

Man-Eater!



A Four Against Darkness adventure for
1 to 4 players, for character levels 3 to 5

Man-Eater!

**A cooperative scenario for *Four Against Darkness*
Recommended for 2-4 characters, levels 3 to 5**

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Introduction

This adventure is designed for 2 to 4 characters, each run by a different player. If you want to play it solo, use two separate characters. You could also play it as a GM'd adventure if you wanted -- in that case, an additional player would act as a GM and read all the information based on the players' choices.

You are part of a hunting expedition across a small area of woods, the Forest of Thraa. A ferocious man-tiger attacks Guildmaster Evos. Evos survives by sheer luck -- the monster's claws slash across his chin, cutting away a large chunk of his long beard, and leaving a deep cut in his right cheek, but the monster's attack missed the man's throat. Evos's bodyguard was not as lucky -- the man-tiger bites his head off!

How It All Begins

You are accompanying the Guildmaster, talking about some troubles with local bandits that his town has been going through recently. He is discussing the idea of hiring your party to deal with the bandits when you are separated for a few minutes -- he was tracking a wild boar while you discussed how much money to ask for the job.

Then, you hear a roar, and the terrified cry of the Guildmaster's bodyguard. The vegetation blocks your vision but you run to help. When you arrive there, you see the Guildmaster ducking in shock, his face bleeding, his shirt completely splattered with blood, his beard cut, and his bodyguard, an elf named Clavi, sprawling on the ground, his head bitten off.

The Guildmaster describes what happened: a huge man-tiger jumped out of the bushes to attack them. Clavi managed to hit the monster's neck, but his sword thrust was not strong enough to kill the beast. The monster slashed the Guildmaster across the face, sending the man's short sword flying across the woods, and then proceeded to attack the bodyguard. Its huge fangs closed around his head, after its clawed hands had torn away the elf's bronze helmet. Clavi died in a second.

Wounded, and startled by the sound of the approaching adventurers, the man-tiger fled through the forest.

Guildmaster Evos urges you to split up and act fast -- he will pay 300 gold to the first adventurer who brings back the man-tiger's head. He is too shocked to continue hunting and will wait for your return at the edge of the forest.

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Background: The Forest of Thraa

Thraa was an ancient town that was destroyed by a sect of druids angered by the citizens' arrogance and disdain of nature -- or so the legends say. The town's authorities put the master druid to death. But the sect did not take that slightly. Their response was swift and brutal.

Giant carnivorous plants and creepers grew overnight and tore down the city walls. In a matter of a few days, the town was overrun by man-eating vegetation, and the inhabitants fled or died at the hands of fey folk and forest creatures. Thraa was destroyed in a week. All that remains today are a few, ivy-covered ruins of ancient walls scattered across the forest.

Secrets of the Forest

Every character may roll d6 on this table to know an additional bit of information about the forest. Only one roll per character is allowed. Only the player controlling that character is allowed to read the corresponding paragraph.

DO NOT READ PARAGRAPHS IN ADVANCE. Doing so could spoil the story.

1	read paragraph 17
2	read paragraph 18
3	read paragraph 19
4	read paragraph 20
5	read paragraph 21
6	read paragraph 22

Moving Through the Forest

The forest is represented by an hex-map. Each hex is roughly 20 yards across.

Each player should roll a d6 to determine an order of action. The first player places his or her character in one of the four hexes marked with an X, then the other players do the same in the remaining marked hexes.

Each character takes a turn to explore one hex, marking his or her progression through the forest with a pencil mark, or using a counter or a figure.

The man-tiger was seen running through the bushes. The paths are supposed to be relatively safe. The areas around the ruins are more dangerous -- travelers are often advised to avoid those, as they are infested by mutant creepers, giant fly-traps and all sorts of forest vermin living in symbiosis with the carnivorous plants.

Turn Breakdown

Every turn, the acting player character moves into a hex and searches it for the man-tiger's tracks. This is accomplished by rolling d6 on the Hex Exploration tables on p.9 according to the terrain type (forest, clear, ruins, path, rocks). Each terrain type has different chances of encounters, finding clues, and so on. Do not read the tables in advance!

Marking Hexes

Mark any hexes that you visit with a pencil mark. When you visit a hex that you have already visited, you may NOT find any clues.

Numbered Hexes

If a hex has a number, do not roll on the tables on p.9. As soon as a character steps into the numbered hex, the player should read its corresponding numbered paragraph. For example, if your character enters the hex marked 8, you read entry 8 in the list of numbered paragraphs.

Leaving Objects in Hexes

Use your common sense regarding objects left in a hex. If you leave something in a hex, you (or another character) may move into the hex later and pick up that object. However, if any valuables or magic items are left in a hex,

there is a 1 in 6 chance that they will disappear, being picked up by wandering monsters or the like.

Likewise, if a character entering a hex is given the option to do something, and chooses not to perform that action, another character may perform that action later by stepping into the hex.

Unique Encounters

If an encounter or event is described as Unique, cross it off the list of unique encounters or events. If that is rolled up again, reroll until you get a different result, or ignore the event if all have been already selected.

XP Rolls

In this mission, Vermin count as Minions and you roll d6+1 for XP rolls. Your characters may use any of the skills described in *Four Against The Abyss* if you have them.

Since the characters are separated and they are competing against each other, the players must keep track of all the minions or vermin encounters by the individual characters, not by the party. XP rolls are performed by the character earning them, and may NOT be passed on to another character.

