never tests Morale. This undead mushroom spirit is immune to Sleep and poison. It takes 2 damage from a vial of holy water. PCs hit by the phantom must Save vs. L3 magic or lose 1 Life at end of turn as spores rot their lungs. Druids attack spore phantoms at +L.

Reaction: Always Fight to the death.



Fiendish Foes



Introduction

This is a collection of Foes you should start using as soon as 2+ of your heroes are L3. Fiendish Foes can be found in all dungeon types (dungeons, caves, fungal grottoes). You may use these Tables to replace the previous Tables entirely, or replace them 50% of the time (roll a d6, on a 1-3 use the standard Table, on a 4-6 use its Fiendish Foes equivalent). Obviously, only Fiendish Foes will use the Fiendish Foes Treasure and Magic Treasure Tables.

Bosses with Minions or Vermin

You can end up with a Major Foe and a group of Minor Foes in the same space. If this happens, split the party. Choose which PCs fight each Foe, playing the fights simultaneously, one turn at a time. As soon as one Foe is defeated, the freed up PCs join the others. Foes will do the same. The two Foe groups test Morale separately, using their own Morale modifiers if applicable. So it may happen that some of your PCs free up because their Foes flee, and they can join the others. Joining a fight in the same tile does NOT require an action – just perform your Attack roll. The movement that bring them in melee with the other Foe is supposed to take place with the attack. Gain 2 XP rolls for this type of encounter. Do not perform Treasure rolls for Minor Foes found together with a Major Foe – if they had anything of value, their Boss took everything in its loot.



Fiendish Foes Vermin Table (d6)

1

3d6+3 Fiendish spiders, HCL Animal Vermin, Treasure -1 (caught in webs). Due to the webs, heroes may not withdraw from this fight unless they cast a Fireball which, in addition to its normal damage, burns the webs. All PCs hit by fiendish spiders must Save vs. HCL+2 poison at the end of the combat or lose 1 Life. Crushing weapons attack spiders at +1.
Reaction: Always fight.

2



2d6+2 Stirges, HCL+3 Vermin, no Treasure. A living PC hit by a stirge will automatically lose 1 Life every turn (on the stirges' turn) until all the stirges are defeated (the creatures insert their proboscis and drain blood).

Reactions (d6): 1-3 Blood offering, 4-6 fight.

3

d6+4 Giant snakes, HCL+2 Animal Vermin, 1 Treasure. Living PCs hit by the snakes must Save vs. HCL+1 poison or lose 1 additional Life. Halflings reroll failed Saves.

Reactions (d6): 1-2 Ignore, 3-6 fight.



4



d6+4 Giant toads, HCL+2 Animal Vermin, no Treasure. When a toad is slain, boils on its skin burst. The PC killing it must Save vs. HCL poison or lose 1 Life, unless a ranged attack or spell was used.

Reactions (d6): 1-3 Ignore, 4-6 fight.

5

2d3+4 Armored skeletons, HCL+3 undead Vermin, Treasure -1. Due to their armor, crushing weapons do not get any bonus. Arrows hit them at -1. Immune to Sleep and poison.

Reaction: Always fight to the death.



6

2d3+1 Goatmen, HCL+3 Chaos Vermin, 1 Treasure, Morale +2. Goatmen fanatically charge into battle. Treat them as HCL+5 in the first turn of combat.

Reactions (d6): 1 bribe (30gp each), 2-5 fight, 6 fight to the death.



Fiendish Foes Minions Table (d6)

1

d6+6 Orc looters, HCL+2 Minions, 3 Treasure rolls -1. They test Morale each time one or more is defeated by a spell. If a spell causes their number to drop below 50%, they test Morale at -1.
Reactions (d6): 1 bribe (40gp each), 2 fight, 3-6 fight to the death.



2



d3+4 Cockatrices, HCL+3 Minions, 1 Treasure. Every PC hit by a cockatrice must Save vs. L2 petrification or be turned to stone. A Blessing reverses the effect.
Reaction: Always fight to the death.

3

d6+3 Possessed dwarves, HCL+3 undead minions, 1 Treasure. These scythe-wielding, demon-possessed zombie dwarves are hard to kill. If killed, roll a d6, on a 3+, the dwarf will attack again on its next turn. If slain again, it stays dead.

Reactions (d6): 1-2 bribe (30gp each), 3-5 fight, 6 fight to the death.



4



2d3+4 Gnolls, HCL+3 Minions, 1 Treasure, Morale +1. When they fight against a wounded PC, they go on a frenzy and gain +1 L when attacking.

Reactions (d6): 1-2 bribe (20gp each), 3-4 fight, 5-6 fight to the death.

5

2d3+2 Hobgoblin blademasters, HCL+3 Minions, 1 Treasure +1 and 1 hand weapon each. They are skilled in the use of their sharp yatagans. A PC rolling a 1 when attacking them in melee (not with ranged weapons or spells) suffers an immediate, out-of-sequence attack.

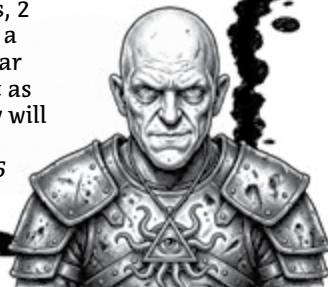
Reactions (d6): 1-3 bribe (30gp each), 4-5 fight, 6



6

2d3+2 Chaos slavers, HCL+4 Chaos Minions, 2 Treasure rolls, Morale +1. They have set up a Trap. Before the encounter, resolve a L4 bear trap on the Traps Table. Rogues can spot it as usual. If met as Wandering Monsters, they will not set a Trap.

Reactions (d6): 1-3 bribe (40gp each), 4-6 fight.



Fiendish Foes Boss Monsters Table (d6)

1

Chaos lord, HCL+3 Boss, 7 Life, 3 attacks, 3 Treasure rolls. Roll d6 for his powers: 1-4 evil eye (all PCs must Save vs. L4 magic or be at -1 on all Defense rolls until the Foe is slain), 5 energy drain (any PC hit must Save vs. L4 magic or lose 1 level), 6 hellfire blast (before combat, all PCs must Save vs. L5 magic or lose 2 Life; Clerics add $\frac{1}{2}L$). If you win, you can free his captured slaves. If so, gain 1 Clue, but roll for Wandering Monsters.

Reactions (d6): 1-2 bribe (200gp), 3-6 fight to the death.



2

Skeletal demon, HCL+4 undead Boss, 8 Life, 2 attacks, 3 Treasure rolls, Morale +1. For every damage inflicted on PCs, 1 armored skeleton from the Fiendish Foes Vermin Table joins the fray.

Reactions (d6): 1-2 magic challenge, 3-5 fight, 6 quest.



