

Lost Temples of Qaarra

Temple dungeons for *Four Against Darkness*, for characters of Level 6+



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Written and laid out by Joseph Mills

Four Against Darkness game by Andrea Sfiligoi

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Dedicated to all the healers in the world; doctors, nurses and medical professionals.

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Introduction

Lost Temples of Qaarra is a temple themed dungeon crawl set on the continent of Qaarra, a once civilized land ravaged by Chaos worshippers and the magic of the Drau Darleti, the Dark Elves. Within these lost temples your adventurers will encounter crystal golems, hungry demons, roaming undead, meat-eating plants, and forlorn ghosts. This book features all new temple dungeon tiles, monster tables, scrolls, traps and treasure and much more.

Knowledge of the lore and history of this world are unnecessary to play; however, you may learn more from the Norindaal Wiki.

<https://sites.google.com/site/norindaal>

How to Play

The *Four Against Darkness* core book and *Four Against the Abyss* are required to play this adventure. *Lost Temples of Qaarra* uses new tables for monsters, treasure, traps, scrolls, and magic items. There are three ways to use this book. The first is to play without using the provided missions and use the tables for a traditional 4AD game, where you play until you kill the Final Boss and exit the dungeon. The second way is to either randomly roll or choose one of the 6 adventure missions included. The third way is to play all 6 missions

consecutively as a campaign and then play the final endgame scenario.

Acronyms Used in This Book

Throughout this book, the following notations are used:

L= level (L5 means Level 5).

+L= add the character's L to the roll.

+½L= add HALF the character's Level to the roll, rounding down.

HCL= Highest Character Level, use the highest level in your party as a numeric value.

Using Other Books

If you own any other 4AD supplement, you may also use its listed character classes, spells, skills, abilities, hirelings, and equipment. You may use expert characters (see *Four Against the Abyss*), or heroic characters (see *Four Against the Forsaken Depths*).

Background

The continent of Qaarra has been in a state of utter devastation for nearly a century. Long has it been since the dark elves ruled from their obsidian towers, and the mighty armies of men and elves marched across the fields in all their brilliant glory. Now, mostly fell creatures, snakemen, dark elves, chaos mutants, evil barbarians and talking wolves roam the shadow

and ash-covered lands, lurking within the crumbling remains of past civilizations.

Before the catastrophic fall of Qaarra, there were allegedly six temples of great renown. These temples were said to have held vast knowledge, wealth, and power. The memories of these temples have faded to legends written on dusty scrolls; few know of where they once stood. An adventuring party with the right amount of skill, luck, and knowledge, could gain much wealth and fame by journeying into any one of these lost temples. However, who knows what strange mysteries and dangers you might find there.



Highest Character Level

This adventure book uses the highest character level (HCL) formula to set monster levels. Some monster's life points, a few saves and the number of some monster's attacks also use the HCL system. This is a form of scaling, which allows parties of any level to play the adventure. Here is an example; your party consists of a L4 wizard, L5 barbarian, L5 warrior, and a L4 cleric. The party encounters 2d6 Ethereal Beasts, which are Level HCL+3. The Ethereal Beast's L is 8, since your HCL is 5 (both the warrior and barbarian are at L5), and the ethereal beasts' L is HCL+3 (5+3) = 8.

Each time you encounter HCL monsters, you will need to recalculate their L. Due to characters leveling and the possibility of losing characters who are killed, petrified, and so on, the party's HCL may change during play. This doesn't mean that your enemy will lose power during combat. If your highest level character dies during an encounter, the monster's L will remain the same until the end of the encounter.

If your party is L5 or lower, all monster's levels are capped at L9. This pertains to all monsters, vermin, minions, weird monsters and bosses.

Clues and Secrets

This adventure contains new unique secrets, found on the Secrets of the Temple Table. You may also use Secrets from any of the other *Four Against Darkness* books you own. Any Secret discovered is immediately learned and does not depend on which temple you are exploring.

Food Bribes

Some monster reactions include food as a bribe, so it's a good idea to purchase some before you begin your adventure. If the reaction lists 1 or more food ration, you will need that amount of food for a successful bribe. If the bribe description lists food and gp, you will need to give up the specified amount of food and gold to successfully complete the bribe. Food can be purchased before the adventure for 1 gp per ration. Each character can carry a maximum of 10 rations.

Lower Levels and Stairs

These temples have multiple floor levels. You may have to venture to the lower floors to complete an adventure. When you roll a Stairs feature, draw them on your map, in the room your party is entering. Each dungeon floor will have only one

descending ramp or stairs. When you begin a dungeon map, you always start on the 1st floor. All the temples in this book have a maximum of 4 floors including the 1st floor. Reroll if you roll a second set of stairs on a floor level where you have already rolled stairs, or if you roll stairs on the 4th floor. Use a separate sheet of graph paper to map out any additional dungeon floor you generate. Line up the stairs going between the two floors, respectively, on the separate sheets of paper.

Finding stairs with Clues: You may spend 3 clues, at any time, to immediately discover a set of descending stairs. This will not be possible on the 4th floor. Note that finding stairs with clues is NOT like revealing a Secret and does not entitle you to any XP roll.

Scrying Pools

Within the crumbling temples you may find scrying pools. These divination pools may reveal different things to the user. When you discover a scrying pool and decide to look into it, first choose which character will look into it. Then roll on the Scrying Pool table for the results of the divination. Be warned, scrying pools can also be dangerous.

Temples and their Gods

Legend claims that each lost temple was built to worship a specific deity. Many temples actually housed a living aspect of its deity. During the destruction of Qaarra, many priests and acolytes abandoned their temples in a rushed exodus, leaving relics and ritual devices still in place.

Before you begin exploring any of the temples, roll on the Temple Deity Table to determine the deity worshiped in the temple. This affects the altars and other game mechanics.

Altars and Their Reconsecration

Over the decades, the temples of Qaarra have been desecrated by the corrupt denizens that have taken up

residence. To reconsecrate a temple altar, do one of the following:

- A character may perform a ritual by rolling a L6 piety save. If the piety save fails, a random character is cursed by the temple's deity (see Temple Deity Table), and the altar may not be reconsecrated by that character. Use the save modifiers listed on the Piety Table when performing the reconsecration ritual on an altar.
- A cleric may cast a Blessing on the altar. Casting a Blessing is automatic and requires no piety save.

Finding altars with Clues: At any time, you may spend 3 clues to find an altar on any floor of a temple. Note that this is NOT equivalent to revealing a Secret and no XP is gained by doing so.



Deity's Blessings

Characters may attempt to receive a blessing from the temple's deity. See the Temples Deities Table. To do this, the character must make an offering of at least 100 gp or 1 magic item at an altar that has been successfully reconsecrated. After making the offering, the character must perform a L6 piety save. If successful, the character receives the deity's blessing. If the character rolls a 1, the character receives the deity's curse instead. On a failure, nothing happens: the god does not listen to the character, and the offer may not be tried again, by that character.

Use the save modifiers on the Piety Table when attempting to receive a Deity's Blessing from an altar.

Destroying an Altar

To destroy an altar, any character using a crushing weapon must make 6 successful Attacks against L10. Any Attack roll of 1 will call for a roll on the Temple Wandering Monsters Table.

Immediately upon destroying an altar, roll d6 on the Destroyed Altar Table.

Cleanse the Temple

After reconsecrating 3 separate temple altars, each on a separate floor level, a temple is considered fully re-consecrated. For doing this, the deity will reward a random character with 1 XP roll. Gods act in mysterious ways, so it may happen that a character who made no special effort towards the reconsecration is awarded XP.

Once a temple is fully reconsecrated, its altars will no longer have negative effects. However the altars' beneficial effects will still work only once per altar. Monsters that have not yet been defeated will remain in the cleansed temple until they are defeated.



Character Class Selection

It is not necessary for your party to include a religious class character (cleric, monk, paladin, martial mystic, or witch hunter). However, these classes have higher chances of succeeding in the Piety saves required to reconsecrate an altar and the cleansing of temples. In addition to the listed religious classes, an acolyte hireling (from *Four Against the Abyss*) also has a bonus. Some missions include an accompanying priest that will tag along with the group to perform the reconsecration.



Temple Guardians and the Final Boss

Over a century ago, the temple guardians were used by the priests to serve and protect the temples from harm and danger. Many of these guardians still inhabit the temple halls, ready to defend them against intruders. The temple guardians are Boss Monsters, but they are tougher than the other bosses in the temples. Many will be listed in mission requirements and may serve as the Final Boss. If you are playing this book as a traditional 4AD game, without using the missions, use the core rules and substitute the endgame dragon Final Boss with a temple guardian, by rolling on the Temple Guardian Table.

| Piety Table | |
|-----------------|-----------|
| Cleric | +L |
| Monk, Paladin, | |
| Martial Mystic, | +½ L |
| Witch hunter | |
| Acolyte | +1 |
| Hireling | |
| Rogue, | |
| Assassin, | -L |
| Harlequin | |
| Wizards, and | -1 |
| other casters | |
| Knights of | Automatic |
| Neutrality | failure |
| All others | 0 |

Tougher Monsters as you Descend

(WARNING! These are optional rules for high level characters only)

The deeper you venture into a dungeon's lower levels, the more difficult things get. For optional "hardcore" gameplay, use the following Tougher Monsters as You Descend rule. This optional rule is for expert (levels 5-9), heroic (levels 10-15), legendary (levels 16-19) and higher level parties only. Starting on the 2nd floor and continuing as you progress to the consecutively lower floors, the monster levels and numbers increase. However, with the greater danger come greater rewards.

For each dungeon level starting on the 2nd floor, apply the following modifiers, and increase that modifier for each additional level you go down:

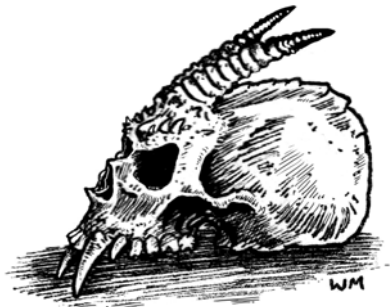
- increase the number of minor monsters (vermin and minions) creatures by +2;
- increase the Level of all major monsters (Weird Monsters and Bosses) by +1;
- add +1 to all treasure rolls.

So, at the 3rd dungeon floor, you would add +4 to the number of vermin and minions encountered and +2 to the L of any Boss or Weird

Monster encountered, and +2 to any treasure roll.

Example 1: You encounter 2d6 Flying Reptiles on the 3rd floor. You roll 7 Flying Reptiles. Add 4 to this number because you are on the 3rd floor (2 floors below the 1st) for a total of 9 Flying Reptiles in the encounter (7+4=11).

Example 2: You encounter a Crystal Guardian, a HCL+4 construct Boss on the 4th floor. Your HCL is 5. Therefore, the guardian's L is 12, since the 4th floor is 3 floors below the 1st. $(HCL+4)=9+3=12$. After defeating the Crystal Guardian, which is a Boss Monster, your treasure roll is at +3.





Hungry eyes watch and wait from the nearby shadows, as four adventure-seeking travelers finally arrive at the doorsteps of the lost temple of chaos !

Temple Missions

Roll d6 or play all missions consecutively.

1) Destroy the Tainted Altars

Londorian, a prominent landowner in one of the last semi-civilized fiefdoms on the Cursed Coast of Qaarra, has been overwhelmed by complaints of wandering undead and hungry demons troubling his serfs. The lordling tells you "The malevolent source is clearly the ruined temple, only half a day's walk towards the foothills to the south." Enter the temple and destroy at least 1 ritual altar on 3 separate temple floors (total of 3 altars). Complete the mission and return for a reward of 300 gp.