Fleeing from an Encounter

A character may run away from a hex (unless the encounter states that it is not possible). However, characters doing so receive a free attack (and must perform a Defense roll) from any foes present in that hex (if they are hostile: you do not roll to defend, obviously, if you are moving away from peaceful creatures or foes that you have bribed). When you run away, move the character into any nearby hex. When running into a hex that the character has already explored, nothing happens. When you run into an unexplored hex, roll for its content as normal, but since the character is running, disregard any Clue found. In other words, when you run through a hex, you may still meet enemies and other dangers, but you may not find Clues. When you encounter a foe while running, that foe gets a 1 in 6 chance of surprising you (or, if that creature already has a chance of surprise, increase that by 1).

Joining Forces

At some point, a character may decide to join forces with another character by moving onto a hex occupied by that character. If the players want (or if you are playing solo and decide they would join), the two characters may perform

their turn together and move as one, effectively moving like a party going through a dungeon in a normal game of *Four Against Darkness*. The characters may share items, including anything found during the adventure, cast Blessing or Healing upon each other, etc. Like in a dungeon, the characters should be arranged in a marching order, with the first character receiving attacks, rolling to save versus traps, and so on.

You may NOT add character's Clues together – you find the man-tiger only when a character has the required number of Clues.

If two characters move together, they roll only once for the content of the hex they enter (do not roll once per character). However, on certain terrain types, two or more characters moving together will have a modifier on the roll.

At any moment in play, a character may use his or her turn to move away, entering any adjacent hex. Starting with his or her next turn, the character moves independently again.

Running

Normally, characters move only one hex per turn because they are on the lookout for danger and scanning the ground and vegetation for the man-tiger's tracks. However, a character may decide to run, for example rushing to

help a friend in need. If a friend in danger cries for help (crying for help is a free action), any character within 10 hexes may run towards him or her to help. Characters farther away do not hear and may not run towards the friend.

Running movement is TWO hexes per turn in all terrain, and THREE hexes per turn if all the movement is on path hexes. Only elves, rogues and halflings may run in Ruin hexes (the other character types are not agile enough).

Running movement is dangerous: you roll for hex content as usual, but you may NOT find any Clues (ignore any result of Clue – that hex counts as not explored yet for purposes of finding clues, so roll again for its content if a character later steps through it). Apply all other results. When running, any creatures encountered have a 1 in 6 chance of surprising the character, with the opponents striking first (roll for reactions to determine whether they are hostile). If the foes encountered already have a chance to surprise the adventurer, increase their chance by 1.

For example, if you stumble on a group of goblin ambushers who have a 1 in 6 chance of surprise, they will have a 2 in 6 chance of surprise.

Ranged Attacks in Clear Terrain

In Clear and Path terrain hexes (including those that are marked with a number), all characters with ranged attacks get TWO shots before melee combat begins. In other types of terrain (forest, ruins), use the normal rules (one ranged attack is possible before melee begins).

There are two limitations:

- You may not perform any ranged attacks when the description of an encounter says you are surprised; and
- You may not perform ranged attacks if you were running that turn.

Disarmed Characters

During the adventure, characters may lose their weapons. You may spend 1 Clue (including a Clue gained in a previous adventure, or one gained in this adventure) while crossing a forest hex to find a good branch that can be used as a club (hand weapon, light, crushing). Alternatively, after a combat you may pick up a hand weapon of your choice from any vanquished humanoid foe (only light weapons from goblins, only hand weapons from mole people and orcs, and only heavy weapons from trolls).

Hex Exploration Tables

*As a character steps into a new hex, roll on this table according to the terrain type. If a character steps into a numbered hex, read the corresponding numbered paragraph instead. **When a character has collected FOUR CLUES on this table, immediately burn those Clues and read paragraph 54.***

Clear Terrain (roll d6, add +1 if 2 or more characters are in hex)

- | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | No encounter. You may Search for tracks (roll d6: on a 1 or 2 you attract a wandering monster (see table on p.30); on a 3, 4, no result; on a 5 play a random unique event; on a 6 gain 1 Clue as per Tracks found, below. |
| 4 | Tracks found. Gain 1 Clue that may be used only to track the man-tiger. |
| 5+ | Encounter, roll 2d6-2 on the Forest of Thraa encounter table, using the explosion rule if you roll a 6. |

Forest Terrain (roll d6, add +1 if 2 or more characters are in hex)

- | | |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | No encounter. You may Search for tracks (roll d6: on a 1, 2 or 3, you attract a wandering monster (see table on p.30); on a 4, no result; on a 5, play a random unique event; on a 6, find 1 Clue as per Tracks found, below. |
| 3-4 | Tracks found. The PC gains 1 Clue that may be used only to track the man-tiger. |
| 5+ | Encounter. Roll 2d6 on the Forest of Thraa Encounter table, using the explosion rule if you roll a 6. |

Path Terrain (roll d6)

- | | |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-4 | No encounter. You may Search for tracks (roll d6: 1 wandering monster from table on p.30; on 2,3, 4, 5: no result; on a 6: Clue found as per Tracks found, below). |
| 5 | Tracks found. Gain 1 Clue that may be used only to track the man-tiger. |
| 6 | Encounter. Roll d6 on the Forest of Thraa Encounter table, using the explosion rule if you roll a 6. |

Rock Terrain (roll d6, add +1 if 2 or more characters are in hex)

- | | |
|-----|---------------------------------------------------------------------------------------------------------|
| 1-3 | No encounter. |
| 4 | Tracks found. Gain 1 Clue that may be used only to track the man-tiger. |
| 5+ | Encounter. Roll 2d6-2 on the Forest of Thraa Encounter table, using the explosion rule if you roll a 6. |

Ruins (roll d6)

- | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | No encounter. |
| 2 | Tracks found. Gain 1 Clue that may be used only to track the man-tiger. |
| 3-5 | Encounter. Roll 3d6 on the Forest of Thraa Encounter table, using the explosion rule if you roll a 6. |
| 6 | Treasure. Roll on the treasure table in <i>Four Against Darkness</i> . There is a 1 in 6 chance that the treasure is guarded by d3 minions (roll on the Minions table in <i>Four Against Darkness</i>). |

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Forest of Thraa Encounter table

Based on the terrain type of the hex you are exploring, roll d6 for Path, 2d6-2 for Clear or Rocks, 2d6 for Forest, 3d6 for Ruins. Use the explosion rule for any 6 rolled.