3



Hobgoblin leader. HCL+4 Boss, 8 Life, 2 attacks, 2 Treasure rolls. He uses a noisy rattleblade. Each time he attacks, roll a 3-in-6 chance of hobgoblin blademasters from the Fiendish Foes Minion Table arriving. Once arrived, do not test for this anymore.

Reactions (d6): 1-3 bribe (400gp), 4-6 fight to the death.

4

Wraith, HCL+4 undead Boss, 6 Life, 2 Treasure rolls. Before the fight, roll a 2-in-6 chance that all lanterns are extinguished till the end of the fight. PCs hit must Save vs. L4 magic or lose 1 level. A wraith can only be hit by magic or silvered weapons, spells, holy water (1 damage per vial thrown), or attacks that inflict 2+damage with a single blow.

Reactions (d6): 1-2 bribe (1 magic item), 3 quest, 4-6 fight.

5

Large troll, HCL+5 Boss, 7 Life, 2 attacks, 4 Treasure rolls. Crushing attacks are at -1 against it. It regenerates 1 Life during its own attack turn. It does not regenerate on a turn after it was damaged by a fire-based attack, acid, or if an attack with a slashing melee weapon is used to chop it while at 0 Life.

Reactions (d6): 1-4 bribe (250gp), 5-6 fight to the death.



6

Young red dragon, HCL+6, 8 Life, 2 attacks, 4 Treasure rolls at +1. On its first turn, it will breathe fire: all PCs must Save vs. L7 dragon breath (all PCs add $\frac{1}{2}L$), or take d3 damage. Thereafter, it performs 2 attacks. Never met as Wandering Monster.

Reactions (d6): 1 Sleeping (all PCs can attack at +2 on their first attack), 2-3 bribe (300gp), 4-5 fight, 6 quest.



Fiendish Foes Weird Monsters Table (d6)

1



Doppelganger, HCL+2 WM, 5 Life, 1 Treasure. Before the combat, it takes the form of a random PC. Each turn, the other PCs must Save vs. L4 confusion. On a failure, they can't attack, being confused about who is real. The mimicked PC may attack. The doppelganger attacks the mimicked PC. If that PC dies, the doppelganger flees.

Reaction: Always fight.

2



Scimitar Monster, HCL+5 WM, 12 Life, 2 attacks, 2 Treasure rolls +1. This reptilian has two scimitar-like appendages. If there's a dwarf in the party, it fights to the death. Immune to Sleep.

Reactions (d6): 1-2 Bribe (250gp), 3-4 fight, 5-6 fight to the death.

3



Green Slime. HCL+3 WM, 8 Life, 3 attacks, no Treasure. If it hits, it does no damage, but the PC must Save vs. L4 disease (Halflings add $\frac{1}{2}$ L). In future, whenever affected PCs lose 1 Life, they lose 1 additional Life. The disease can be cured with a Blessing. A PC dying while infected immediately becomes a green slime and attacks the party.

Reaction: Always fight to the death.

4

Acid Cube, HCL+3 WM, 6 Life, 3 Treasure rolls. The cube is transparent and has a 3-in-6 chance of surprising the party. It does no damage, but each PC must Save vs. L2 engulf each turn (L4 if that PC attacked it with a melee weapon last turn). An engulfed PC cannot attack. The PC is freed if the cube is slain. Immune to Sleep and Lightning spells.

Reaction: Always fight to the death.

5



Flesh Golem. HCL+4 WM, 8 Life, 1 Treasure roll, 2 attacks, Morale +2. Immune to crushing weapons and all spells except fire-based ones. Its fists inflict 2 damage if you roll 1 on a Defense roll.

Reactions (d6): 1-2 Ignore, 3-6 fight.

6

Lurking Mantlebeast, HCL+3 WM, 5 Life, no Treasure, no attacks, never tests Morale. This manta-like beast hides on ceiling. It can't be met as a Wandering Monster. You have a 2-in-6 chance (4-in-6 with a rogue in the party) to spot it. If you spot it, you can turn back. If you don't turn back, or fail to spot it, it drops. All PCs must Save vs. L3 (-1 with heavy armor, +1 if elf or rogue). Those who fail cannot attack or flee but can cast spells. They lose 1 Life every turn until the lurker is slain. PCs who succeed can attack the Foe without needing to defend.

Reaction: Always fight to the death.

Fiendish Foes Treasure Table (d6)

0-

No Treasure found.



1

$2d6 \times 2\text{gp.}$

2

$2d6 \times 5\text{gp.}$

3

Choose: 1 scroll, bark, or prism with a random spell, or 1 non-magical weapon of your choice. Roll a 2-in-6 chance that the weapon is silvered. If silvered, increase its resale value by 20gp, or 40gp if two handed.

4

1 gem worth $2d6 \times 10\text{gp.}$

5

1 item of jewelry worth $2d6 \times 20\text{gp.}$

6+

Roll on the Fiendish Foes Magic Treasure Table.



Fiendish Foes Magic Treasure Table (d6)

1

Magic weapon. Roll a d6, on a 1-4 it has a +1 Attack bonus, 5-6 a +2 bonus. Roll d6 to determine its type:
1) slashing light hand weapon, 2) crushing hand weapon, 3-4) slashing hand weapon, 5) crushing two handed weapon, 6) slashing two handed weapon.

2

Magic armor. Roll 1d6, on a 1-4 it has a +1 Defense bonus, 5-6 a +2 bonus. This is permanent. Roll another d6 to determine its type:
1-2) shield, 3) light armor, 4-5) heavy armor, 6) a ring of protection usable by any class except



3

1d3+1 Vials. Roll 1d6 for each vial to determine its content:
1-3) Healing potion. It can be swallowed at any moment, healing all Life to a single PC. This does not require an action. One-use magic item, usable by all classes except barbarians. No PC may drink more than one potion of healing per adventure. Resale value: 100gp.
4-5) Acid. It can be thrown as an attack. Roll a d6; on a 1 it splashes on the thrower for 1 damage. On a 2+, it inflicts 1 damage on a Foe. It does not affect undead or golems. Trolls do not regenerate on a turn in which they are damaged by acid. Resale value: 15gp.
6) Holy water.

4

Wand of power, usable only by wizards, 2d3 charges. Each charge can be spent to add +1 to any spellcasting roll. You may add multiple charges to a single spell-casting roll. Decide how many you will use BEFORE rolling. Resale value: 20gp per charge.