2) Protect the Priest

Sanjun Heff, an aspiring young priest from the small scavenger village of Quord, needs you to escort him into an old ruined temple deep within the Moaning Forest. During your meeting, he tells you, "I must reconsecrate the temple in the hope that the poisonous Dulck River will become clean and drinkable once again. It will be very dangerous, but I will pay you 500 gp when the temple has been completely reconsecrated and after we exit the temple alive."

You will need to enter the temple with the priest in tow.

The priest and only the priest will need to reconsecrate at least 3 Altars. Refer to the Altars and Reconsecration rules for reconsecrating altars.

The priest is considered an acolyte for game purposes (See *Four Against the Abyss*). You may play this scenario with the priest as an Acolyte hireling even if your party already has the maximum number of hirelings.

3) The Cartographers Guild

The Copper Compass and Company, a well-to-do guild of gnome cartographers, have acquired a map showing the location of a long forgotten temple on top of Aurdge Mountain. Gurdens, the guild leader, tells you, "Scholars believe that the building is at least 3 floors deep. The guild needs you to confirm this information. You must enter the temple and explore at least 3 floors. Once you have reached the 3rd floor, return here to us, with your map, and you will be rewarded 700 gp." Use the rules for lower levels and stairs to complete your mission. You may at any moment during the exploration spend 3 clues to immediately discover 1 descending stair.

4) The Artificer's Task

In a run-down, roadside tavern, you meet the old, eccentric artificer, Momma Wrench. She tells you, "I've come to Qaarra in search of golem heads. If you go into that nearby temple and collect them for me, I'll pay you some good gold." You must seek out and retrieve the heads from either sentient iron golems or massive iron golems. Destroy them and bring back 3 heads total. Do this and the artificer will reward you with 1000 gp. At any moment during this mission only, you may spend 3 Clues to encounter a massive iron golem temple guardian.

5) The Temple Raider

You are offered a job by the Nine, a secretive conclave of acolytes. Jandiade, the local bastion monastery in the Ashen Plains, has finally completed the construction of its new temple. The Nine tell you "We are only missing the ancient relic known as the Shard from the old temple ruin. With the Shard back in our possession, we may worship again. Long before the great catastrophe, the Shard was hidden in the care of a temple guardian. We will reward you well for retrieving the precious relic from the ruined temple. Do this and we will give you 1200 gold pieces." For each temple

guardian you defeat, roll a d6. On a roll of 5 or 6, you have recovered the relic. At any moment during this mission, you may spend 3 Clues to immediately encounter a temple guardian.

6) A Dark Ritual

You are summoned to the palace home of Malshum, a local high priest. The high priest tells you, "We have been keeping close watch on a secretive cult known as The Nine. Somehow, they have acquired an ancient relic called the Shard. With this relic, they have entered the ruined temple and performed a dark ritual which will soon unleash a powerful chaos into the surrounding area. We need you to enter the temple, destroy the altar on which the ritual has been performed, retrieve the Shard, and return to us for a reward of 1500 gp."

Enter a new temple, make your way to the lower 4th floor. The first altar you discover on that floor is the ritual altar you are seeking. Roll on the Ritual Altar Table for its effects.

Dark magic is at work here. As you near the altar you see the Shard hovering in the air. Suddenly a massive demon materializes, surrounded by a magical force, and attacks. Saugurth, HCL+5 demon Boss, HCL+5 Life, 2 magic treasure

rolls at +1, never test morale. Reaction: *fights to the death*. Until the altar is destroyed, NO spells work. Use the Destroying Altars Rules. For single mission play, you may turn this mission in, or continue this campaign by going to **The Meeting of the Conclave**.

The Meeting of the Conclave

As soon as you arrive back at the palace of the high priest, you are ushered into the inner sanctum. Numerous robed priests and acolytes have gathered around a hammered bronze dais in the center of a massive marble chamber. Malshum notices you, smiles and beckons for you to come to him. The high priest snatches the Shard from you. "Thank you very much for retrieving the relic for us. Now, we have plans to start immediately. Seize them!" From up above, a large net drops down, trapping you. Armed guards take your weapons and place them in a pile near the dais. You are all bound to supporting columns.

Malshum steps to the center of the bronze dais and pulls out the Shard. All the other priests and acolytes cheer loudly and begin a low chant in unison. The priest then stomps his foot on the dais and a gong clangs. All the attending priests become quiet. Malshum says, "Long before the first songs were sung by the gods

into the winds of Norindaal, the Shard existed. Across time and space it has watched and waited for this very moment. Now my brothers and sisters, together we will return Qaarra back to its former glory. Today we will become like the very gods themselves."

Malshum then says a short incantation and releases the Shard into the air. The Shard begins to float and spin, releasing green and orange rays of light. Malshum pulls a long-hooked dagger from his waistband and moves over to you. He lifts the dagger into the air above him and says. "Oh great lord of the everlasting darkness, come to us now. We seek your presence. Take this blood sacrifice and join us here in this world as the supreme master!"

Before he has the time to bring the dagger down, a beam of light shoots from the Shard, instantly disintegrating him. Only his dagger and other metal possessions, a few rings and an amulet, remain, falling to the ground where he once stood. You find that you are no longer bound. The other priests run to and fro, scared and confused. There is a deafening boom and the room is filled by an intense light as the Shard shatters into smoke. The air clears and from the center of the dais an indistinguishable mass writhes, twisting and turning as it grows and takes shape. Before your very eyes,



it forms into a humongous floating multi-faced head of a god's avatar, spinning slowly over the dais. The monstrous head suddenly stops spinning and all its eyes focus on everyone in the room, the priests, the acolytes, and you!

Prepare for Combat

You must fight the tainted avatar, but also 2d6+2 evil priests and acolytes. You may either fight all the evil priests and acolytes first or take the avatar on first, or fight all of them at the same time. Split your group up as you see fit. Either way, all foes

attack and all your characters lose their first turn picking up their weapons. Split the total rolled number of priests and acolytes, 1 priest to every 3 acolytes, rounded down, so that there are 3 priests and 7 acolytes for every 10 cultists.

Evil Acolytes. HCL humanoid minions, no treasure, morale -1, dark blessing. On each acolyte's turn, roll d6. On a 1-3 it attacks, on a 4-6 it blesses a random priest, increasing the priest's L by 1. Each acolyte may only cast Dark Blessing 1 time.
Reaction: Always fight.

Evil Priests. HCL humanoid Boss, HCL Life, normal treasure and morale. Spells have a 2 in 6 chance of failure against a cursed priest. On each priest's turn, roll d6: on a 1-2 it attacks, on a 3-4 it heals a random priest to full Life, on a 5-6 it curses a random character giving -1 to Attack or Defense (your choice). Each priest may only curse 1 time and heal 1 time each. *Reaction: Always fight.*

Tainted Avatar. HCL+5 Weird Monster aberration, HCL +10 Life, no treasure, never tests morale, 4 attacks. On each of its 4 attacks, the avatar will either (roll d6):

1-2 curse a random character (save vs. HCL+1 or suffer -1 to Attack or Defense, your choice); these curses stack;

3-4, shoot a ray of darkness at a random character (save vs. HCL+2 or lose 2 Life. Undead characters are immune. Clerics, paladins, questing knights and witchhunters save at +½ L.

5-6, bite or slam a random character causing d3 wounds.

On its 3rd and every other 3rd Attack, it will perform a spin attack causing every character to save vs. L5 or be knocked down, forfeiting their next turn.

When you roll an explosive result on your characters' Defense roll, the



avatar turns and eats a random evil priest or acolyte. *Reaction: always fights to the death.*

After you defeat the avatar and all the cultists, proceed to Ending the Adventure.

Ending the Adventure

Bloodied and battered, the tainted avatar drops to the floor and slumps to one side, dead. You have defeated all of the priests and acolytes or they have fled and the conclave dispersed. A job well done!

Suddenly, a beautiful maiden materializes in the center of the dais. She is surrounded by a soft glowing aura which calms you. Her beauty is



so great it is almost unbearable to look her directly in the eyes. She glides down from the dais and says, "Be not afraid, I am Elidra, The Beautiful, Song of the Universe, goddess of harmony and beauty, protector of the elves. I have been watching you and am pleased with what I have seen. I shall give you a token of my appreciation." The goddess then closes her eyes, waves her hands and vanishes.

XP: In addition to the XP rolls for slaying the tainted avatar, evil priest and acolyte minions, each character receives 1 XP roll.

Characters who died fighting the avatar and the cultist are resurrected. This is not automatic: you must roll for a Resurrection attempt. They do not get to roll on the treasure tables: their reward is another chance at life. They do get XP rolls.

Elidra's Gifts and XP

Gifts: each character may either make 2 rolls at +1 on the Temple Magic Treasure Table or 1 normal roll on the Epic Temple Treasure Table (your choice).

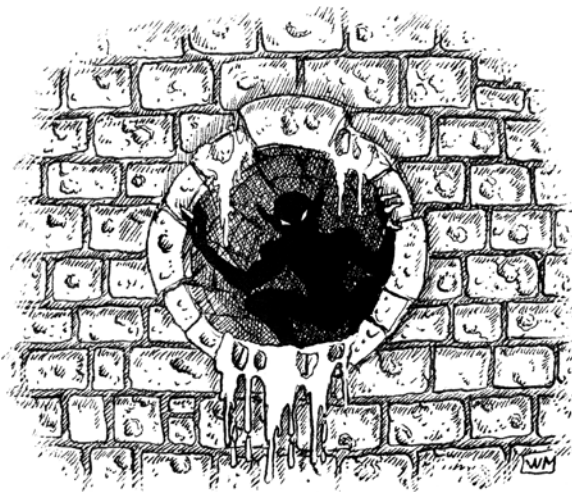


Temple Deity Table (d6)

| | |
|---|--|
| 1 | Luura the Shining One , Particle of the Primal Light, god of Sun, Light, and Healing. Worshipped by healers, paladins, and monotheists. Alignments: Light, Law. <i>Luura's Blessing: a cleric or healer class gains 1 extra Healing Spell or point per day until the adventure ends. Luura's Curse: Cleric or healer loses 1 daily Healing spell or point until the end of this mission.</i> |
| 2 | Foyas the Mighty , god of courage. Brother of Luura, born out of the Primal Force. Destroyer of Fear or the Enemy of Terror. Worshipped by paladins, questing knights, and witch hunters. Alignments: Law, Light, War. <i>Foyas' Blessing: +1 to Attack and Defense rolls until the end of the mission. Foyas' Curse: -1 to Attack and Defense rolls until the end of the mission.</i> |
| 3 | Tamas Zeya, Goddess of Oaths . A vow or an oath taken in her name may not be broken without bringing bad luck upon the person doing so. Worshipped by law enforcement, magistrates, lawyers. Alignments: Light, Law. <i>Tamas Zeya's Blessing: One character of your choice saves at +1 until the end of the mission. Tamas Zeya's Curse: One random character saves at -1 until the end of this mission.</i> |
| 4 | Darim, the Smith of the gods . The weapon maker. Worshipped by smiths, artificers, gnomes and dwarves, Alignment: Law. <i>Darim's Blessing: 1 random character's weapon, shield or armor gains a +1 bonus during this mission (player's choice: weapons gain +1 to Attack rolls, armor or shield gain +1 to Defense rolls). Darim's Curse: 1 random character's weapon, shield or armor suffers a -1 modifier during this mission (player's choice, the item may not be discarded and MUST be used at all times. If the weapon is destroyed, the curse ends).</i> |
| 5 | Ter-Za-Necht, the Claws of the Night . Lich Dragon, Ascended, leader of the undead armies. Worshipped by liches, necromancers, powerful vampires and mummies. Alignment: Demon, Death, Chaos, War. <i>Ter-Za-Necht's Blessing: +2 to Attack and Defense rolls vs. undead during this mission. Ter-Za-Necht's Curse: add +1 to numbers of minor undead and add+1 to the L of major undead encountered during this mission.</i> |
| 6 | Xichtul the Unholy, the Formless One . First demon god, god of lust, carnal passion, madness, change, freedom, whim and treason. Worshipped by arsonists, poisoners, oozes, jellies and molds. Alignment: Chaos, Demon, War. <i>Xichtul's Blessing: +2 to Attack and Defense rolls vs. demons and chaos creatures, during this mission. Xichtul's Curse: -2 to Attack and Defense rolls vs. demons and chaos creatures, during this mission.</i> |