0 or less	no encounter
1	d2 forest goblins armed with knives, level 2 minions, 1 in 6 chance of surprise, treasure: d3 gp each, morale -1. Reactions: 1-3 bribe (5 gp each), 4-6 fight.
2	d2 orcs, level 3 minions, attacked by spells at +1, treasure: 1 roll at -2. Morale at -1 if attacked by spells. Reactions: 1-2 bribe (10 gp each), 3-5 fight, 6 fight to the death.
3	1 hobgoblin ronin, level 4 minion, 2 attacks, any defense roll of 1 means the hit inflicts 2 damage. Morale +1. Treasure: 4d6 gp, 1 in 6 chance of 1 scroll with a random spell. Reactions. 1-2 bribe (10 gp), 3-6 fight.
4	1 mole people scout, level 3 minion, normal morale, 2 in 6 chance of surprise. Immune to Sleep. Treasure: d6 shards of semi precious stones worth 1 gp each.
5	Play paragraph 45.
6	Play paragraph 14.
7	play paragraph 28.
8	play paragraph 44.
9	d3 bandits, level 3 minions, normal morale, treasure +1. Reactions: 1-4 bribe (all your treasure including magic items and scrolls), 5-6 fight. Keep track of how many bandits are killed by all players. Once 12 bandits have been killed, you have cleaned up the forest and treat results of 9 on this table as no encounter.
10	d3 Leprechauns, level 4 minions, normal morale, treasure +2. Reactions: 1-3 friendly, 4-5 bribe (1 magic item), 6 fight. If they fight, any character must save vs level 5 magic or be teleported into a random adjacent hex and be unable to continue the fight.
11	Play paragraph 43.
12	Play paragraph 32.
13	Play paragraph 15.
14	Play paragraph 37.
15	Play paragraph 36.
16	Play paragraph 38.
17	Play paragraph 33.
18+	Roll on the Unique Event table. If all unique events have been played, reroll on this table.

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Numbered Paragraphs

This section is the meat of the adventure. It contains a long list of numbered paragraphs. Do NOT read these paragraphs in numerical order: they will make no sense. Read a paragraph only when:

- 1) A table result sends you to that paragraph; or
- 2) A choice you take in a paragraph sends you to that paragraph; or
- 3) Your character steps into a hex with that paragraph's number (e.g., if you step into a hex with a 8 printed on it, you immediately read paragraph 8).

1

As you walk through the ruins, a javelin is thrown at you. Make a Defense roll vs a level 5 attack or lose 1 life. Your mysterious assailant is nowhere to be found. You may pick up the javelin. It's a light slashing missile weapon; you may throw it before combat, performing a ranged attack AND automatically drawing a melee weapon with a single action. If you roll a 1 on your attack, however, the javelin breaks. If the javelin does not break, you may recover it at the end of a fight. Your turn ends.

2

As you step through the dense vegetation, you feel something tugging at your main weapon. Make a successful defense roll vs level 5 or your main weapon will be snatched away by the vine of a carnivorous plant and be lost forever. Your turn ends.

3

You cross a thicket of dense vegetation growing beside some ruins overgrown with ivy. A skeletal figure, clad in a tattered monk's robe, waves his bony hands at you. Is it trying to attract your attention or casting a spell? You may run away (move immediately to any adjacent hex, using the rules for running for its exploration roll, and end your turn), or you may choose to remain in this hex and face the creature (go to 24).

4

On the side of the path, you see a strange bush where red, star-shaped berries grow. They look inviting, but you are not familiar with them. If you want to taste a few, go to 31. If you do not want to take a chance with an unknown berry, your turn ends.

5

You see two men in scruffy leather jerkins. They appear to be burying something under a tree. Perform a stealth save vs level 4. Elves and halflings add +1, rogues add +L, and all characters in heavy armor subtract -2. If you pass the save, they won't notice you and you may ignore this encounter. If you fail the roll, they will be startled and might attack you. You must fight with two level 4 minions or wait for their reaction roll.

2 bandits, level 4 minions, normal morale. Reactions: 1-3 bribe (20 gp total), 4-6 fight. Treasure: 3d6 gp total, two daggers (light slashing weapons) and a shovel.

6

You stumble upon a pool of water. If you want to drink and refresh yourself, go to 46. If you want to ignore it, your turn ends here.

7

You find the entrance to what seems the lair of a creature. If you decide to enter, go to 23. Otherwise, your turn ends here.

8

A lone goblin runs away when he sees you approaching. If you have a bow or a sling, you may kill the goblin easily (as long as you do not roll a 1, you will hit this level 1 minion). If the goblin escapes, any goblins encountered during this adventure will have a 2 in 6 chance of surprising you. The goblin has a club (light crushing weapon) that you may pick up. Among the ruins, you find a sickle with a golden blade. You find strange that the goblin did not take it, as it may be worth a few gp. You may take the sickle if you wish. It counts as a light slashing weapon in melee.

9

You catch a glimpse of something shiny among the ruins. You may ignore it (your turn ends here) or go to 25 to find out what it is.