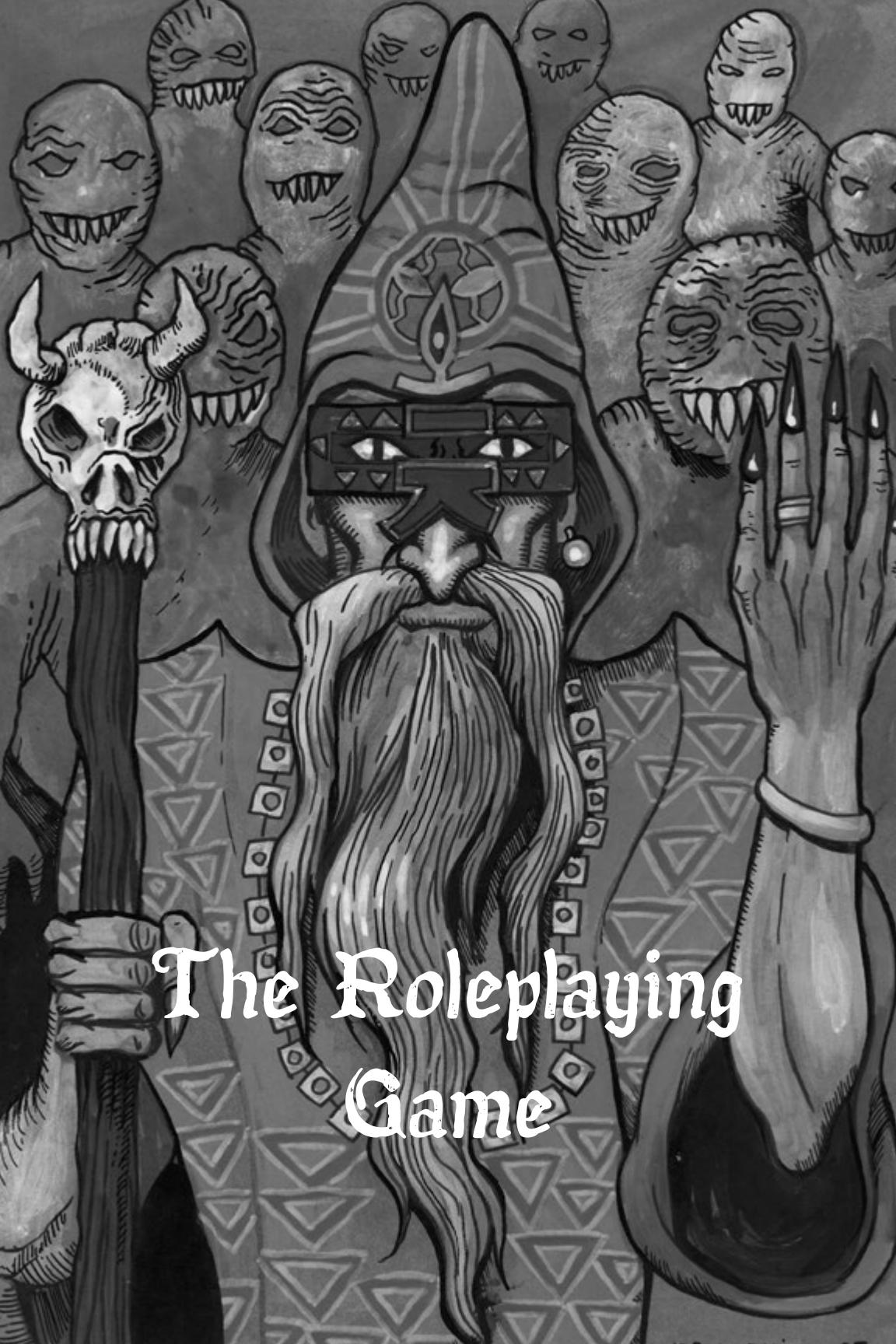
5

Enchanted paint. Whatever is painted becomes real. If you draw a door on a wall, an actual door will appear. You can then roll a dungeon tile as usual, or connect two existing tiles. You can draw normal weapons, armor, equipment, or up to 8 Food rations and they will become real. The item drawn must be non magical and no more than 15gp in value. Liquids cannot be drawn. Each time you use the paint, roll a 1-in-6 chance that it runs out. Resale value: 80gp.

6

Necklace with d6 Prayer beads. Each bead is one use. A cleric may use 1 bead while performing a Prayer. Roll 1d6; on a 1-3, the bead has no effect and the Prayer is cast normally. On a 4-6, the Prayer has its effect but is not spent. One bead is destroyed with each roll, even if it has no effect. Resale value: 15gp per bead.





The Roleplaying
Game

Roleplaying

4AD as a Roleplaying Game

While it is designed as a procedural adventure game run by a single player with random Tables, 4AD can also be played as a cooperative, GM-less game or as a traditional roleplaying game directed by a Game Master. While in today's fragmented hobby world having a GM to write and run games is considered a luxury by some, and 4AD capitalizes on its ability to work without a GM, the advantages of infinite creativity and flexibility in GM-directed games cannot be denied. This section gives guidelines to get the best out of that style of play.

The Old-School Way: Rulings, Not Rules

Four Against Darkness is inspired by old school roleplaying games that the authors played in their teens in the early '80s. Old school roleplaying is a style of play, not a ruleset. It emphasizes player creativity, improvisation, and immersive roleplaying over strict mechanics and complex systems. Yes, some Old School games were really complex by today's standards, but nobody played ALL the rules — and everybody knew that! The more complex rules were often offered as "subsystems". From those, the GM would cherrypick what made sense to their game style and desired atmosphere. By the way, this is the reason why 4AD is a modular system, where a lot of rules (spells, items, enemies, classes, subsystems) are offered, but where the player is the final arbiter and decides what to use, based on the complexity (and page-flipping!) desired.

At the heart of old-school gaming lies the principle of "**rulings, not rules**", where the GM serves more as a referee of a shared imagined world than as a rules-bound storyteller or adversary.

The GM plays a vital role in describing the world, presenting situations, and interpreting outcomes based on logic, common sense, and fairness rather than just dice rolls.

For example, if players want to sneak past a group of goblins, the GM might ask, "What are you doing to stay hidden?" rather than immediately calling for a Stealth Save. If the players describe a clever method that the GM thinks might work based on his/her written description of the goblins (using shadows, waiting for a distraction, or covering themselves in cloaks), the GM may simply rule that it works, or give a substantial modifier to the roll. The focus should be on the fiction, not the math.

Example: In a previous encounter, the party has learned that the goblins in Skull Cave like to bet on rat racing, and identify their rats by painting their fur. A PC comes up with the idea of catching a rat and painting it. Later, the PCs meet a few goblins behind a corner and let the painted rat loose. The goblins try to catch the rat, maybe it's a racing champion! The GM rules that this distracts the goblins. The PCs can skulk past them unnoticed, or surprise them.

Roleplaying

Reactions to player choices are grounded in the logic of the game world. If players set a trap, bribe a guard, or use a ten-foot pole to prod for traps, the GM doesn't need a roll—they decide what happens based on how plausible and well-executed the plan is. Reward ingenuity, not optimized party builds.