Temple Contents Table (2d6)

| | |
|-----------|--|
| 2 | Treasure found: roll on the Temple Treasure Table. |
| 3 | Treasure protected by a trap. Roll on the Temple Traps Table and on the Temple Treasure Table. |
| 4 | If a corridor, empty. Otherwise, roll on the Temple Special Feature Table or Temple Special Events Table (your choice). |
| 5 | Empty. It may be searched. In addition, roll on the Temple Special Feature Table. |
| 6 | Roll on the Temple Vermin Table. |
| 7 | Roll on the Temple Minions Table. |
| 8 | If corridor, empty. Otherwise, roll on the Temple Minions Table. |
| 9 | If a room, roll on the Temple Traps Table. Otherwise, roll on the Temple Weird Monsters Table. |
| 10 | If corridor, empty, and may be searched. Otherwise, roll on Temple Weird Monsters Table. |
| 11 | Roll on the Temple Boss Table. |
| 12 | If corridor, empty, and may be searched. Otherwise, the room is protected by a Temple Guardian; roll on the Temple Guardian Table. The Temple Guardian counts as a Boss and may be the Final Boss. |



Temple Special Feature Table (d6)

Stairs: You discover a stairway leading to the lower level. Mark it on your map. From here, you may venture down into the level below. To begin on the unexplored level, roll a new room type on the d66

- 1 room generator. On a new sheet of paper, line up the bottom of the stairs with the stairs from above. Each floor level will only have 1 ramp of stairs going down. If you roll this feature twice on the same floor, reroll on this table. If you roll this feature on the 4th floor, re-roll.

Scrying Pool: You discovered a scrying pool. Priests used these for seeing far away things and places. If you choose to use the scrying pool, first decide which character is going to look into the pool. Then roll on the Scrying Pool Table. Each pool may only be used 1 time.

- 2
- 3 **Petroglyphs:** You find a wall etched with ancient petroglyphs. Any spellcaster (druid, wizard, necromancer, etc.) may attempt to decipher the glyphs by rolling 2d6. On a roll of 2-4, the caster receives a blast of mental energy and loses 1 life. On a 5-8, the glyphs cannot be deciphered. On a roll of 9-12, the glyph is deciphered and you gain 1 Clue. You may only attempt to decipher each discovered petroglyph once.

Brazier: A large ceremonial brazier lights up a flame as you enter the room. Each character may place an item of value (such as a magic item, gem, jewel, or 100 gp) in the brazier. Roll d6 for each offering. On a 1-2, the character is cursed and suffers -1 to Defense rolls for the next d6 encounters; on a 3-4 nothing happens; on a 5-6 the character is Blessed and makes Defense rolls at +1 for the next d6 encounters. No matter the results, the offerings are destroyed. A Bless spell negates the effects of the Curse.

- 4
- 5 **Altar:** Roll on the Ritual Altar Table.

- 6 **Unique Feature:** Roll on the Temple Unique Feature Table.



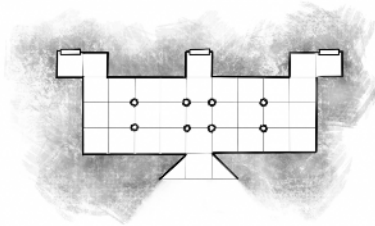
Entrance Rooms

Roll d6 to determine the **entrance room**. Draw it at the center of the lower edge of your sheet. Then choose a door and roll d66 on the following pages to generate a tile.

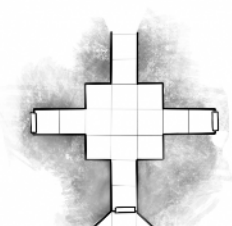
Any tile only 1 square wide is a **corridor**. Any tile 2 or more squares wide is a **room**. This has an effect (corridors are more likely to be empty; being in a corridor affects who can fight, see *Four Against Darkness* for these rules).

Tiles 23, 32, and 55 have a small connected single square room. This is a closet. Roll on the Small Closet Room Table for its contents.

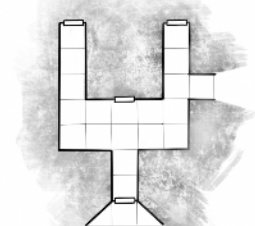
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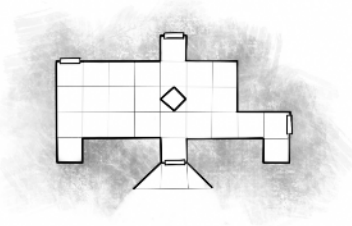
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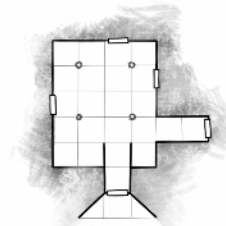
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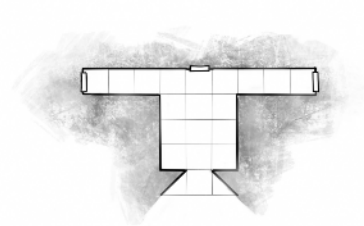
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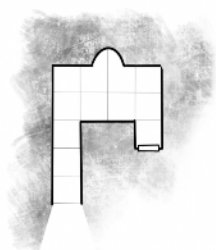
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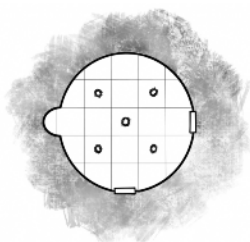
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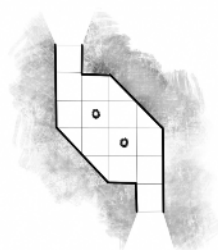
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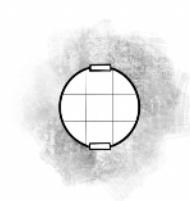
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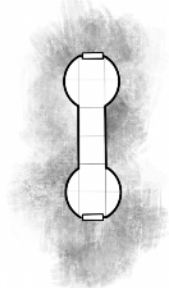
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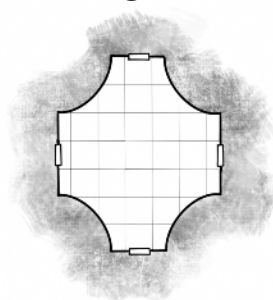
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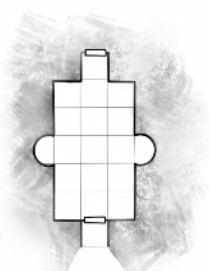
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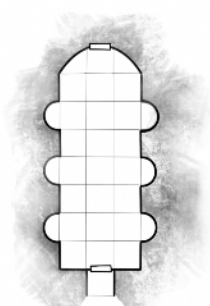
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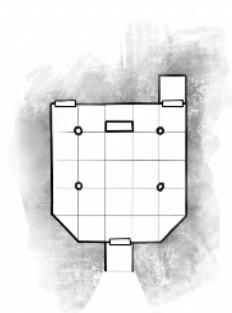
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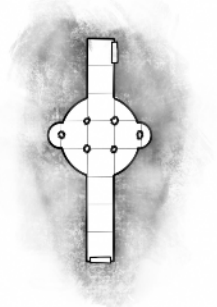
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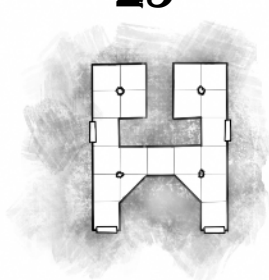
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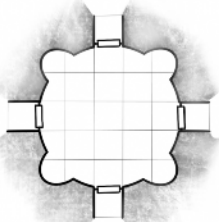
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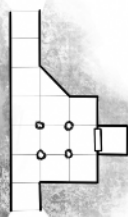
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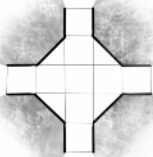
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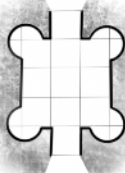
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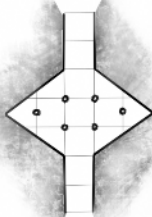
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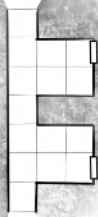
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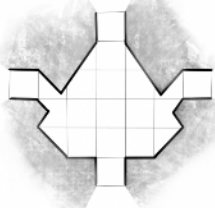
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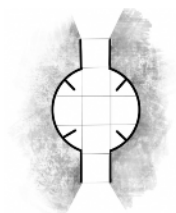
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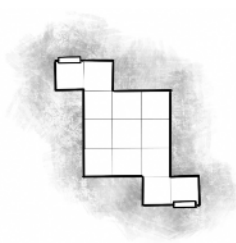
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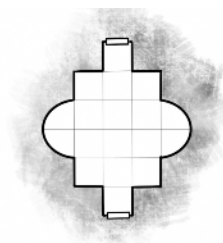
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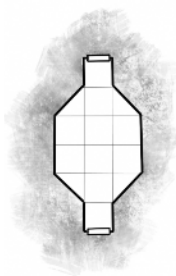
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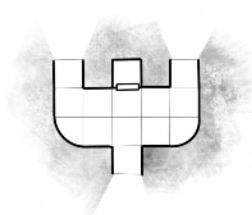
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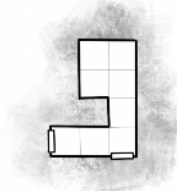
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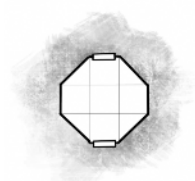
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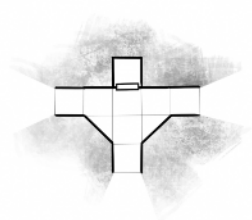
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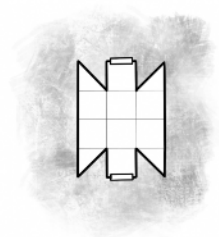
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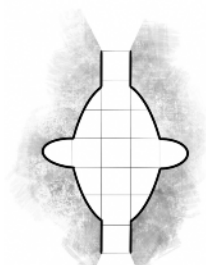
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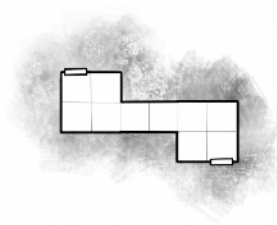
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Temple Unique Feature Table (d6)

Cracked Marble Pillar: In the center of this chamber stands a large, cracked marble pillar. The slightest vibration could cause it to collapse. To pass by and continue this way, each character must roll a L3 save (rogues, assassins add +L, halflings, swamplings, gnomes and lutins add +1). Any failed roll will topple the pillar (all characters suffer 1 wound) and cause a 3 in 6 chance of a cave-in, leaving this way impassable. If this is the case, mark it on your map and find another way around.

Master Locking Mechanism: This device will lock or unlock all the doors on this floor. If you use the mechanism, roll d6: On 1-2, all doors on this floor lock and the mechanism breaks. On 3-4, the mechanism no longer works. On 4-6, all doors on this floor unlock. There can be ONLY one master locking mechanism on each floor. If you roll this feature twice on the same floor, reroll.