10

You find a dead bear. The animal has been recently killed by what looks like a poisoned javelin, but there is no trace of the hunter. The body of the bear is still warm, and its pelt is in very good condition. You may skin the bear but that will take time -- you must skip two

turns if you choose to do so. You can use the bear skin as a bribe for any encounter with a bribe value of up to 20 gp, or sell the bear skin for 3d6 gp at the end of the adventure. You may also pick up the javelin. It's a light slashing missile weapon; you may throw it before combat, performing a ranged attack AND automatically drawing a melee weapon with a single action. If you roll a 1 on your attack, however, the javelin breaks. If the javelin does not break, you may recover it at the end of a fight.

11

As you walk through the woods, you disturb a brightly colored bird the likes of such you have never seen before. If you have a ranged weapon, you may kill the bird by performing an attack roll against level 4. If you miss, the bird will fly away. If you kill the bird, write the FEATHERS keyword on your play sheet. At the end of the adventure, you may sell the bird's feathers to hatters for 3d6 gp.

12

Half hidden by vegetation, you find a small shrine to some ancient, forgotten woodland deity. You may pray here if you wish. If

you are a cleric, you lose your next turn but you will recover 1 Bless or Heal. In any case, all the characters praying here should add the GOLDEN keyword on their play sheet. Each character may pray here only once during the adventure.

13

Someone dropped a quiver with three poisoned arrows. They look like they were manufactured by forest goblins. If you have a bow, these allow you to attack at +1. The bonus does not apply against targets that are immune to poison, such as undead, elementals, artificial creatures like golems or automatons and oozes, slimes and fungi. However, the poison will have faded by the end of this adventure, and the bonus will be lost.

14

A large boar with golden fur appears before you. If you have the GOLDEN keyword on your play sheet, go to 53. Otherwise, go to 16.

15

A scrawny dog is following you. You turn to see whether you can throw him some food, and unfortunately meet the creature's sullen eyes. You immediately realize this is a hound of ill omen. Save vs level 7 Magic (barbarians roll at +1, wizards add 1/2 level) or you will be cursed. If you are cursed, you will have to roll twice every defense roll for your next three encounters, and pick the worst result each time. You may break the curse by casting a Blessing. Your turn ends.

16

If you are carrying a bear skin, or if you have killed leprechauns during this adventure, the boar will attack you. If you have the GOLDEN keyword on your play sheet, the boar will heal all your wounds and then disappear. Otherwise, it will just disappear in the woods. Here are the stats in case you have to fight:

Golden boar, level 6 boss, 8 life. The boar is immune to poison and to the sleep spell. The Lightning spell hits it at +1. The boar has no treasure and will fight to the death, vanishing

into thin air if you defeat it.

There is only one golden boar in the forest. If a character kills it, reroll any additional appearances of the golden boar.

17

The bandits that have been tormenting your village have a hideout in the forest. There are 12 of them.

18

Do not trust leprechauns and other fey folk, because they may be associates of the bandits.

19

One of the ancient druids is now an undead monster and still resides in the ruins of Thraa. They say the golden-bladed sickle that he used to collect sacred plants is the only weapon that could destroy his evil heart.

20

One of the ruined walls hides the entrance to underground tunnels

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inhabited by mole-people who worship at an altar laden with precious emeralds. They are rumored to have a giant emerald that they call the Green Spark. The mole-people resent intrusion and want to be left alone.

21

A good spirit has taken the shape of a golden boar to protect travelers against the dangers of the forest. He will help anyone, except those whose hands are soiled with the blood of good forest-dwelling creatures. Write the GOLDEN keyword on your play sheet.

22

A wyrm hides in one of the ruins in the forest. It is said to sleep on a bedding of gold coins, and to breathe a magical fog that will turn people into wood. Anyone who eats the red star-shaped berries will be immune to this fog. If you ever find star-shaped berries during the adventure, write the keyword STAR BERRIES on your profile sheet.

23

On a separate sheet of grid paper, create a two-room dungeon using

the standard rules found in *Four Against Darkness*. Roll for random content for the first room, rerolling any Small Dragon. The second room will automatically contain a random weird monster. If you prefer, you may roll on the Weird Monster tables from *Fiendish Foes*, *Four Against the Abyss* or *Caverns of Chaos* instead. The monster will have treasure as per the book you are using. You may visit one room per turn. When you defeat the monster or withdraw from the fight, your turn ends.

24

The creature is an undead druid. Do you have a golden sickle? If you have it, go to 27. If you do not have it, go to 30.

25

You find d6 gp and a rusty knife (it counts as a light slashing weapon, but breaks if you roll a 1 on any attack roll). You wonder who could have dropped coins here. You may take the coins and the knife if you wish. Your turn ends.

26

The silver skull lets you cast the Sleep spell once per day. Only elves and wizards may use it. Every time you use it, roll 3d6. On a result of 15 or more, psychic backlash from the silver skull inflicts 1 Madness to the user (see Madness in *Four Against the Abyss*, p.34, or take 1 wound instead if you do not have that book). The silver skull can be sold for 300 gp.

27

Unique event. You must fight the undead druid. The druid must make a morale roll every time he is wounded by the golden sickle. Go to paragraph 30.

28

You are attacked by a giant spider!

Great Hunting Spider. Level 3 boss, 3 life, has a 2 in 6 chance of surprising. Any character taking damage from the spider's bite must Save versus level 5 poison or get -1 on defense rolls until healed with a Blessing, Healing, or healing potion. A character affected by poison

twice will be paralyzed after 3 turns. If a paralyzed character is left alone with the spider, the character is automatically dead.

At the end of the combat, you have a 2 in 6 chance of finding a previous victim of the spider with a random treasure (roll on the treasure table from *Four Against Darkness*).