This style also embraces consequence and emergent storytelling. There's often no "main quest" handed down from above; players explore, interact, and forge their own path. A GM might introduce a mysterious hermit in the woods not with a quest in mind, but just to see what the players do. If they befriend him, he could become an ally—or a villain—depending on how things unfold. But the GM should keep a list of potential quests or things to do, or be able to improvise them on the spur of the moment.

In essence, GMing is about trusting the game world to respond organically to the players' decisions. It's about treating the game as a living, breathing place, where success is earned through creative thinking and roleplaying rather than numbers and dice alone.

Four Against Darkness encourages GMs and players to return to that raw, improvisational, and collaborative spirit: a sandbox where imagination reigns, danger is real (PCs can die both because of stupid choices and lousy die rolls—that's life!), and every decision matters. The procedural nature of the game (rolling on Tables to discover the content of each area) can send the game in many different, surprising directions, as not even the GM will know what lurks behind a corner!

Surprise Yourself

What if you, the GM, have no idea whether something should happen? What if you want to surprise yourself and the players with events that weren't planned? In this case, assign a likelihood of something happening and roll a d6 to determine if that thing occurs or not. This is often done to respond to a player's question. For example, after the GM has described the gloomy entrance to a dungeon, a player may ask whether there are torches in the dungeon wall sconces. The GM didn't detail this beforehand and decides to roll a die. Here's a simple Likelihood Table, designed to facilitate fast, flexible rulings using just a single d6. It's a tool for when the GM isn't sure what should happen and wants to inject a bit of chance.



Roleplaying

Event Likelihood	Probability
Impossible	None
Very Unlikely	1-in-6
Unlikely	2-in-6
Even Odds	3-in-6
Likely	4-in-6
Very Likely	5-in-6
Certain	Automatic



When unsure about something in the world—does a door happen to be unlocked? Is a wandering knight in the area? Did the thief leave tracks? Choose the appropriate likelihood, roll a d6 to determine if the event occurs, and interpret the result.

Don't overuse it. Only roll when outcomes aren't obvious or when you want to surprise even yourself. If something should logically happen, just make the call—don't roll at all. If PCs have a relevant skill, do not deprive them of the limelight—use that ability instead.

Examples in Action

"Is there a torch left in the old dungeon wall sconce?"

The GM knows the dungeon hasn't been visited in the last 20 years, so likely most wooden objects are rotten. The GM assesses this probability as Unlikely (1-2): roll d6. A 1 or 2 means yes—a torch is still there and is usable.

"Do the bandits take the bait and follow the fake trail?"

Likely (1-4): roll d6. On 5-6 they're not fooled and stay on the true path.

"Does the princess remember the player's earlier act of kindness?"

If you didn't establish the personality of the princess, give it an Even Odds chance (1-3): roll d6. A 1, 2, or 3 means yes—she vouches for them. If you already decided she's an obnoxious, spoiled brat, give it a 1-in-6 chance of happening.

"Is there a thunderstorm tonight?"

Based on your prior description of the weather (you told the players they are walking under a hot sun, with no clouds in sight): Very Unlikely (1): roll d6. Only on a 1 does a storm roll in. Of course, a druid with the Alter Weather spell can change that!

"Is the treasure chest trapped?"

In randomly generated dungeons, you generally already know the answer, because traps will appear as a result of rolls on Tables. When a treasure

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chest is brought into the story by the logic of the game ("surely the captain responsible for the soldiers' wages keeps their gold in a chest," says a player, and you agree) you could assign an Even Odds or Unlikely chance, depending on the tone of the adventure.

Allow a reroll if a PC has an ability that, in your opinion, should affect the chances of something happening.

For example, a cleric might know where priests keep the tools used in religious rituals, and this may increase the party's chances of finding some.

This single-table oracle keeps the pace brisk and the world reactive. Use it to make your rulings faster, not replace good judgment. Let the dice spice up the world—but you, as GM, still serve the feast.

Using Oracle Cards

If you find yourself using this system quite often and like to be surprised, you might invest in a set of Oracle cards that suggest story details as you play. Ganesha Games produces a small set (look for cards produced by Alexey Aparin on Drivethrucards.com) with more coming in the future. These cards work both for GMed and GMless games.



Let Secrets Spin the Story

Players in the non-RPG play style of 4AD can reveal Secrets that add story elements or details about their PCs. While this is not an Old School mechanic, you can let the players spend Clues to reveal a fact about the game that "becomes real". It should still be subject to the GM's approval, to avoid short-circuiting the plot. No, you can't just say "My crystal ball tell me who killed the Earl", because that would deprive the players of the thrill of investigation. But you may discover secrets about your PC, such as realizing the bad guy is your long lost brother or the masked chaos cultist speaks with the accent from your hometown.

Reject Balance, Embrace World Logic

The world is not designed for the PCs' level—it is what it is. There are no guarantees of "balanced" encounters where the PCs have a fair chance of winning. An adventurer's life is never fair! A bandit camp, a dragon's lair,

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or a nest of ghouls isn't necessarily scaled to suit the party's level—it exists independently. The players choose where to go, and part of the thrill is knowing some places are beyond their reach... for now. Players may choose to flee an encounter and return later, when they have stocked up on defenses and other resources and have leveled up. 4AD has very permissive rules about fleeing—PCs can flee an encounter just by allowing their foes to perform an attack. Players can afford making a misstep now and then, without destroying their beloved characters. In addition, use of the HCL system ensures that, on a mathematical level, the numbers you have to roll to survive are at least NOT impossible.

No Balance Means Real Tension

Having no preconceived balance makes the danger feel real. If every fight is tailored to be beatable, then nothing is truly frightening. Why should you even roll dice at that point? But when a fight can kill you—when you don't win just by showing up—then your decisions matter. Do you fight? Parley? Sneak? Flee? Let the players discover this for themselves, but give them enough clues to make smart choices and gather every possible tactical advantage before launching an assault.

Give Hints, Not Warnings

The goal is not to kill the party, but to make sure they understand when they're in over their heads and let them decide when it's time to push their luck or to run home. There are several ways to telegraph danger:

Visual clues: "Bones litter the cave floor. Some still wear armor."

NPC rumors: "No one who's gone into the Old Watchtower ever came back."

Monster behavior: "It doesn't seem afraid of you. In fact... it's smiling."

Environmental detail: "Your sword hums near the obelisk. The air is heavy, like before a storm."

Trial and error: Let them see how strong something is—maybe it swats the fighter aside in one blow, and they realize it's time to run.

Let players learn through smart play, not stat blocks.