3 Altar: Roll on the Ritual Altar Table.

Deep Well: You may winch up the bucket from the well. Roll a d6. On a 1-2, you are attacked by 2d6+3 Temple Bats. On a 3-5, you retrieve just an empty bucket. On 4-6, you find 3d6x5 gp. Temple Bats: HCL+1 vermin, no treasure, normal morale. Bats fly in circles confusing their victims. All your Attack and Defense rolls are at -1 until bats are reduced to ½ their initial number. *Reactions (d6): 1 bribe (1 food each), 2-3 flee, 4-6 fight.*

Ancestral Tomb: In this chamber, you find d6 stone sarcophagi. You may search each sarcophagus. Roll d6 for each: 1-2) empty; 3-4) an Ancestral Mummy (described below) attacks; 5-6) roll on the Temple Treasure table. Ancestral Mummy, Level HCL+2 undead Boss, life HCL+4, 2 treasure rolls, never tests morale, 2 attacks. Characters wounded by an ancestral mummy must save vs. L3 rot or lose the use of one arm. Green trolls are immune to this; halflings and swamplings roll at +1. A Blessing will restore the rotting limb. Any character killed by a mummy becomes a mummy after 1 turn and attacks the party. Mummies are attacked at +2 by fire spells. *Reactions: always fight to the death.*

Temple Vessel: You find a large clay water vessel in this chamber. There is a wooden ladder propped up against it. Each character may drink from the vessel once and heal 1 lost life. Instead of drinking, you may bottle the water up and use it later as a Bless Spell. You may only choose one of these options. You may use this vessel only once but you may find other vessels in the temple.

Temple Treasure Table (d6)

- | | |
|---|---|
| 0 | or less. No treasure found. |
| 1 | One small pouch of d6 x 5 gp or one weapon of your choice. |
| 2 | One medium-sized pouch of 2d6 x 10 gp or one lantern or rope. |
| 3 | One scroll with a random spell from the Temple Scroll Table. |
| 4 | One sizeable jewel worth 3d6 x 5 gp. |
| 5 | One piece of jewelry worth 4d6 x 10 gp. |
| 6 | One random magic item from the Temple Magical Treasure Table. |



Ginden translates the ancient text carved into the lintel above the door.

Temple Special Event Table (d6)

You hear an unfamiliar monster roaring loudly from somewhere deep within the temple. All characters must save versus L3 fear or suffer -1 to Attack and Defense rolls in the next combat encounter, or receive 1 madness (your choice). Barbarians, druids, and beastmasters add +½ L, rounded down, to their save. Paladins save automatically.

2 The spirit of a long-dead acolyte appears, asking you to complete a quest. If you accept, roll on the Temple Quest Table.

3 A strange glow lights up the darkness of the temple. Monsters living in the ruined temple do not like this light. In the next 3 rooms, all characters make Defense rolls at +1 and do not need a lantern.

4 A strange low-lying mist fills this chamber. All Attack and Defense rolls are at -1 in this and in the next 2 rooms you enter. Mark the mist on your map. A druid may dispel the mist with the Alter Weather spell.

5 From behind you, through the doorway, several ethereal apparitions fly into the room, muttering mysterious words as they pass. Roll d6 for each character. On a 1-2, the character is cursed and suffers -1 to Attack rolls. A Blessing will remove the curse. On a 3-4, nothing happens. On a 5-6, the apparition Blesses the character (remove 1 curse or gain a +1 to Attack rolls for the next 2 combat encounters, your choice).

6 You cross paths with another party of temple explorers on their way out of the dungeon. Roll d6. On a 1-3, they offer to trade some items with you. On a 4+, they avoid contact with you. After you have completed your trading, they go on their way, and you will not see them again. The explorers will buy any weapon, armor or mundane item at half cost. They will purchase magic items at full cost (4d6 x20 gp each if the cost is not known). They will sell:

Any mundane item – at double cost

Potion of Healing – 100 gp (up to 1 per character)

A single Scroll of Blessing – 100 gp

A single Scroll of Lightning – 100 gp



Destroyed Altar Table (d6)

- 1 **Cursed!** 2 random characters are cursed, as per the Temple Deity Table.
- 2 **Temple demon!** A demon rises and attacks. HCL+2 Boss demon, HCL +3 Life, treasure +1, morale +2, 2 attacks. Before the combat begins, all characters must save vs. L5 fear or forfeit their first turn. Constructs, paladins, and undead characters save automatically. Clerics, demonologists and witchhunters add +½ L. *Reaction; always fights.*
- 3 **Treasure!** You find d3 gem stones worth 3d6x10 gp each.
- 4 **Anserti!** A lone angelic messenger appears and blesses the party. You may apply the effect of a Bless Spell on each character.
- 5 **Magic Treasure!** Roll on the Temple Magic Treasure Table +1.
- 6 **Miracle!** The temple's deity appears and heals d3 random characters of all damage suffered, including the effects of any disease and the Plague. Gods of light or law also heals 1 Madness. A god of death restores levels lost to energy drain. Gods of chaos bestow 1 Luck point on all affected characters (this works like the halfling's Luck, but is gone when used). This depends on the pre-rolled temple deity.

Small Closet Room Table (d6)

- 1 **Trap.** You trigger a trap. Roll on the Temple Trap Table (see *Four Against Darkness* for trap rules).
- 2 **Puzzle.** You encounter a HCL+3 puzzle. If you want to try and solve it, choose a character and roll the character's tier die. Wizards add +L. Success provides 2 Clues or 1 XP roll, player's choice. A failure inflicts 2 damage due to electric shock.
- 3-4 **Toilet.** The room contains a hole filled with excrement. Yuck! First 2 characters must save vs. L3 gas poisoning or suffer -1 to Defense or Attack rolls (your choice) during the next 2 encounters. Only affects living, air-breathing characters (golems and undead characters are unaffected). Dwarves, orcs, goblins and halflings save at +1.
- 5 **Altar.** In the back of this small room, you discover a hidden Altar. Roll on the Ritual Altar Table.
- 6 **Stairs.** If no stairs have been located on this floor yet, you find stairs leading to the floor below. If stairs have already been discovered or you are on the 4th floor, re-roll on this table.



Anserti (also called ansari) are angelic messengers working for the gods.

Ritual Altar Table (d6)

1 This large stone altar has been tainted. The power held within it is unpredictable. Roll d6. On a 1-2, the altar curses a random character with a permanent -1 to Attack rolls. A Blessing can remove the curse. On a 3-4, nothing happens. On a 5-6, the altar blesses 1 random character with a +1 to Attack rolls. The bonus lasts until you exit this temple or are cursed. The altar will continue to have these effects each time the party enter this room, until it is reconsecrated. The effects will not stack.

2 This round iron altar crackles with electrical force. Every character must save vs. L4 lightning or suffer 2 wounds (or use 1 Lightning Spell to absorb the damage, if the character has it ready). Elemental characters are immune. Metal constructs save at L6. The altar will continue to attack living characters once, each time they enter this room, until it is reconsecrated.

3 A three-foot-tall glass altar, standing in the center of this room, glows with a deep purple light. All characters (except those immune to charm, daze and mesmerizing effects) must save vs. L5 daze or suffer -2 to Defense rolls for the next 3 encounters. A Bless Spell will remove the penalty. The altar will continue to attack living characters every time they enter this room, until it is reconsecrated. The effects do not stack.

4 In the back of this room, a large altar of white quartz crystal hums with a low vibrational tone. All characters, except constructs and undead, must save vs. L5 stun (barbarians and trolls add +L) or forfeit their first action turn. Crystalmancers add +½ L to the save. A Crystal Elemental rises from the floor and attacks. Crystal Elemental, HCL+3 elemental Weird Monster, HCL+3 Life, 2 attacks, no treasure, never tests morale. Immune to Poison, Sleep, Fire, Lightning, and Charm spells. All characters must immediately save vs. L4 sonic blast (dwarves save at +1) or receive 1 wound. Sonic spells deal twice the wounds against the elemental. *Reaction: always fights to the death.* The altar will continue to have these effects, each time the party enters this room, until reconsecrated.

5 You discover a large upturned oaken stump altar in this room. The roots stick up as a table top, the rest of the tree is buried deep into the ground. Suddenly, vines shoot out from the altar and attack. Each character must defend against 2 separate HCL+2 attacks, or lose 1 Life for each attack. Druids, barbarians, treefolk and wood elves defend at +2. The altar will continue to have these effects, just once, each time you enter this room, until reconsecrated.

6 A dangerously hot ring of fire blazes in the center of this room. This altar of fire begins to lower as you enter the room, as if it senses your presence. A fire elemental forms and attacks. Fire Elemental, HCL+3 elemental Weird Monster, HCL+4 Life, 2 attacks, no treasure, never tests morale. Immune to sleep and fire spells. Ice and water spells inflict double the wounds against the elemental. Any character wounded by the elemental must save vs. HCL fire or burn for 1 additional wound. *Reaction: always fights to the death.* The altar will continue to have these effects each time the party enters this room, until reconsecrated.

Temple Guardian Table (d6)

1 Massive Iron Guardian. HCL+5 construct Boss, HCL+5 Life, treasure +1, never tests morale. Immune to sleep, poison, fire-based and charm spells. Defense rolls of 1 cause 2 wounds. On every 4th turn, the guardian performs a stomp attack, attempting to knock all characters to the ground. All characters must save vs. L5 shock or forfeit their next turn. Barbarians and ogre-sized characters add +½ L. Slashing weapons attack it at -2. *Reaction: always fights.*

2 Guardian Ghost. HCL+3 spirit Boss, HCL+3 Life, treasure +1, never tests morale. It has a 3 in 6 chance of surprise. Characters wounded by the ghost must save vs. L3 magic or suffer a -1 to Defense rolls. Undead characters are immune to this effect. Clerics, succubi and paladins save at +1. This penalty stacks up to 3 times. A single Blessing will remove all the penalties on a character. Any character killed by a guardian ghost will rise as a guardian ghost 1 turn after death.

Reactions (d6): 1-2 quest, 3-6 fights to the death.

3 Wraith Guardian. HCL+4 undead Boss, 9 life, 2 treasure rolls at -1, 2 attacks. Spells have a 3 in 6 chance of failure against a wraith. Only magically enhanced weapons (+1 or greater) can harm the wraith. A character wounded by the wraith counts the wraith as 1 level higher. A cleric may cast a Healing Spell on the wraith to automatically cause 2 wounds.

Reaction (d6): 1-3 bribe (30 gp), 4-5 fight, 6 fight to the death.

4 Tentacled Guardian. HCL+4 demon boss, HCL+2 Life and attacks, never tests morale, normal treasure. Immune to Sleep and poison. Its life points and the number of attacks are equal to HCL+2. Consider each of its Life points as a single tentacle. For every 1 Life it loses, reduce by 1 its number of attacks.

Reactions (d6): 1-4 bribe (2 magic items), 5-6 fight to the death.

5 Tainted Aspect. HCL+4 ethereal Boss, HCL+5 Life, 2 attacks, treasure +1, never tests morale. Immune to all spells, except those cast by clerics and other religious classes (including spells cast from scrolls and magic items by such classes). On a Defense roll of 1, a character is paralyzed for 2 turns (undead and construct characters are immune to this). Any paralyzed character attacked is hit automatically.

Reactions(d6): 1-2 quest, 3-4 fights, 5-6 fights to the death.