29

Here is a description of how the various boons work. Read ONLY the one you have chosen.

Boon of Healing: You can heal up to 3 Life points at any point of the adventure, even during combat. You may use this power only once, on yourself or on another character in the same hex.

Boon of Vengeance: Roll d6 and write down the number. These are your Fury points. During any combat, you may burn any number of Fury points to gain a +1 per point to your next attack die roll. Once you have spent all of your Fury points, the ability disappears. You may spend as many Fury points as desired on a single attack.

Boon of Protection: Roll d6. These are your Protection points.

During any combat, you may burn one or more Protection points before rolling any defense roll, getting +1 per point to the defense roll. You may spend all of them on a single defense roll if you wish. Once you have spent all your Protection points, the ability disappears.

Boon of Capture. You are given a length of magic rope that will allow you to capture any one man-sized creature by performing a successful attack roll on that creature. You may roll at +1 if you are a halfling or a barbarian, or +2 if you are a swashbuckler, but no other classes apply their attack bonuses, if any, to this roll. If the attack roll fails, the rope's magic is not wasted and the capture may be attempted again. As soon as one creature is captured (you may kill it automatically if you desire, or take its treasure and then leave the captured creature in the current hex), the rope loses all of its magical properties.

30

Unique event. You must fight the undead druid. This is a level 5 boss with 5 life points. Every turn, the druid will attack you with a spell that animates the vegetation around you. You must save vs level 3 magic or one object of your

choice will be grabbed and taken from you by a vine. In addition, a branch will attempt to hit you (roll a defense roll vs level 3 attack or lose 1 life). You may not run away from this fight as the vines grab you and hold you in place. If you defeat the druid, you find a scroll with a random spell, a knife (light slashing weapon), and 3d6 gp.

31

The berries are delicious, and refresh your parched throat. Add the keyword STAR BERRIES to your play sheet, and return to your hex exploration. Your turn ends.

32

A Leaf Fiend shambles towards you. This is a sort of elemental creature composed of twigs and leaves. It attacks by wrapping around you and suffocating and strangling you with its vines.

Leaf fiend, Level 4 Boss, 4 Life. It has a 2 in 6 chance of surprising you, striking first even if you are equipped with a ranged weapon. Due to the nature of the creature's attacks, you may not withdraw from this fight. Edged weapons work normally

against a leaf fiend, but crushing weapons affect it only if magical. Unarmed attacks may not hurt the creature. The Leaf fiend is immune to the Sleep spell and poison, but takes 3 damage if affected by a Fireball spell.

The leaf fiend carries no treasure, but if you defeat it, there is a 2 in 6 chance that you will find d3 healing fruits nearby, as the creature preys on animals attracted by the smell of such fruits. Each healing fruit can be eaten to heal 1 wound. You may keep them for later use, but the fruits will lose their power at the end of this adventure.

33

A forest wyrm rises from the vegetation and hisses at you. It is a 50 ft long, green-scaled snake with a small pair of leathery wings. The wyrm cannot fly -- its small wings are not powerful enough to support the creature's weight, but help it raise its long neck in the air as it prepares to attack you.

You may run away (go to 40) or fight the creature (go to 50).

34

As soon as you drop the golden sickle into the water, the surface of the pool seems to shatter like a mirror, and a beautiful woman dressed in ancient robes appears on the edge of the pool.

"Ah, to breathe the sweet air again! Thank you for freeing me from my prison, adventurer. I will leave my reward for you here" she says, and then disappears.

Where she was standing, there is now a small chest. If you want to open the chest, go to 52. If you do not trust the sorceress and prefer to ignore the chest, your turn ends here.

35

The mead tastes delicious and you feel your strength renewed. Heal up to 2 Life points. If you weren't wounded when you drank this, you can keep the mead for later. Since it takes a few minutes for the liquid to have its effect, you may NOT drink this during combat.

36

A mutant, four-armed gorilla leaps out of the bushes and confronts you, beating its chest with

his huge arms. You have no other chance than to fight the creature.

Mutant gorilla, level 8 weird monster, 3 Life, two attacks, no treasure, morale +1. Reactions: always fights to the death.

If you roll a 1 on any defense roll while defending from any of its attacks, the gorilla has grabbed you and you may no longer withdraw from this fight -- you will have to fight until you or the gorilla are dead.

37

A leopard jumps out of the forest and attacks you. If you are in a forest or ruins hex, the leopard will automatically surprise you and attack first, and will count as a Level 6 boss while doing so. On any other terrain, you go first, and you may perform a single ranged attack before the leopard gets close.

Leopard, level 4 boss, 4 Life, Morale -1, no treasure. The leopard counts as Level 6 during its first round ONLY if attacking by surprise. If you defeat the leopard and you have

at least one slashing weapon, you may spend your next two turns skinning it. A leopard skin may be used as a bribe corresponding up to 50 gp, or may be sold at the end of the adventure for 11d6 gp.

38

Images of fear appear in your brain all of a sudden. You hear a hissing sound, and you realize you are being attacked by a floating brain creature. Luckily, this is a weaker specimen compared to those found in deep dungeons.

Minor Floating Brain, level 5 boss, 2 life, morale -1, treasure: see below. Every time the floating brain attacks, save vs level 7 mental attack (wizards add their level to the save, elves and clerics save at +1) or apply one of the following (choose):

-1 on attack rolls against the creature;

-1 on defense rolls;

Lose 1 Life due to the creature's tentacles.

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Once you get -2 on both attack and defense rolls, you are forced to lose 1 life every time you fail the save roll. If you are killed by the creature, you may not be resurrected, as the floating brain feeds on your soul as well as on your brain.