Exception: Essential Encounters

The only time you should craft a "balanced" fight is when it's unavoidable and tied directly to the players' progress—like a Final Boss, a critical quest encounter, or a set-piece showdown. Even then, balance doesn't mean "easy." It means the fight is winnable, with clever play, preparation, and maybe a little luck. A trick that always works in this type of encounter is giving a chance to discover a foe's secret weakness through interaction with an NPC or by examining visual clues BEFORE encountering it.

Your World, Their Choices

Your job isn't to protect the party from the world. It's to present the world and let the players engage with it on their own terms. Sometimes that means glorious victories. Sometimes it means running like hell. And sometimes, it means learning the hard way why the locals avoid the ruins north of the river, or why nobody dares to look the Bailiff in the eyes.

Don't balance. Telegraphed danger is better than mercy.

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The Four Pillars of Adventure Writing

At some point, you will want to write your own adventures. Let's see how. A fantasy adventure isn't just a series of fights or puzzles—it should be a living, breathing experience. To create a world that feels rich and reactive, design your adventures around four foundational pillars: Exploration, Investigation, Action, and Interaction.

Exploration

This is the heart of fantasy gaming: moving through unknown places, mapping out ancient ruins, climbing misty mountains, delving into forgotten vaults. Exploration is about discovery. Who built this place? What lies beyond the next door? What strange forces linger in the valley? Who or what caused the downfall of the ancient inhabitants of these ruins?

Good exploration rewards curiosity. Populate your world with secrets, lore, forgotten objects, ancient factions, and natural hazards. Let the players piece together what this place is and why it matters.

Investigation

Mystery pushes the story forward. What happened here? Who stole the sacred relic? Why is the town cursed? Not everything needs to be spelled out—let players ask questions and draw conclusions. Clues might come from old journals, murals, runes etched into stonework, half-mad hermits, strange symbols, old nursery rhymes, a subtle change in the weather, a weird mutation in the local flora or fauna, or unexplained events occurring as the PCs wade through a spider web of mysteries. Keep it layered: a surface mystery ("Why is the blacksmith acting strange?") might lead to a deeper one ("There's something buried under the forge..."). You can let the players know they are onto something by handing out Clues (the game mechanic) when some relevant information is discovered. Also let the players come up with their own ideas and choose one of their ideas as the game "truth". If a player comes up with an interesting theory about what killed the ancient dwellers of the valley, and this fires up the imagination of all participants, and is even better than what's in your notes... make THAT become reality and give the player an XP roll! By using this technique, you will always be one step ahead of your players, and their creative ideas will shape their adventures.

Action

Combat, chase scenes, traps, ambushes, magical chaos, desperate escapes: Action doesn't always mean violence—a crumbling bridge, a collapsing tunnel, a room filling with gas can be just as thrilling as a combat with netherworld demons. Make action scenes interactive and tactical. Clever tricks, terrain use, improvised items, or negotiated ceasefires should be just as viable as swordplay. Reward bold thinking as much as good dice rolls. Let the combatants strike at specific targets to disarm, trip, subdue – let them cut ropes that hold weights in place, topple statues and braziers full of hot coals, push down time-worn pillars or free caged or chained beasts upon their foes.

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Multi-Layered Action

The secret for an exciting action scene is making two or more things happen at once. Combat alone can be predictable if it's just a series of Attack rolls—what brings it to life is chaos, urgency, and shifting priorities. Give the players something more to worry about than just swinging swords.

Here are some classic examples of multi-layered action:

- A fire starts in the temple while the PCs try to prevent a ritual sacrifice.
- The ceiling begins to collapse as the PCs fight off animated statues.
- A rope bridge starts fraying while the PCs fend off bandits.
- The prince flees on horseback while assassins close in, drawing poison-dripping blades at the PCs. Do you give chase or stay and fight?
- The treasure chest is rigged with a trap that will require some attempts to disarm—but the room is flooding.
- An NPC ally is being dragged away by a monster while the sorcerer's ritual is nearly complete.
- A cursed bell tolls every few seconds, drawing more undead as the fight goes on.
- A magical storm lashes the mountaintop while the duel takes place.

This technique creates dynamic decision-making. When players must split attention, act fast, and prioritize, action scenes truly come alive.

Interaction

Norindaal has an incredible variety of intelligent races, monsters, factions and occupations—talk to them. Every innkeeper, guildmaster, politician, bandit, merchant, mercenary or ghost should have a personality, a motivation, a secret, or a goal. Maybe the mayor is charming but hiding something. Maybe the goblin chief is willing to talk, especially if you offer him a piece of cheese. Maybe the Ansari (an angel) is lonely, the demon is tired of "same old, same old", or you just met the only high elf who wants to set the world on fire. The troll living under the bridge wants to find a mate, the dragon queen is longing for the mountain peaks where she was born, and the manticore wants revenge against the barbarian adventurer who cut its tail. Let NPCs feel real, with wants, fears, and quirks. Interaction can change everything. A fight might become an alliance. A clue might turn into a confession. A chance encounter may be the beginning of a love story or a long-lasting friendship. The story shifts when players connect with the people inside it.

The Goal: A Living Adventure

When you build an adventure around these four pillars—Exploration, Investigation, Action, and Interaction—you create a world that feels alive. Players will engage with it and remember it. Mix these ingredients freely. One session might be pure exploration; the next, a tense mix of mystery and bloodshed. That's how you keep your table leaning forward. In most cases,

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it's better to have a mixture of elements, because the tastes of players vary, and some find combat exciting, while others prefer solving mysteries and interacting with NPCs. It's your job, as a GM, to keep the players entertained and busy – and that includes you.

Roll Dice in the Open

All dice for combat and Saves are rolled by the players. The GM rolls dice for Tables and when adjudicating the probability of an event, such as, "there's a 2-in-6 chance that the guards will arrive on the following turn". Rolling dice in the open feels fair to everyone. The only situation where you could keep rolls secret is when you want to keep the players from knowing things the PCs could not know.



The Campaign

Adventures can be played one after another, like the chapters of a book. This ongoing play is called a **campaign**. In a campaign, PCs keep the levels, equipment, and treasures earned in previous sessions, allowing them to grow in power and face ever-greater threats. All wounds are fully healed between games. Any spent abilities (Luck points, a cleric's Prayers, a wizard's spells, or a barbarian's Rage attacks) are refreshed to their maximum. Each new adventure begins with heroes in top shape and ready to dive once more into danger.

Campaign play allows PCs to evolve through victories and failures, form rivalries and alliances, and build a personal history.

The GM's Role

In most gaming groups, the most experienced or creatively inclined player acts as the GM. The other participants control the adventurers. If you enjoy improvisation, storytelling, or simply inventing things on the spot, you already have what it takes to be a Game Master.