6 Crystal Guardian. HCL+4 elemental Boss, HCL+4 Life, 2 attacks, 2 magical treasures +1, never tests morale. Immune to sleep, poison, charm, and fire spells. All characters must immediately save vs. L5 sonic blast. Those failing lose 2 Life or suffer -1 on their Defense rolls until the guardian has lost 2 Life, your choice. Crystalancers add +½ L, barbarians and dwarves add +1 to the save. Any spell cast at the guardian has a 2 in 6 chance of being nullified. Slashing weapons attack the guardian at -2.

Reaction: always fights to the death.

Temple guardians roam the halls and passages of these long forgotten temples. Many have lost their way and wander mindlessly, while others seach for something – or someone– to devour.



Temple Magic Treasure Table (d6)

Sleeping Powder. This pouch contains enough sleeping powder for 1 single use. This is the equivalent of a casting of the Sleep Spell. The user

1 does not add +L to the spellcasting roll (not even if the user is a wizard). Monsters immune to sleep or poison are immune to sleeping powder. Any character, except barbarians, can use the powder.

Amulet of Zond. This amulet has 2 charges, allowing the wearer to take control of any vermin or minion construct monster. The effect lasts until

2 the construct is destroyed, the wearer of the amulet is killed, or the party exits the temple.

Elixir of the Magi. This potion restores 1 spent spell of your choice to the imbiber. It works for all casters except clerics and druids. It has no

3 effect on non magic-using classes or on characters who haven't spent any of their spells.

Potion of Healing. This potion may be swallowed at any moment,

4 healing all lost Life. Using this potion does not require an action. This is a one-use magic item, usable by all classes except barbarians.

Greater Magic Weapon. This weapon adds +2 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1) light

5 weapon, 2-3) hand weapon, 4) two handed weapon, 5) bow or sling (your choice), 6) player's choice. You choose if the weapon is slashing or crushing.

6 **Epic Treasure.** Roll on the Temple Epic Treasure Table.

Temple Epic Treasure Table (d6)

| | |
|---|--|
| 1 | Rod of the Priest: This rod will hold a single cleric spell that can be used once per adventure. The spell must be cast on the rod by a cleric, before the adventure begins (normally this will be Bless or Healing, but clerics of specific deities may have access to other spells). You may also pay a temple 150 gp to cast the spell onto the rod. Any character except a barbarian may then use the spell in the rod. The rod automatically contains 1 Bless Spell. Resale value: 300 gp. |
| 2 | Rod of Curses: This rod holds 3 charges of the Curse spell. The curse lowers the L of any group of minions, vermin or of a single Weird Monster by 1. Multiple charges may be used against the same target, once per turn. Creatures reduced to L0 are destroyed. Once all 3 charges are used, the rod crumbles to dust. Resale value: 250 gp minus 50 gp per charge used. |
| 3 | Temple Defender Relic: This relic provides a +1 to Defense and Attack rolls performed in this temple. It has no effect in other temples. Resale value: 100 gp. |
| 4 | Shield of Blessing: The wielder of this metallic shield automatically succeeds any save vs. curses. This shield has no magic Defense bonus in addition to the standard +1 for a shield. It may be destroyed by monsters that destroy shields or metal items. Resale value: 600 gp. |
| 5 | Rod of Healing: This rod holds d3+1 Healing Spell charges. Each charge works like the spell. Use the wielder's tier die+L for the amount of Life points healed. After all the charges are used, the rod crumbles to dust. Resale value: 200 gp. |
| 6 | Rod of Resurrection: This extremely rare rod of divine power has no charge. However, you can pay a temple to cast the Resurrection Spell upon it at the cost of 1500 gp. The extra 500 gp cost makes sure that the spell will work. There is no need to roll a resurrection save when using the rod. This rod may be charged multiple times (it is not destroyed when used) but only holds 1 resurrection spell at a time. |

Rods are metallic. Their magic powers may be used by any character except barbarians. However, they may be used by any character, including barbarians, as light crushing weapons.

Temple Hidden Treasure Complication (d6)

| | |
|-----|--|
| 1-2 | You hear a loud gong. Wandering monsters attack! Roll on the Temple Wandering Monster Table. |
| 3-4 | The treasure is protected by a trap. The trap's L is HCL+ the number you rolled on this table (3 or 4). Any rogue may attempt to disarm the trap. If you have no rogue who can disarm it, the trap attacks a random adventurer, inflicting 1 wound if they fail to save, and 2 wounds if a 1 is rolled. |
| 5-6 | The treasure chest grows arms, legs and a face. It opens to bare huge teeth, stands upright and attacks, automatically gaining surprise. Hairy Mimic monster, HCL+2 Weird Monster, 4 Life, 2 treasure rolls at +1, 2 attacks, never tests morale. Silver weapons hit it at +2. <i>Reaction: Always fights to the death.</i> |



The treasure chest grows hairy arms, legs and a face. It opens to bare its huge teeth, stands upright and attacks!



Simmond desperately struggles to free himself from the vicious attack of a hungry meat-eating moss.

Temple Vermin Table (d6)

2d6 Meat-eating Moss . HCL plant, no treasure, never checks morale. Always surprise. On Defense rolls of 1, character sticks to moss and forfeits next turn. In addition, stuck characters must save vs. L5 to free themselves or suffer 1 wound each turn. Barbarians, druids and plant characters (treefolk, dryads) add +½ L to the save. Rogues get no outnumbering bonus against the moss even if they have a skill that lets them sneak on major foes.
Reaction: fights to the death.

2d6+1 Temple Bats. HCL animal, no treasure, normal morale. Bats fly in circles confusing their victims. All characters' Attack and Defense rolls are at -2 until the bats are reduced to ½ their initial number. Beastmasters and druids are immune to this effect.
Reactions (d6): 1-2 flee, 3-4 bribe (1 food each), 5-6 fight.

2d6+2 Bejeweled Beetles. HCL+1 animal, normal treasure and morale. Their shells are covered in jewel-like stones, which reflect a nearly blinding light. Characters without shields attack them at -1. Characters with shields attack normally.
Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.

2d6 Flying Reptiles. HCL+2 animal, treasure -1, normal morale. Characters rolling 1 on Defense must save vs. L4 grab or a reptile will latch onto the character. Barbarians and large characters (ogres, minotaurs, trolls) add +½ L to the save. Characters with a latched-on reptile may not take any action other than attempt to free themselves with a L4 save. Friends attacking a reptile latched onto another character have a 3 in 6 chance of hitting that character, if they miss.
Reaction: always fights.

2d6 Temple Spiders. HCL+1 animal, treasure -1, normal morale. On a Defense roll of 1, characters are webbed and must forfeit their next action turn. To free themselves, they must save vs. L4. Barbarians and large characters (minotaurs, trolls, ogres) add +½ L. An un-webbed character may use a turn to help a webbed friend, providing an automatic save.
Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.

D6+2 Rabid Rodents. HCL+1 animal, no treasure, normal morale. Characters wounded by rodents must save vs. HCL infection or gain 1 Madness. Paladins are immune. Barbarians and halflings save at +L, other characters add +½ L.
Reactions (d6): 1-2 flee if outnumbered, 3-4 bribe (1 food each), 5-6 fight.

Temple Minion Table (d6)

- D6+3 Ethereal Beasts.** HCL+1 spirit, normal treasure and morale. Only spells, magic items and silver weapons can hit ethereal beasts. Each time a
1 beast dies, roll a 1 in 6 chance it releases a blast of energy. If so, the character who killed it must save vs. L3 energy or lose 1 life.

Reaction: (d6): 1-2 flee, 3-6 fight.

- 2d6+2 Temple Automatons.** HCL constructs, normal treasure, never test morale. Immune to Sleep and fire spells. Slashing weapons attack them at -2. Roll d6 to determine their material: 1-2) iron, 3-4) stone, 5-6) crystal. **Iron automatons** attack 2 random characters each turn. **Stone automatons** are impervious to all spells except spells that destroy stone (that work like a Fireball against them). On their first attack they deal 2 damage on a failed Defense roll. Their following attacks inflict only 1 damage. **Crystal automatons** explode when killed, forcing their slayer to save vs. L4 blast (add +1 if you wield a shield) or lose 1 life.

Reaction: always fight to the death.

- 2d6 Dark Acolytes.** HCL humanoids, normal treasure, morale +1. Spells are cast at -2 against them. Casters do not lose Life points when wounded by
3 them, but lose 1 spell instead. When they have no more spells, they lose Life points.

Reactions: (d6): 1-2 flee, 3 bribe (1 scroll or magic item), 4-6 fight.

- d6+3 Temple Haunts.** HCL+1 spirits, normal treasure, never test morale. Immune to Lightning spells. 3 in 6 chance of surprise. If they outnumber you, characters have a -1 on Defense rolls for each haunt outnumbering the party.
4 Example: against 6 haunts, all characters in a party of 4 have -2 on Defense rolls. Do not include hirelings, companions or a 5th character to calculate the outnumbering odds.

Reaction: always fight.

- 2d6 Floating Death Masks.** HCL construct, normal treasure, never test morale, immune to Sleep and poison. All characters must immediately save
5 vs. L4 fear or gain 1 Madness. Paladins and necromancers save automatically, clerics add +1.

Reaction: always fights to the death.

- d6+3 Cursed Corpses.** HCL+2 undead, normal treasure, never test morale. When one is killed, the attacker must save vs. L4 curse. On a failure, either
6 suffer -1 to Attack rolls or lose 1 Life (your choice). Clerics, paladins and witchhunters add +½ L. These curses do not stack. A Blessing will remove the curse.

Reactions (d6): 1-3 peaceful, 4-6 fight.

Temple Boss Table (d6)

- Stone Terror.** HCL+4 Boss construct, HCL+6 Life, normal morale, treasure +1, 2 attacks. Slashing weapon attacks are at -2. Immune to Sleep and Charm spells. Stone terrors inflict 2 wounds with every attack. They have a 2 in 6 chance of surprise.

Reaction: Always fights to the death.

- Gigantic Gorilla.** HCL+3 Boss animal, HCL+5 Life, normal treasure, morale +1, 2 attacks. The gorilla will attack the character with the highest total attack bonus (count all bonuses). If hit by a fire-based spell, the gorilla will attack the caster instead, returning to attack the character with the highest attack bonus if the caster dies.

Reactions (d6): 1-3 bribe (6 food), 4-5 fight, 6 fight to the death.

- Sentient Iron Golem.** HCL+4 Boss construct, HCL+6 life, 2 treasure rolls, never tests morale. Immune to all spells and poison. Slashing weapons and arrows hit it at -2. If a shield-wielding character rolls a 1 on a Defense roll, the shield is instantly destroyed.

Reactions (d6): 1-3 quest, 4-6 fights to the death.

- Cursed Priest.** HCL+2 undead boss, HCL+4 Life, 2 treasure rolls at +1, 2 attacks, never tests Morale. Spells cast on him have a 3 in 6 chance of failure. Characters wounded by the priest defend as if the priest were 1 Level higher. Cursed priests are oblivious of their surroundings; a rogue or assassin may slip past their guard for a telling blow. The rogue may spend 1 turn to perform a Stealth save against the Cursed Priest's L. On a failure, the rogue automatically takes 1 wound. On a success, the rogue adds +L to his next attack against the priest. The rogue may perform this special action only once per encounter.

Reactions (d6): 1-3 quest, 4-6 fights to the death.

- Archdaemon.** HCL+4 demon boss, HCL +5 Life, treasure +1, morale +2, 3 attacks. Before combat, all characters must immediately save vs. L5 charm or fight against the party, attacking a random friend as a boss monster of the same L as the character. The will fight for d3 turns (roll separately for the duration of the charm on each character). Constructs and undead characters save automatically. Clerics, paladins, questing knights and witchhunters save at +½ L. Wizards and demonologists add +L. Defeating a charmed friend gives no XP.