If you defeat the creature, all the modifiers to attack and defense roll are healed, and you find a stack of its former victims. You find any basic weapon from the equipment section in *Four Against Darkness* and a total of 150 gp.

39

The leprechaun shoes let you evade from any combat, even if the description of the creature tells you that you may not evade (e.g., when you are grappled by a mutant gorilla). You may also use the shoes's power to automatically escape from a pitfall or from quicksand. However, every time you use the shoes, roll d6. On a roll of 1, the magic in the shoes runs out and they won't work anymore in the future. If you again meet the leprechaun who sold you the shoes, you may pay him 20 gp to recharge the shoe's magic power, and this will work in

the same way and last until you roll a 1 again.

40

As you run away, the wyrm breathes a blast of foul-smelling gas at you. If you have the STAR BERRIES keyword on your play sheet, you manage to escape. If you do not have that keyword, you must save vs Level 6 poison (halflings roll at +1) or be turned into a small tree. If you pass the roll, you manage to escape and the wyrm gives up the chase.

If any other adventurers are in a nearby hex right now, they will see you being turned into a tree and may use a Bless spell to break the curse. If this is not the case, you (and all the equipment you carry) will spend all your life in this forest, as a plant, and your adventure ends here.

41

As you take the huge emerald from the altar, the tunnels around you start to collapse. If you have found any shaft, you barely manage to escape. If you didn't find any shaft, you must immediately save d6 times against level 3, taking 1 wound for every failure. Dwarves roll at +1. At the end of

the saves, if you are still alive, you manage to climb out of the collapsed lair. You are still in the hex where you began the exploration of the lair. The lair is now inaccessible. The huge emerald can be sold for 250 gp at the end of the adventure.

42

In the grass where the creature was resting you find a hoard of gold coins (8d6 gp) and a small bottle filled with a golden liquid that looks like mead. You may pick them up. If at any moment you want to try a sip of the golden liquid, go to 35. Your turn ends here.

43

A forest troll threatens you. You have the option of giving him all the treasure you carry (except any scrolls -- trolls have no use for them) or fight. If you have no treasure, you'll have to fight.

Forest troll, level 5 Boss, 3 life, normal morale. He is armed with a heavy spear that has a 2 in 6 chance of breaking your shield (if any) every time you succeed in a defense roll against the troll. The

forest troll has no regenerating powers, and takes 3 wounds if hit by a Lightning spell.

If you defeat the troll, you may take its treasure: a heavy spear (counts as a two-handed, heavy slashing weapon in your hands), a pouch of coins (total value is d6 x d6 gp), and a ruby worth d6 x 5 gp.

44

A buzzing sound tells you that you have attracted the attention of a giant hornet. Roll d6. On a 1 or 2, the hornet just flies past you. On a 3+, the hornet attacks. If it you have a bottle of mead, you can use it to distract the hornet and avoid the encounter. Otherwise, you must fight.

Giant hornet, level 3 boss, 3 life. If it hits, you must save vs Level 5 poison or be at -1 on all attack rolls for the next three hexes you visit, or until a Bless spell is cast to remove the condition. Multiple stings are not cumulative. The hornet has no treasure and fights to the death. It is killed automatically if hit by a Fireball spell.

45

Tiny but strong hands from a hole in the ground try to grab your ankles and trip you. You are attacked by mole people!

d3 mole people, level 3 minions, -1 morale. They gain the initiative, attacking first on the first round of combat. You may not use the bonus from shield on your first defense roll. Mole people are immune to Sleep.

If you defeat them, you will find the equivalent of d6 gp in shards of semi-precious stones on their bodies. There is a 1 in 6 chance that the hole leads you to their underground lair. If this is the case, you may ignore it or you may inspect it by reading paragraph 51.

46

As you lean in the pool to clean your wounds and drink, you see the face of a beautiful woman reflecting on the surface of the water. With a flute-like voice, she beckons you. "I am the sorceress that men called Theilla many years ago. I lived in Thraa when this was a rich town, but then the druids destroyed us and trapped

me in this lake, because they feared my powers. I see you are an adventurer and a person of courage and skill. Find the golden sickle of Auram, the evil druid, and drop it in this water, thus breaking the spell that holds me trapped in this watery tomb, and I will give you a reward."

Then the image fades as if it never existed. Puzzled, you leave the pool. If at any moment you have a golden sickle and want to come back here and drop it in the water, read paragraph 34. Your turn ends.

47

You find a broken sword in the ground. It has no value, but someone has used it to scratch a message in the mud, using the common language. The message reads: "Red Stars are good". Your turn ends.

48

You find a small, dented bronze helmet on the ground. From the size of it, it must have been belonged to a goblin or to a similar creature. There is nothing else of interest here. Your turn ends.

49

You find a small bush of red, star-shaped berries. You are not familiar with this fruit, but they look fresh and tasty. If you want to eat a few, go to paragraph 31. If you ignore them, your turn ends.

50

The Wyrn is a level 5 boss with 4 life and normal morale. Every turn, when it attacks, there is a 2 in 6 chance that it will breathe its poisonous gas instead of striking in melee. If you have the STAR BERRIES keyword on your play sheet, you are immune to the gas. If you do not have that keyword, you must save vs Level 6 poison (halflings roll at +1) or be turned into a small tree. If you pass the roll, you are unhurt and may continue fighting against the creature. If at any moment you decide to withdraw from this fight, go to 40. If you defeat the wyrn, go to 42. If you are turned into a tree, check paragraph 40 to determine whether you can be saved.