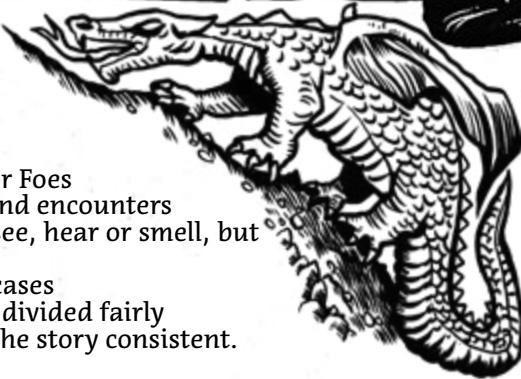
One-on-One Play: A campaign can be played with only one GM and one player. This intimate format—known as One-on-One gaming—is ideal for personal, character-driven stories.

Multiple GMs: At the opposite extreme, large groups can divide responsibilities among several GMs. Two GMs might alternate running sessions, or prepare different regions of the world, letting PCs travel between their areas.

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What the GM does:

- Tracks Foes' Life points
- Makes Morale rolls for Foes
- Rolls or decides Reactions for Foes
- Describes locations, Clues, and encounters
- Tells players what their PCs see, hear or smell, but never how they should feel
- Adjudicates rules and edge cases
- Ensures treasure and XP are divided fairly
- Keeps the pace and tone of the story consistent.



Encourage Cooperation: The GM is responsible for maintaining a cooperative atmosphere. PCs are heroes, not bickering rivals. If players disagree about what to do, ask them to vote. If a vote still leads to a stalemate, the GM should make the fairest ruling possible—and the players should respect that decision.

Encourage Player Agency: The GM should ensure that the PCs' choices truly matter. Every meaningful action should produce a reaction in the game world—sometimes beneficial, sometimes troublesome. If the heroes insult a noble, rob a cult, or spare a villain, those decisions should echo in future encounters. Enemies made early in the campaign may return with reinforcements or new schemes. If the heroes treat people fairly, rescue villagers, or show mercy, they should earn allies, favors, and support when the tables turn against them.

This sense of cause and effect helps the players feel they are influencing the narrative, not just riding along through predetermined scenes.

Above all, avoid making the heroes feel like "spear carriers". PCs should never be mere spectators while powerful NPCs resolve the story for them. The protagonists of the campaign are the heroes sitting at your table: let them drive the action, solve the problems, and decide the fate of the adventure.

Respect Player Tastes and Psychology: Every gaming table is different. Ask players—preferably before the campaign begins—if there are topics, themes, or imagery they would rather avoid. There is no reason to include scenes that might upset someone. RPGs are a shared, enjoyable experience, not a source of discomfort. Some groups use simple tools such as the X-card or a quiet safety signal. If a player taps the card, shows the signal, or simply says, "Let's fade out here," the GM should adjust the scene, change the subject, or skip ahead. No questions, no explanations required.

For example: One player recently lost a beloved pet. They may ask to avoid scenes where animals are harmed. The GM can easily remove such content without affecting the adventure.

Respecting boundaries helps build trust. When players feel safe, they engage more deeply with the game and contribute more enthusiastically to the story.

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Running Encounters: The GM may keep the Foes' Reaction Table rolls secret. This encourages players to think creatively instead of relying on predictable outcomes. Whenever an encounter occurs, the GM should provide vivid, sensory descriptions—what the PCs see, smell, hear, or sense. Play NPCs and Foes according to their motives, instincts, fears, and desires. Some may flee, parley, or attempt trickery; not every foe must fight to the death.

Saves and Improvised Actions

Improvisation is an essential GM skill. Players will take unexpected approaches, ignore obvious clues, or attempt actions not covered by the rules. Treat these moments as opportunities for drama and creativity. Nearly any action not explicitly described in the rules can be resolved as a Save. The challenge for the GM is determining:

- 1) How difficult the action is, and
- 2) Which classes gain bonuses—their level, half their level, +1, or no bonus at all. Let the description of the classes guide you. Each should have chances to shine in their areas of specialty. If you are in doubt and one action doesn't seem too class-specific, be generous and let all PCs have +L or +1/2L bonus to the Save. The effects of Traits, magic items, expert skills and other rules are already described in game terms and should not be a problem.

Class Strengths (GM Guidelines)

Barbarians, Dwarves, Warriors

Strong, tough, capable of lifting heavy weights, smashing barriers, resisting pain, and pushing through physical obstacles.

Halflings

Extremely hardy and resistant to poison, gases, and disease. Excellent cooks and enthusiastic party-goers—useful in social or culinary challenges.

Elves, Acrobats, Rogues

Agile, stealthy, and dexterous. Good at climbing, balancing, dodging traps, avoiding ambushes, and sneaking.

Elves, additional traits

Keen senses and affinity for nature. They notice fine details, detect hidden passages, sense danger through plants or animals, and move swiftly in forests.

Dwarves, additional traits

Sharp eyes for gold, gems, and precious metals, though somewhat near-sighted. Skilled in underground navigation.

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Wizards

Physically frail but mentally sharp. Excellent at solving puzzles, deciphering clues, recalling lore, or researching in libraries.

Clerics

Respected and diplomatic, able to negotiate with townsfolk, religious communities, or civilized NPCs. Due to their faith and force of will, they're good at resisting torture, pain, fear, and psychological stress.

Druids

Druids resemble clerics in wisdom, but their power comes from nature. They should excel at: Understanding animals, plants, weather, and natural cycles; finding potable water, edible plants, or safe resting places; identifying poisonous flora and fauna; calming beasts or reading their behavior; navigating forests, swamps, and wild regions; sensing when an area has been desecrated or corrupted. In wilderness environments, a druid's knowledge should often grant bonuses.

Paladins

Paladins are divine champions who combine martial prowess with unwavering moral resolve. They excel at: Resisting fear, intimidation, corruption, and mind control; leading others in dangerous or moral crises; recognizing evil intentions or unholy creatures; negotiating with virtuous NPCs who respect their honor; standing firm in battles. They must behave heroically.

Bulwarks

Bulwarks are experts in protection, shields, and defensive tactics. They should shine when: Holding a doorway or narrow passage alone; blocking falling debris or shielding allies from danger; withstanding charges, grapples, or knockback effects; assessing fortifications, weak points in walls, or defensive layouts; carrying heavy objects or resisting physical fatigue.

Illusionists

Illusionists manipulate perceptions. Their skills include: Creating distractions, disguises, or false sensory information; detecting illusions, glamours, or magical trickery; understanding dreams, symbols, and subconscious cues; escaping notice through misdirection; disorienting enemies or hiding allies. Even when not using magic, they should have bonuses to deception-based Saves.