Reactions (d6): 1-2 quest, 3-4 bribe (2 magic items), 5-6 fights to the death.

- Temple Guardian,** roll on the Temple Guardian Table. The temple guardian may sometimes count as a mission target or as a Final Boss.

Temple Weird Monster Table (d6)

Temple Cleaner. Level HCL+3 jelly, HCL+4 Life, roll on Temple Cleaner Table for treasure, never tests morale. It has a 3 in 6 chance of surprise. It does not attack, but each character must save vs. L2 engulf each turn
 1 (L4 if that character attacked it with a hand weapon last turn). An engulfed character cannot Attack. A character is freed if the jelly is killed. The jelly is immune to Sleep and Lightning spells. On an Attack roll of 1, the attacker loses 1 Life to acid spray. *Reaction: fights to the death.*

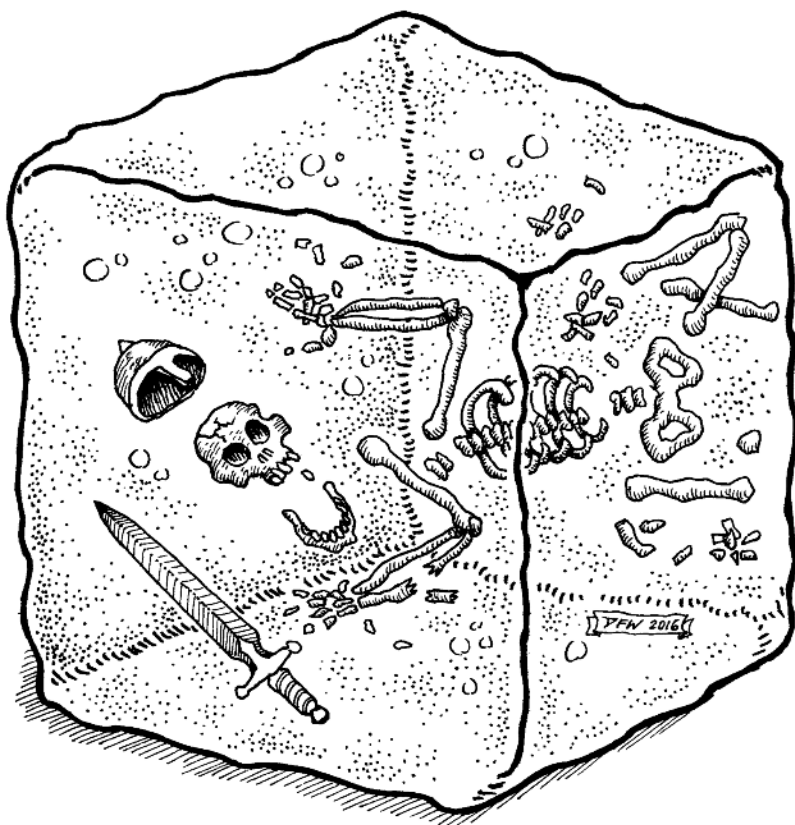
Broken Golem. Level HCL+4 construct, HCL+4 Life, no treasure, never tests morale. Immune to all spells. Broken golems are damaged and sometimes inactive. Some are only a crawling torso or waist and legs of a temple guardian. *Reaction (d6): 1-3 inactive, 4-5 fights to the death.*

Werag. Level HCL+3 animal, life HCL+3, morale +1, 2 treasure, 2 attacks. These large wolves exist in large numbers on Qaarra. They are as intelligent as a man and can speak. Characters wounded by a werag must save vs. L3 maul or lose 1 additional life and be pulled to the ground, forfeiting the next attack turn. Large characters (trolls, ogres, etc) save at +½ L. *Reactions (d6): 1-3 bribe (4 food), 4-6 fight.*

Deranged Barbarian. Level HCL+3 humanoid, 10 life, treasure +1 (reroll any magic treasure), never tests morale, 2 attacks. This barbarian, driven crazy by eating poisonous moss and fungi, has a 3 in 6 chance of surprise. On a Defense roll of 1, defending characters are knocked to the ground losing their next turn. On his first turn, the barbarian will perform 3 attacks. *Reaction: fights to the death.*

Massive Qaag Toad. Level HCL+2 animal, 6 life, 2 treasure, morale +1. On a Defense roll of 1, a character is partially swallowed and must make a L4 save each turn to free themselves. Barbarians, minotaurs, trolls and ogres add +½ L. Until freed, characters may not take any action other than to try to free themselves. A swallowed character loses 1 Life per turn, until freed. The toad can only swallow 1 character. *Reaction (d6): 1 flees, 2-3 bribe (4 food), 4-5 fights, 6 fights to the death.*

d6 Dark Elf Brigands. Level HCL+2, HCL+2 Life, humanoid, 2 treasure rolls, morale +1. Immune to Sleep, Charm and Daze spells. The dark elves sometimes make hideouts of the old temples. Depending on their mood, they may let you pass without incident. *Reactions: (d6) 1-3 peaceful or flee (choose), 4-6 fight.*



A quivering cube of solid acid, filled with the melting remains of a fallen adventurer, slowly begins to move in your direction, leaving a trail of sizzling slime in its path.

Temple Cleaner Table (d6)

1 Nothing but half dissolved bones and unusable weapons.

You find something of use. Roll on the Useful Stuff Table in *Four Against the*

2 *Abyss*, or choose any combination of common equipment with a total cost of 20 gp or less.

3 Treasure! Roll on the Temple Treasure Table.

4 Lots of Treasure! Roll twice on the Temple Treasure Table.

5 Something Magical! Roll on the Temple Magic Treasure Table at -1, counting results of 0 as 1.

6 The Gods themselves must have blessed you! Roll on the Epic Temple Treasure Table at -1, counting results of 0 as 1.

Temple Quest Table (d6)

| | |
|---|--|
| 1 | Bring me death masks! I absolutely abhor those nasty little things! Kill 6 floating death masks and bring them back here to me for a reward. |
| 2 | I need iron. I am somewhat of a blacksmith. Somewhere in this temple, you will find sentient iron golems. Kill two of them and bring me a chunk of iron from each, for a reward. |
| 3 | Bring me their tongues. I need a few items for a potion I want to brew. Defeat 6 flying reptiles and bring me their tongues for a reward. |
| 4 | I want to leave this place. I've been here far too long and cannot stay any longer. Take me to the temple entrance and I will reward you. |
| 5 | I want their ectoplasm. Alchemy is the secret to my success, the better the ingredients the better the results. Kill 2 wraith guardians in this dungeon and bring me back their ectoplasm for a reward. |
| 6 | Defeat a temple guardian. That thing has bothered me for the last time. Kill a guardian in this temple and bring me back its head for a reward. If a temple guardian gives this quest, it requires the slaying of another temple guardian to complete it. |

When a quest is completed, roll on the Epic Temple Treasure Table.

Temple Wandering Monster Table (d6)

| | |
|-----|--|
| 1-2 | Roll on the Temple Vermin Table. |
| 3-4 | Roll on the Temple Minion Table. |
| 5 | Roll on the Temple Weird Monster Table. |
| 6 | Roll on the Temple Boss Table. Reroll any temple guardian. |



Temple Trap Table (d6)

| | |
|---|--|
| 1 | Spiked Pit. The first 2 characters in your marching order must save vs. L4 impalement or lose 2 life. Rogues, swashbucklers, assassins add +L, lutins and halflings add +½ L, rounded down, to the save. In addition, trapped characters must try to escape the pit by climbing out with a L3 save (rogues add +L) losing 1 additional life on a failed attempt. If a friend has a rope, no save is needed to climb out of the pit. |
| 2 | Acid Filled Pit. The first 2 characters in your marching order must save vs. HCL+1 acid or lose 2 life. Each character failing the save must continue to roll until they save, taking 1 additional damage on each failed attempt to climb out. Rogues, assassins and swashbucklers add +L, barbarians add +½ L, halflings add +1 to the save. |
| 3 | Shooting Flame Trap. Jets of flames shoot out of the walls. Each character must save vs. an HCL trap or lose 2 life. Rogues and fire-mages add +L, barbarians and swashbucklers add +½ L. Fire-based characters are not affected. |
| 4 | Rolling Boulder Trap. You hear the grinding sound of stone against stone as a large boulder rolls down from up above. Each character has a 3 in 6 chance of being struck by the rolling boulder. Save vs. HCL trap or lose 2 life. Rogues, assassins add +L, halflings and barbarians +½ L, elves add +1. |
| 5 | Spikes From Above. You've triggered a large iron plate hanging from the ceiling! The spiked plate drops down onto the whole party. Each character must save vs. a L5 trap or lose 1 life. Rogues and assassins add +L to the save. Halflings and swashbucklers add +½ L. Elves add +1. |
| 6 | Pendulum Blade Trap. You have triggered a swinging pendulum blade. Roll d6. On a 1-3, the blade will attack the first 2 characters in the marching order. On a 4-6, the blade will attack the last 2 characters. The targets must save vs. L5 trap or lose 1 life. Rogues and assassins add +L. Barbarians, halflings, lutins and swashbucklers add +½ L. Elves add +1. |

Rogues, assassins, clerics of Darim, harlequins, and other classes with the ability to disarm traps, if leading the marching order (position 1), may attempt to detect and disarm traps as explained in Four Against Darkness.

Temple Scrolls Table (d6)

1 **Crystal Shard Prison.** A walled ring of crystal shards instantly shoots out of the ground, trapping up to d3+L vermin or minions for a number of turns equal to caster's L. Caged monsters are trapped and cannot flee. All missile attacks and spells are at +2 against caged monsters. This spell may not be transcribed by wizards. However, druids may learn it and crystalmancers may add it to their list of available crystal powers.

2 **Animate Construct.** This spell will either breathe life back into a lifeless construct or heal a damaged construct 4 life points. It will only work on one construct, once per spell. This spell may not be transcribed or learned. However, it may be added to an artificer's Tools list.

3 **Scry Dungeon.** The caster will automatically know the contents of the next room. Up to 3 random rolled results will be known, including monsters, treasure, special features, and traps. This spell may be learned.

4 **Control Construct.** The caster takes control of a minion construct for d3+1 turns with a successful spellcasting roll against the construct's L. Controlled constructs will not attack the characters, regardless of rolled reactions, unless attacked. Controlled monsters fight in the service of the characters, while the spell lasts. When the spell expires, the construct returns to attacking the characters. This spell may not be transcribed or learned.

5 **Conjure Stone Elemental.** A stone automaton appears at the caster's current location and fights under the caster's control for d6 turns. If the caster dies or is knocked out, the elemental disappears. Stone Automatons have 2 life, +2 Attack, +2 Defense, and save like warriors. This spell may be transcribed by wizards or learned by druids.

6 **Steam Spray.** A spray of steam shoots from the caster's hands. d3 monsters are attacked for 2 wounds each. Perform a spellcasting roll for each attack thus generated. Each attack must target a different foe. In corridors, if the caster is in the back of the marching order, the characters in the front will be hit by the spray and must defend vs. the caster's L or lose 2 Life. Water elementals and constructs are immune to this spell. This spell may be learned by wizards and druids.



Secrets of the Temple

1 A Hidden Potion. You instantly find a vial of Luura's Water. If imbibed, it heals all the Life lost by a single character or up to 4 Life on two different characters if shared. Alternatively it may be thrown against an undead as holy water for 2 damage. Value: 150 gp.

2 Hidden Cache of Coins. You find 3d6 x 20 gp.

3 Secret Magic Treasure. You discover a hidden treasure. Roll on the Temple Magic Treasure Table twice and choose the best result (your call). You find the item in the next room, without complication.