51

You are in the lair of the mole people. Create a random dungeon of exactly 6 rooms, using the stan-

dard *Four Against Darkness* rules. If you encounter any Vermin, generate them on the Vermin table from *Four Against Darkness*. If you meet any Minions, you meet d3 mole people.

d3 mole people, level 3 minions, -1 morale. Mole people are immune to Sleep. Treasure: each group of mole people encountered will have d6 shards of semi-precious stones, worth d6 gp in total.

If you roll any boss or weird monster, you meet the mole people king.

Mole people king, level 5 boss, 6 life points, armed with a heavy club (in your hands, it counts as a heavy crushing weapon and strikes at +1), +1 morale. Treasure: the king is defending the Green Spark, an emerald worth 250 gp.

If you roll any special feature, you find a shaft that counts as an exit from the lair. You automatically

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meet the mole people king in your last room.

If you defeat the mole people king and take the Green Spark, go to 41.

The boon of Capture.

Make your choice and then read its effects on paragraph 29. After bestowing his blessing, the creature will disappear.

52

The chest contains a silver skull. You reckon that it could be sold for at least 50 gp. As you inspect it, you find strange swirling glyphs etched onto its surface. If you are a wizard or elf, you may understand their meaning by going to 26. If you are any other character type, your turn ends here.

53

The golden boar manifests its true nature, turning into an angelic, man-shaped creature with golden wings and a boar's head. His voice is soft and soothing. He reveals he is an emissary of Elidra, the elven goddess of harmony, sent to Thraa in an attempt to right some of the wrongs perpetrated here by an evil sect of druids.

The golden boar asks you to choose a boon that he will bestow upon you:

The boon of Healing;

The boon of Vengeance;

The boon of Protection;

54

This is it, you found the man-tiger! Hiding behind a bush, you spy the creature, and see it shifting briefly into the guildmaster, and then back into its man-tiger shape. You realize that the guildmaster is a weretiger, and that it was him who killed his bodyguard, who defended himself -- hence the slash on the guildmaster's face.

You confront the creature, and realize the guildmaster is not conscious of what is happening. If you manage to capture the man-tiger without killing it, for example with a magic rope or a sleep spell, you gain THREE XP rolls at +1. If you kill the man-tiger, you gain TWO XP rolls at +1.

Man-Tiger, level 6 Boss, 6 life points, 2 attacks per turn. Reactions: always fight. Morale +1. Treasure: The man-tiger carries the burgomaster's money -- 250 gp, a jewelled knife worth 10 gp, and a golden ring worth

an additional 20 gp. He also carries a talisman that will let you ignore your party's next three encounters with Invisible Gremlins (the talisman has three charges; burn one charge to avoid an encounter with Invisible Gremlins; once all charges are used, the talisman becomes just a bauble that can be sold for 1d6 gp).

55

You cautiously walk towards the forest when you notice a cat-sized scorpion scuttling towards you. You have time to performs two ranged attacks before the creature is on you.

Thraan Scorpion, level 5 vermin. No treasure, normal morale. Reactions: always fights. A character hit by the scorpion takes 1 damage and must save vs level 3 poison or take an additional point of damage. Barbarians and halflings save at +1.



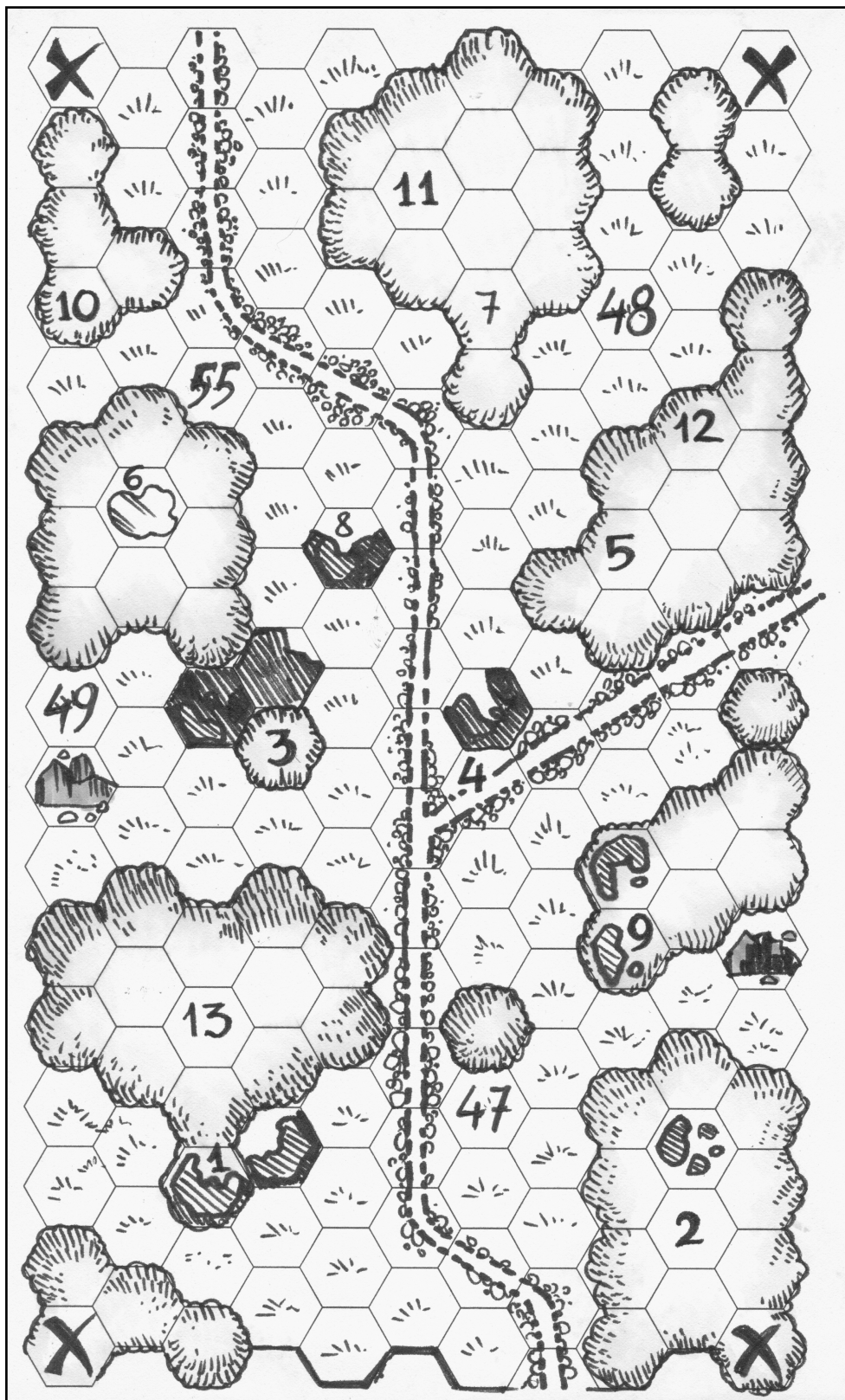
Forest of Thraa Wandering Monsters (roll d6)