Assassins

Assassins are masters of stealth, anatomy, and exploiting weaknesses. They excel at: Sneaking, hiding, climbing silently; spotting structural or biological vulnerabilities; striking from surprise, or picking the best time to attack; moving silently in crowds or blending with shadows; knowing where to apply poison or recognizing poisoned objects.

Kuklas

Kuklas are eerie but innocent-looking living dolls with nimble hands and prehensile hair. They shine when: Interacting with children, dolls, toys, or puppets; moving unnoticed in places where a tiny figure can hide; squeezing through cracks or small spaces; understanding childish scribbles, drawings,

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or games; appearing harmless to adults or Foes who underestimate them; picking locks or manipulating small mechanical parts.

Gnomes

Gnomes have limited illusion magic and a deep understanding of mechanical devices. They excel at: Repairing gadgets, crossbows, contraptions, or clockwork; understanding ancient machine inscriptions; improvising tools or tinkering under pressure.

Mushroom Monks

Mushroom monks are fungal martial artists with earthy wisdom and unusual biology. They should excel at: Martial arts maneuvers, acrobatics, balance, and dodging; moving quietly through forests, caverns, and damp environments; communicating subtly with fungi, spores, or mushroom creatures; sensing vibrations in soil or walls; resisting toxins, rot, spores, or diseases; surviving with minimal light or nourishment.

Rangers

Rangers are wilderness scouts and monster hunters. They excel at: Tracking Foes across various terrains; identifying monster spoor, tracks, nests, or habits; navigating forests, mountains, or marshes; using ranged weapons; setting snares or predicting ambush points; fighting their Sworn Enemy with insight and preparedness. Whenever their Sworn Enemy is involved, they should receive a +L bonus or a story-based advantage.

Swashbucklers

Swashbucklers are daring duelists with flair, charm, and theatricality. They shine at: Daring escapes, acrobatics, swinging from ropes, leaping chasms; Talking their way out of trouble with style and humor; Impressing or distracting crowds; Improvised stunts—balancing on tables, running along beams, kicking objects into enemies; Winning duels through speed and confidence rather than brute strength; Finding unconventional solutions to problems. If an action is reckless, stylish, or dramatic, a swashbuckler should excel at it.

When Not to Roll



Not everything requires dice. Some actions are impossible; others are trivially easy. Use logic, fairness, and a sense of drama. Ask yourself: "What would happen in this situation in an exciting book or movie?" If the answer is obvious, no roll is needed.

Creating Your Own Adventures

The most important GM duty is to provide endless missions for the PCs. Once you have run a few random dungeons and tried our published adventures, you will find it easy to create your own. You may design:

- New tables for events and foes
- Unique areas, rooms, traps, quests, puzzles

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- Entire campaign regions or world settings
- New classes, races, cultures, and spells
- Wilderness, town, cave, castle, and political adventures.

As PCs grow in power, the world can expand with them: political factions, guild intrigue, noble courts, magical orders, remote wilderness settlements, ancient ruins, and more. Adventures need not be limited to dungeons—PCs can influence the fate of kingdoms or become embroiled in mysteries and conspiracies.

Finding Ideas for Adventure Structure

You can draw inspiration from myths, novels, films, random tables, or even everyday problems re-imagined in a fantasy world. Start with a simple quest structure and build outward with complications or twists. Typical quests include retrieving a lost or stolen object, rescuing a prisoner, escorting someone to safety, collecting ingredients to craft a potion or magic item, slaying a dangerous monster, exploring an unknown region, uncovering a hidden truth, surviving a disaster, negotiating peace between rivals, protecting a village from a threat, transporting some object from A to B, escaping from imprisonment and returning home.

Combine two or more of these goals and you instantly have the backbone of a memorable adventure. Exploring uncharted territories is probably the best structure for open-ended, “hexcrawl” play where the story can go in many different directions.

Adding the Unexpected

While your Foe and Event Tables should reflect the theme of the adventure, include a few unpredictable results—entries that seem strange, out of place, or mysterious. These surprises allow to challenge your own expectations and discover new story threads during play. Encountering “pirates” in the middle of a desert prompts questions: How did they get here? Is there a portal linked to a distant shore? Are they undead and did their ship sail across a sea that dried up long ago? Unexpected results spark creativity, turning random encounters into memorable moments and inspiring new quests, rumors, or plot twists.



Roadmap

Roadmap: Where do I Go From Here?



This book can give you many hours of fun with the two sample adventures and randomly generated dungeons. It will let your PCs grow from L1 to L4. There is a plethora of 4AD supplements, campaigns, adventures, posters, zines, and other materials available, written for the previous edition but 100% compatible with this. This guide to supplements can help you decide how to expand your game.

4AD is modular: Each part of 4AD is designed to be inserted in the game or ignored, without breaking the core mechanics. If you don't want to use Traits, or want to use only certain classes, the game will NOT stop working. So, while we hope you'll buy ALL the supplements, you do not NEED to. Use only what you like. Play at least 4-5 games with this core book only, then expand, one book at a time, with the subject matter that fits your play style.

4AD is backward-compatible: All older materials can be used with the current edition.

Some books require other books: Sometimes, a book will mention that another title is needed to play. Adventures are written in a way that extra books unlock additional options. For example, a scene where you find a magical portal to the Netherworld can be ignored if you don't have *Four Against the Netherworld*. A chamber full of undead might ask you to roll on the Foe Tables in *Digressions of the Devouring Dead* (if you don't have that book, you encounter generic undead).

Stuff is hidden: Some content (magic items, skills, Secrets) is not on a shopping list or immediately available but must be discovered during play. This adds to the immersion, as you discover new things organically. For example, you may find a scroll with a new spell in a dragon's hoard. Until you play that adventure and defeat that dragon, and your wizard learns it, that spell is not "in play", but as soon as you do, it becomes part of the game. There are items, such as the infamous insect-shaped keys, that may have no direct effect in the book where you find them, but may unlock options in other books.

More power: You can expand your PCs vertically (increasing their levels) using *Four Against the Abyss* (Expert Tier and skills) and *Four Against the Forsaken Depths* (Heroic and Legendary Tiers). Unless you plan to continue creating new PCs when your current PCs reach L4, sooner or later you'll want these books. Another option is the Troupe or Guild play style. Create 12 PCs, all belonging to a guild and pick from them the best PCs for each mission. Rules for this are in *Tales of the Adventurers Guild*.

More randomness: Tired of encountering always the same Foes and the same loot? There's a whole line of books that add variables, making the

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game more unpredictable: the *Twisted* series.

Twisted Dungeons gives you different missions and fighting conditions.

Twisted Minions creates unusual conditions for Minions encounters.

Twisted Final Fights offers ready-to-run new Final Bosses.

Twisted Traits gives you more Traits for the “iconic” classes (warrior, barbarian, dwarf, cleric, halfling, elf, rogue, wizard, many usable also by other classes).