4 A Temple Demon's Name. You learn the name of a Temple Demon. You may summon it to fight for you, for the duration of 1 encounter. The demon fights like a L4 warrior with 5 Life. Its first attack is a ranged magic attack at +4. Each turn thereafter, it uses its claws (+2 to Attack rolls). It makes Defense rolls at +3, and can heal 2 life on itself, only once, using 1 turn to do so. You may not heal the demon with healing magic or potions. At the end of combat, the Demon vanishes.

5 Secret of the Temple Architect. You may unlock 3 non-magic temple doors during this adventure. Do not roll for wandering monsters when opening these doors.

6 A Secret Door. You find a secret door that apparently was not opened for a very long time. It is nearly impossible to see, when closed. It opens into a room big enough for all your characters to comfortably fit inside. The door can be closed and latched. You may rest here without being noticed for a short time and regain 2 Life and 1 spell or ability, for each character.

Temple Search Table

1-2 Wandering monsters attack! Roll on the Temple Wandering Monsters Table.

3-4 The room is really empty. No game effects.

5-6 Choose: You find 1 Clue, 1 secret door, or 1 hidden treasure. If you choose a treasure, roll on the Temple Treasure Complication Table on p.30.

Scrying Pool Table (d6)

1 Rippling into clarity, a horrid vision of a multi-tentacled monstrosity appears within the green pool! You catch its gaze, and a bolt of dark energy flies out at you from its oozing mouth. The viewer gains d3 Madness points from this vision.

2 Two long arms with hooked talons reach out of the pool from another reality to grab a random character. If the character fails a HCL+4 Defense roll, s/he is pulled into the liquid of the pool and begins to drown, automatically losing 1 Life. The character must continue to make a HCL+3 save to get out of the pool each turn, losing 1 Life for each failed attempt. Some parts of the character's body remains out of the pool, so friends may help by healing the character with Healing spells (but not potions, since the character's head is in the pool).

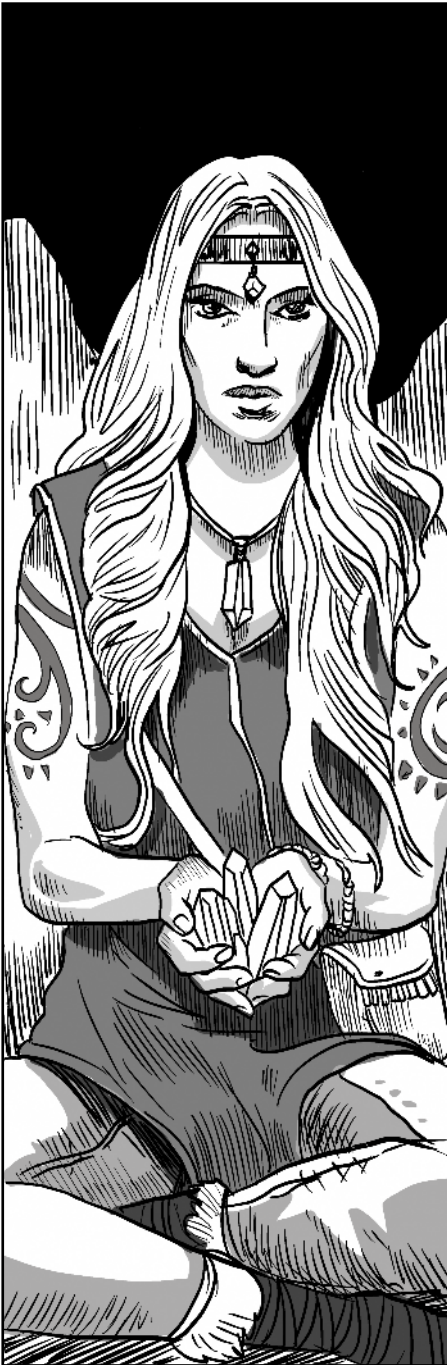
3 A glowing image of the temple's deity appears in the clear pool. Roll d6: 1-2) the deity curses d3 random characters (see Temple Deity Table), 3-4) the deity heals all characters d3 Life or removes d3 Madness from all characters (you choose), 5-6) the deity Blesses d3 random characters (see Temple Deity Table).

4 This pool seems to have lost its divination power and nothing comes into view. However, on a d6 roll of 5+ you find d6 gemstones worth d6x10 gp each lying at the bottom of the murky water.

5 Within the blackness of the pool, an astral being shimmers into view and gives you a quest. Roll on the Temple Quest Table. If you complete the quest, you may return to this Pool and perform a Magic Temple Treasure roll. Do not re-roll on this scrying pool when you return.

6 The pool clears and you see the image of a temple guardian holding a great treasure. Roll d3+1 to determine on which floor (2nd, 3rd or 4th), then roll d6+1, to determine the distance, from that floor's stair, to the temple guardian, in rooms and/or corridors. This location may be one your party has already visited. The direction does not matter: choose it as you see fit. When you reach the determined location, roll on the Temple Guardian table. After defeating the temple guardian, instead of rolling for its treasure, roll on the Epic Temple Treasure Table at -1. Count results of 0 or below as 1.

New Classes



Crystalmancer

Crystalmanagers are manipulators of natural minerals and shards of stone and crystal. Where most would only find a common stone, the crystalmancer sees an unpolished crystal. By the use of sound vibrations and natural energies originating from Norindaal's core, the crystalmancer can harness the power to create and destroy. They do not learn from spellbooks or diagram tomes. Crystal magic is a lesser known form of magic passed from teacher to pupil. Through learned sound and by alternating the pitch of a vocal hum and tone, a crystalmancer brings forth the energy from the crystals. It is possible to use a single quality crystal to create the energy. However, in the hands of a skilled crystalmancer, two of the appropriate crystals can create even stronger energies. These crystal energies have the power to heal, calm, or scare creatures, some dispel madness, while others wreak havoc.

Abilities: Crystalmanagers get no bonus to Attack and Defense.

Crystal Magic: A crystalmancer begins play knowing 1 Crystal Power +1 per level (a L1 crystalmancer thus knows 2 powers). Each level thereafter, the crystalmancer learns a new power until s/he has mastered them all.

For game purposes, crystal powers are similar to spells. Many require a spellcasting roll.

Crystalmanagers do not prepare or memorize their powers, rather they draw upon the energy of the crystals they carry. A Crystalmanager has a pool of 3+L energy points. A L1 crystalmanager thus has a pool of 4 energy points.

A crystalmanager may channel more energy by attuning to a gem of any value. When a Crystalmanager attunes to a gem, roll a random Crystal Power. The Crystalmanager may use the gem to cast that power once. Make a L6 magic save, adding the crystalmanager's L. On a successful save, the gem is undamaged and may be sold as normal but cannot be used in this manner again. On a failure, the gem shatters and the discordant backlash deals either 1 Madness or 2 Wounds to the crystalmanager.

Due to the nature of crystal magic's direct connection to the mind and body, crystalmanagers are unable to use any crystal powers or abilities when they have a number of Madness points higher than $\frac{1}{2}$ L, rounded down.

Chaos Crystals: Crystalmanagers may freely touch and handle all chaos crystals (found in the *Caverns of Chaos* supplement) without suffering any penalty or having to roll on the

Touched by Chaos table. However, due to the nature of those crystals, crystalmanagers gain no special abilities such as Chaos Spells, other than their own abilities and spells.

Crystal Affinity: Crystalmanagers have a direct connection with the science and magic of the mineral world around them. They always get a +1 to saves vs. any crystal, stone or mineral traps, as well as Puzzle checks made underground. Against stone, crystal or mineral constructs, elementals or automatons, they always have +1 to Attack and Defense rolls.

Transference: In an act of self-sacrifice, the crystalmanagers have the power to transfer their life force into a recently deceased character. They swap places; in other words, the crystalmanager dies and the dead character rises from death. However, it does not always work. There is a 3 in 6 chance that the power fails and both characters are lost forever.

Crystal Phylactery: When a crystalmanager dies while wielding a crystal shard, the crystalmanager's life force enters the crystal. Another crystalmanager may attempt to swap places with the deceased crystalmanager, and bring the crystalmanager back to life. There is a 3 in 6 chance of failure, in which case both crystalmanagers enter the shard forever.

Saves: like wizards.

Weapons allowed: Light weapons only (ranged or melee).

Armor allowed: none.

Starting equipment: robe, pouch of 3 crystal shards, light crushing weapon.

Starting wealth: 2d6 gp.

Life: 2+L. A L1 crystalmancer has 3 life.

Expert Skills: From Four Against the Abyss: Acute Hearing, Continual Light, Intuition, Negotiator, Protective Incense, Spot Weakness, Super Logic, Stabbing Attack.

From Concise Collection of Classes: Harmonious Movement

From this book: Crystal Lore (see below)

Crystal Lore (Expert Skill)

Crystalmancer Only

Twice per adventure, you may use a gem to cast 1 of the following spells instead of the Crystal Power attuned to it: Blessing, Illusion (from *Wayfarers & Adventurers*), Protect. Using the gem in this way exhausts it and forces a save as normal.



Crystal Powers

1. Cosmic Ohm: By expending all remaining energy points (at least 3), the crystalmancer gains a flash of cosmic awareness and becomes one with the universe. For each energy point lost in this manner, the crystalmancer may gain one of the following effects: heal 1 wound to self or another, gain 1 Clue (max 2 gained in this way) or heal 1 Madness to self only, restore 1 expended spell to another character (max of 1 spell restored total), lower any doom track or counter by 1 (max 1). Excess energy is lost. The use of this power leaves the crystalmancer drained: they may not regain energy points from resting during this adventure and suffer -1 on all saving throws vs. sleep.

Cosmic Ohm may only be cast 1 time per adventure, whether through learned powers or gems. If cast via an attuned gem, the power's effect is the same as if it had 2 energy points fueling it.

2. Crystal Comrade: This power summons forth 1 small crystal elemental to fight for the crystalmancer. The crystalmancer must be touching the ground for the power to work. The crystal elemental has 2 life +1 per L of the crystalmancer. It adds $\frac{1}{2}$ the Crystalmancer's L to Attack, Defense and Saves. It is immune to sleep,

charm, poison, and saves at +2 vs elemental spells such as Fireball and Lightning Bolt. This power costs 3 energy points. The crystalmancer may only summon 1 crystal elemental at any one time.

3. Crystalline Cleansing: By spending 2 energy points, the crystalmancer heals 1 Madness or d3 life to another character. The crystalmancer may use this power on him/herself at the cost of only 1 energy point.

4. Faceted Mind: With a successful spellcasting roll vs. a monster's L, the Crystalmancer connects with and controls the mind of a single vermin or minion until the end of the encounter. While controlled, the creature adds $\frac{1}{2}$ its L to Attack and Defense rolls as if it were a character. While controlling the monster, the crystalmancer may take no other actions. If the crystalmancer is injured, the power ends. When the battle ends, if the creature is still controlled, it flees. This power costs 1 energy point.

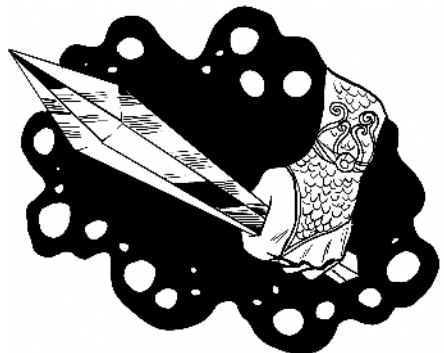
5. Shatter: The crystalmancer channels powerful disruptive vibrations, harmful to crystal, earth or stone elementals or constructs. With a successful spellcasting roll vs. the target's L, this power outright destroys 1d6 Minions or deals 2 damage to a Boss or Weird Monster of the appropriate type. Alternatively,

this power may be used to shatter a stone door. This power costs 2 energy points.