- | | |
|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | 1 goblin scout. Level 3 minion, morale -1, no treasure. The goblin scout has a 1 in 6 chance of surprise. Reactions: 1-2 bribe (5 gp), 3-6 fight and call another goblin (another goblin arrives on the following turn). |
| 2 | 1 shrub man. Level 5 weird monster, 3 Life. Normal morale, no treasure. Automatically killed by a Fireball spell. Automatically flees if facing a character armed with a golden sickle. Reactions: always fights. |
| 3 | 1 orc reaver. Level 4 boss, 2 life. Normal morale. Armed with a two-handed sword (counts as a heavy slashing weapon). Has a 4 in 6 chance of carrying 2d6 gp in a pouch. Reactions: 1-3 bribe (10 gp), 4-6 fight. |
| 4 | 1 forest wolf. Level 4 boss, 2 life. If encountered in a forest hex, has a 2 in 6 chance of surprise and, even if it fails to surprise, may not be targeted by ranged attacks. Skin may be sold for 2d6-1 gp but only if the wolf was killed with crushing weapons or a Sleep spell. Reactions: 1 flee, 2-6 fight. |
| 5 | 1 magic fox. Level 5 boss, 2 life, normal morale. If encountered in a forest hex, has a 2 in 6 chance of surprise and, even if it fails to surprise, may not be targeted by ranged attacks. On its first turn, the fox will cast a level 6 spell that will give -1 to all attack rolls of any character failing to save (wizards and elves add +L to this save). The modifier disappears at the end of the combat. If the fox is defeated, it will disappear in a puff of smoke. Reactions: 1 flee, 2-3 bribe (1 magic item), 4-6 fight. |
| 6 | d3 bandits. Level 4 minions. Normal morale and treasure. Armed with long knives (count as light slashing weapons if picked up by a character). Reactions: 1-4 bribe (all treasure), 5-6 fight. Keep track of all bandits killed. Once 12 have been killed, the forest has been cleaned up and bandits may no longer be encountered (ignore any bandit encounters on this table or in other occurrences in this adventure, treating as no encounter). |

Forest of Thraa Unique Events table (d6)

1	Quicksand. You step into quicksand if you fail a Save vs a level 5 trap (halflings add +L, elves roll at +1; rogues add 1/2 level; characters with Heavy Armor roll at -1). Every turn, you must try the save again or lose 1 Life. If the save is successful, you manage to pull yourself out of the quicksand. If you lose all Life, you are swallowed by the quicksand and may not be resurrected.
2	Brushing against a poisonous plant. You must save vs level 4 poison or skip your next turn due to pain. Elves and barbarians roll at +1.
3	Bees. You have disturbed a swarm of bees. You may use a Fireball spell to destroy the swarm. Otherwise, you automatically take 1 wound from the stings. The swarm is automatically dispersed after that.
4	Secret entrance. You stumble upon an entrance to an underground lair. Go to paragraph 14 if you decide to investigate.
5	Helpful leprechaun. A leprechaun offers to sell a pair a set of special shoes, in exchange of a payment of 50 gp or one magic item of your choice. If you pay for the shoes, go to paragraph 39.
6	Carnivorous plant. You are attacked by a carnivorous plant. Treat as a level 5 boss monster with 2 Life that attacks first. You may not retreat from this combat, and you may not use any ranged weapons. If you defeat the plant, there is a 1 in 6 chance of finding a random treasure (make a treasure roll at +1 using the treasure table in <i>Four Against Darkness</i>).

Events on this table are Unique. They may happen only once in the adventure. Mark them with a pencil when they are rolled. If a marked event is rolled again, reroll until a new event is selected. If all events have been marked, ignore this table.



Predator and prey. Who is who?

Guildmaster Evos is wounded, his body-guard beheaded by a ferocious man-tiger creature that ran away. The monster is hiding into the Forest of Thraa -- an area of woods dotted by ivy-covered ancient ruins. Thraa, where once a proud town stood -- a town that was destroyed by a vengeful druid cult.

“Find the beast!” yells Evos, clutching his bleeding neck. “I will pay three hundred golden crowns to the first adventurer who brings me back its head!”

This adventure for *Four Against Darkness* may be played by 1 to 4 players, in solo or co-operative mode, with all adventurers moving independently on a hex map.



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