In *Twisted Hoards* you’ll find plenty of mundane and magical treasure.

Twisted Axes, *Twisted Daggers*, *Twisted Swords* and *Twisted Polearms* give you random tables for unusual magic weapons.

Twisted Doors gives you a system to randomly generate doors for dungeons. *Twisted Traps and Snares* is a list of outdoor traps.

More Foes: The main source of Foes is our digital publication *The Beast Bulletin*, which aims to collect ALL the Foes published for 4AD. Think of it as a digital, part-work encyclopedia. Each Foe is presented on a separate page, with background notes, description and illustration. *The Beast Bulletin* features creatures never published before, and thematic Tables grouping Foes by habitat or species. You should print out the pages and arrange them in a ring binder in alphabetical order.

For more detailed Foes, give a look at *The Dreadful Dozen* and *the Frightful Dozen*, both containing 12 detailed Foes with rich backstories, or the 34 Foes in *Ravagers of Ruins*, which also generates maps of ruined towns. *Warlike Woes* also features many new creatures with a system for generating a Final Boss’ lair. *Audacious Adversaries* features Foes from Filipino folklore.

Monster Decks: With illustrator Alexey Aparin, we also produce handy card decks of Foes. Every deck has Vermin, Minions, Boss, and Weird Monster cards, that you arrange in subdecks. When you need a Foe, draw a card from the appropriate subdeck.

Thematic generators: These books generate random dungeons with a strong theme, with appropriate dangers and missions.

Digressions of the Devouring Dead creates necromantic dungeons chock full of undead monstrosities. The book is recommended for adults and fans of heavy metal music imagery. *Caverns of Chaos* generates dungeons of Chaos worshipers. *Four Against the Netherworld* described a dreadful hellscape and its demonic denizens. *Goblin Village Raid* generates missions in randomly-generated goblin villages. *Lost Temples of Qaarrta* generates cursed, abandoned temples and their guardians. *Affairs of the Heart* generates romantic and passion-themed missions.

Geographic generators: These books generate different types of random dungeons complete with Tables for their inhabitants. *Crucible of the Classic Critters* generates forest dungeons, through vegetation so thick that paths become corridors and clearings are like rooms in a dungeon. *Swamps of the Slithering Snakemen* generates swamps. *More Mountainous Mayhem* generates mountains. *Thieves of Dorantia* has a generator for sewers. *Treacheries of the Troublesome Towns* (Volume 1 and 2) are a very detailed generator

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for town adventures. These two tomes can generate any size of settlement, from a humble hamlet to a sprawling metropolis, with themes such as civil unrest, rebellion, intrigue, politics and so on. These books are the most complex in the line and are recommended for experienced, adult players.

Dungeon Atlas: Ready-made, hand-drawn dungeon maps with suggestions and rules on how to "stock" them.

Campaigns and long adventures: These books present a territory with a series of connected missions or a longer adventure split in chapters. Examples include *Caves of the Kobold Slave-Masters* (demon-worshiping kobold slavers), *Dark Waters* (pirates and sea creatures), *Fortress of the Warlord* (orcs), *Saumora Island of Mysteries* (pirates and dinosaurs), *Echoes of the Dead* (undead), *Tournament of the Undead Viscount* (a lethal sports tournament), *Poetic Platitudes of the Potato People* (a comedic campaign recommended for adults with rules to play orcs and other "evil" humanoids), *Ordeal of the Magic Tower* (training adventure for 0-level wizards, Cantrip spells), *Breachers of the Bone Belfry* (dead PCs trying to escape the Netherworld and return to life), *Court of the Pixie King* (faerie folk), *Labyrinth of the Lurking Lepidopterae* (moth folk).

Short adventures: Designed to be played quickly and inserted at any point of a campaign. Examples include *Maneater* (playable also as a coop game, the PCs chase a tiger-man through a hex map), *The Three Rings* (PCs must recover 3 rings stolen by orcs), *Buried Secrets* (a gamebook-style investigation for a single cleric), *Lairs, Dens & Burrows* (an anthology of short missions), *The Bone Cult of Th'aar Tala* (fight an evil cult), *Zephirs of the Zyrconium Zebras* (20 short, linked adventures), *Ways of Wiles & Wits* (many non-combat short missions), *It Walked with Thunder in Its Wake* (PCs escape from a rampaging T-Rex), *A Mushroom Mystery* (mushroom people), *The Monster Mask* (rescue a family trapped in a weird mansion), *The Worms Beneath* (a crawl through worm-infested tunnels).

Poster Dungeons: Our posters are a dungeon map and contain all the rules for an adventure. They are ideal for short games. *The Tunnels of Kendras* is an adventure in three parts, for L3+ PCs, printed on three 12x18 posters. You must map an underground complex and retrieve information about the giants that originally inhabited the tunnels. Requires *Four Against the Abyss* and *Crucible of Classic Critters*. Other poster dungeons include *Crypt of the Lich King* and *Lair of the Horned Beastmen*. We also have a poster with the tiles in this book (pin the poster to a wall so you don't need to flip pages when you play).

Adventure Decks: A series of adventures in card deck format published together with illustrator Alexey Aparin. All you need is summarized on cards: a tile, encounters, special events, magic items, traps, and even a die roll if you don't have a d6 around. You draw one card at a time, reading the portion of the card relevant to the action you are performing.

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The Lantern: This is the official 4AD zine, a periodical with a collection of short adventures and other materials. The Lantern accepts fan-made materials.

Additional character options: Many books offer additional classes and character options: *Wayfarers & Adventurers*, *Concise Collection of Classes*, *Delvers and Wanderers*, *Poetic Platitudes of the Potato People*, *Entreaty of Eldritch Enchanters* (spellcasting characters), additional spells (*Ominous Opus of the Occult & Obscure* with nearly 100 cantrips), knightly orders (*Zealous Zouaves*), alchemical recipes (*The Courtship of the Flower Demons*), patrons offering quests and rewards (*Gifts of the Greedy Guildmasters*).

Spin-off games: 4AD has generated many spin-off games. These are not 100% compatible but can be mined for ideas, Foes, magic items, missions and mechanics. Examples include *Alone Against Fear* (modern day survival horror for a single PC), *Four Against the Great Old Ones* (Lovecraftian horror), *Treasure Hunters of Charlemagne* (a campaign in Old Europe), *Four Against Mars* (1950s Martian invasion game), *Four Against Ragnarok* (Norse mythology), *Four Against the Titans* (Greek mythology), *Four Against Beasts* (a dark fantasy stand-alone game with an original setting), *The Knight of Destiny* (an Arthurian adventure for a single questing knight).



PLAY SHEET

Name

Class

Level



Name

Class

Level



PLAY SHEET

Name

Class

Level



Name

Class

Level





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