6. Stunning Sound: An inaudible tone emanates from the crystal and the Crystalmancer rolls a spellcasting check vs. the L of any minions or vermin present. If successful, d3+1 Minions or Vermin are stunned and cannot attack for d3+1 turns. This power costs 1 Energy point.

7. Crystal Blade: By spending 1 energy point and 1 turn, the crystalmancer creates a slashing hand weapon made of crystal in his/her hand. This weapon lasts until the end of the current encounter. When attacking with it in melee, the crystalmancer adds +L to his/her melee Attack rolls. However, should the crystalmancer roll a 1 on any Attack roll, the crystal blade shatters and the crystalmancer takes 1 Life damage or 1 Madness (player's choice) due to the psychic feedback.

The crystal blade may hit creatures hit only by magic items, and may not be stolen or disarmed.



Artificer

Artificers are craftspeople who can create and use mechanical devices that they infuse with magic. They tend to find magic in normal, mundane items. Successful artificers tend to be old and well versed in science, metallurgy and the use of magical scrolls and items.

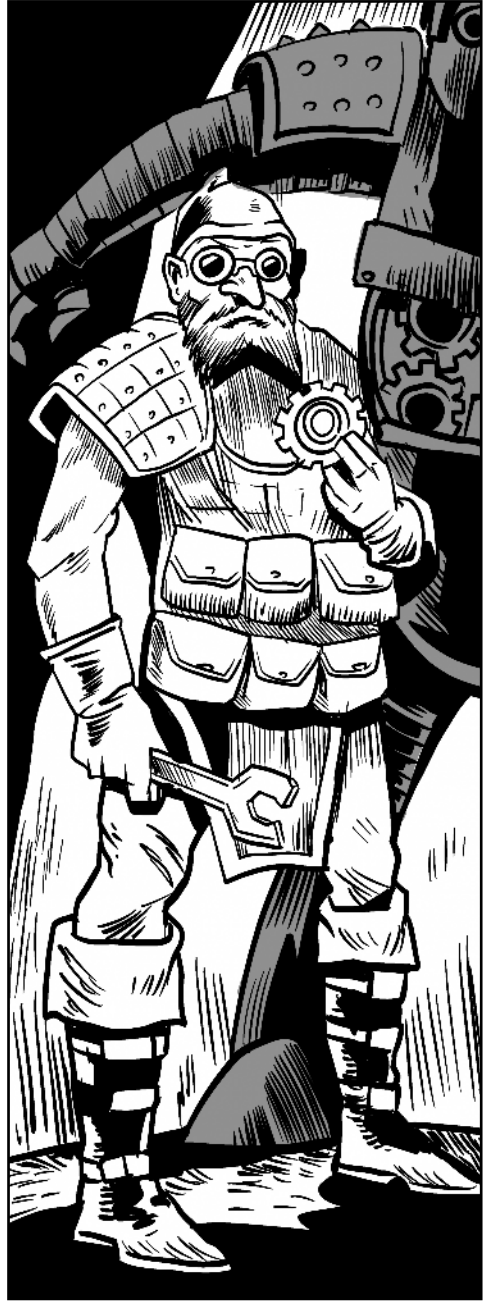
Abilities: Artificers receive no bonus to Attack and Defense rolls.

Scrolls and Magic Items: Artificers add +L to spellcasting rolls when using scrolls. They can use any magic item as though they were a wizard.

Mechanical Affinity: Artificers may repair any type of golem and add +L to any save to repair or operate machines or devices. They can't disarm traps. Artificers can repair damaged firearms with a L4 Save (add +L to the roll; spend 5 gp in materials for every attempt).

Crafting: Between adventures, an artificer may attempt to craft automatons, bestow enhancements or create Tools of Artifice. Between adventures, an artificer can make a number of creation attempts equal to L, subject to material limitations.

When crafting, the Artificer expends the material cost indicated and makes a creation save, adding +L. If the attempt fails, all materials are wasted. If an item has a repair check



indicated, this has no cost and may be performed during an adventure.

Gnomish trinkets: By spending 5 gp in materials and performing a successful L5 save (add +L to the save), an artificer may increase the gadget points of a friendly gnome in the same party by 1. This bonus may be given only once per gnome in the party, and each +1 bonus requires the gold expenditure and the successful save.

Automatons: These metal constructs serve the artificer loyally, though s/he may only have 1 active at any given time. Excess automatons are left in safekeeping and may be retrieved after the adventure. Some scrolls and spells may allow for the control of more than 1 automaton at a time, even if only for a limited time. Automatons have attributes depending on the L of the artificer. Their life is equal to L+2, their Attack bonus is L+1, their Defense bonus is L+1. They Save like warriors. Automatons save at +1 against fire-based attacks. An automaton can shield its creator against 1 attack per turn, rolling Defense in the artificer's stead, at the cost of forfeiting its next turn.

Automatons do not level up. However, as the artificer levels, s/he may upgrade any automaton in the artificer's possession between encounters by taking 10 minutes and spending 10 gp. At the end of this update process, the automaton's

Life, Attack and Defense bonuses will increase as per the artificer's new L.

L1 artificers start the game with 1 automaton in their possession. This first automaton has 3 Life, +2 to Attack and Defense.

Automatons may not use armor, shields or weapons.

When an artificer's automaton is destroyed, the artificer may repair it, between encounters, by taking 10 minutes and spending 1 gp per L of the automaton, healing life equal to $\frac{1}{2}$ the artificer's L. The automaton is an artificial construct and is immune to disease, fear, hunger, aging, drowning, bleeding, mental attacks, and poison. Automatons cannot eat, drink, use potions or other alchemical products, sleep, breathe, be resurrected, acquire Abominable Gifts, become Touched by Chaos, cast spells, be raised as undead, woo, copulate, or gain Madness.

Iron Eaters hate automatons and deal 1 damage per successful Attack. An automaton destroyed by an Iron Eater crumbles to rust and cannot be repaired.

The components needed to create an automaton are 1 scroll, 2 metal weapons of any kind or 1 suit of heavy armor (your choice), and 50 gp. This cost is per L of the automaton: a L3 automaton would require 3

scrolls, 6 weapons or 3 suits of armor, and 150 gp.

The artificer must make a creation save vs. the automaton's L+3. The artificer may choose to create an automaton lower than the artificer's current L, to save money and material components or to have more chances of succeeding the save.

Sentient Golems will not join a party which includes automatons. Even though automatons are lifeless machines, without thoughts, feelings, and emotions, most sentient golems despise those who create and use them.

Enhancements

+1 Weapon Enhancement: Requires the weapon to be enhanced, 2 scrolls, 300 gp and a gem worth 50 gp or more that was taken from the hoard of a Boss monster. The artificer must make a L3 creation save. This weapon will give a +1 bonus to its wielder's Attack rolls.

+2 Weapon Enhancement: Requires a +1 magic weapon to be enhanced, 4 scrolls, 500 gp and the tooth of a Final Boss demon or Final Boss dragon slain in the presence of the artificer. The artificer must make a L6 creation save. This weapon will give a +2 bonus to its wielder's Attack rolls.

+1 Armor Enhancement: Requires the armor to be enhanced, 2 scrolls (one of which must be Protect), 300

gp and 1 piece of jewelry worth 100 gp or more that was taken from the hoard of a Boss monster. The artificer must make a L4 creation save. If the enhancement is successful, this armor will give an additional +1 to its wearer's Defense rolls. For example, a suit of Light Armor will give a +2 bonus to Defense rolls. Only metallic armor may be enhanced.

+2 Armor Enhancement: Requires a +1 magic armor to be enhanced, 4 scrolls (at least 1 must be Blessing and 1 must be Protect), 600 gp and one of the following: the scales of any defeated dragon, shell of a dragon turtle or fragments of a construct. These must come from a Final Boss monster slain in the presence of the artificer. The artificer must make a L8 creation save. If the enhancement is successful, this armor will give an additional +1 to its wearer's Defense rolls. For example, a suit of Heavy Armor will give a total +4 bonus to Defense rolls.

Only metallic armor may be enhanced.

Tools of Artifice

These devices may only be used by an Artificer.

Artificer's Wrench: Each time it is used, this device restores an automaton to full Life or heals 1d6 Life to a Golem. However, roll a 4 in

6 chance that the wrench breaks after each use.

Cost: any 1 scroll, any 1 metal weapon or suit of heavy armor and 200 gp.

The Artificer must make a L3 creation save to craft this device.

Lightning Cannon: This bulky device takes up 1 weapon slot. It may be activated once per encounter, hurling a Lightning Bolt (as the spell) at a single enemy. However, on a 1, it malfunctions, inflicting 2 damage to the artificer and breaking. A L4 creation save must be used to repair the cannon.



Cost: any 2 scrolls (at least 1 must be Lightning Bolt), 4 metal weapons or suit of heavy armor, 200 gp.

The Artificer must make a L4 creation save to craft or repair this device. Repairing is not allowed during combat.

Wings of Artifice: This bulky metallic backpack unfolds on command into

a pair of beautiful, silvery clockwork wings. When active, the artificer incurs no penalty for fighting flying enemies, ignores rivers and may simply fly out of pits. However, any time the artificer takes damage from a physical source, there is a 2 in 6 chance that the wings are damaged and become inoperable, requiring a L5 save outside of combat to repair.

Cost: any 3 scrolls, 2 metal weapons: 1 suit of heavy armor, 500 gp. A L5 creation save is required to craft or repair this device.

Restrictions: The Artificer can only use metal weapons and armor as components.

Saves: as Wizard.

Weapons Allowed: Light Weapons, Hand Weapons, Black Powder Pistols.

Armor Allowed: Light Armor.

Starting Equipment: Light hand weapon, light armor.

Starting wealth: 4d6 gp.

Life: L+2. A L1 artificer has 3 life.

Expert Skills: *From Four Against the Abyss:* Arcane Tanner, Continual Light, Negotiator, Poison Resistance, Protective Incense, Spore Alchemy, Spot Weakness, Strong Will, Super Logic, Withstand Pain.

From Concise Collection of Classes: Alchemical Training, Bomb Crafting, Gemstone Grenadier.



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MASSIVE IRON GUARDIAN **Boss**

| LEVEL | LIFE | ATTACKS | TREASURE |
|-------|-------|---------|----------|
| HCL+5 | HCL+5 | 1 | 1 |

Construct Boss, never tests morale. Immune to sleep, poison, fire-based, and charm spells. Defense rolls of 1 cause 2 wounds. Slashing weapons attack it at -2.

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Over a century has passed since the catastrophe of Qaarra and the abandonment of its temples. The memories of these temples have faded to legends written on dusty scrolls. Adventurers could gain wealth and fame by journeying into the lost temples. However, who knows what mysteries and dangers might lurk there!

Lost Temples of Qaarra is a supplement for *Four Against Darkness*, featuring:

- New d66 dungeon tiles.
- New room features.
- Lower dungeon floor levels.
- New mechanics for Stairs, Scrying Pools, Altars.
- New magic items including the Rod of Resurrection.
- New monsters: tainted aspect, crystal guardian, hairy mimic, meat-eating moss, flying reptiles, temple automatons, cursed corpse, archdaemon, stone terror, gigantic gorilla, temple cleaner, cursed priest and more!
- A new Final Boss type, the temple guardian.
- New traps, scrolls, secrets and treasure.
- Hardcore play rules for die-hard players.
- Two new classes: the artificer and the crystalmancer.

This is not a stand-alone game. It requires *Four Against Darkness* and *Four Against the Abyss*.