

# Ordeal of the Magic Tower

An Adventure for *Four Against Darkness*  
For Wizards-in-training



by Gilbert Gallo and Andrea Sfiligoi

# Ordeal of the Magic Tower

*An adventure for **Four Against Darkness***

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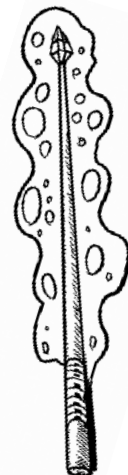
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## Contents

Ordeal of the Magic Tower	3	Cantrip Challenge	18	Tunnelia	36
Introduction	3	Material Components and Cantrip Challenges	18	Floor Encounters - Tunnelia	36
The Party	3	Puzzle Solving/Trap Disarming	20	Floor Encounters - Magmoil	39
Career Progression	3	Magic Wand	20	Magmoil	39
Apprentice Wizard	4	Healing Orb	20	Floor Encounters - Kaltenlandia	42
Henchman	5	Mana Orb	20	Kaltenlandia	42
Tag/Floor Table	7	Athanor	21	Shine-Gri-La	45
Cantrips/Wand Recipe Table	7	Teleshop	21	Floor Encounters - Shine-Gri-La	45
Material Component Drop Table	8	Teleshop Special Items	21	Floor Encounters - Erebus	48
Level up? Over the top!	10	Circle of Teleportation	23	Erebus	48
Challenging the Tower	10	Reset Orb	23	Floor Encounters - Takion	51
Before Entering	10	Floors	25	Takion	51
Random Floors	11	Use of Clues in the Magic Tower	24	Lazix	54
Going up and Down	11	Floors and Challenge Level	25	Floor Encounters - Lazix	54
Engagement and Encounters	11	Exploring the Floors	26	Floor Encounters - Lifestream	57
Tags and Creatures	11	Floor	25	Lifestream	57
Tags outside of the Magic Tower	12	Vermin level	25	Floor Encounters - Paindemonium	60
Cantrips	13	Minion/Challenge Level	25	Paindemonium	60
Cantrips in Standard Games	13	Major Monster Level and Life	25	Mazyrinth	63
Random Cantrip Scroll table	13	Room Content Table	26	Floor Encounters - Mazyrinth	63
Preventive Blessing	14	Giant Trap Table	29	Final Confrontation	65
(Tag) Bane	14	Magic Tower Treasure Table	30	Play Sheet	66
(Tag) Dart	14	Quest Table	31		
(Tag) Lullaby	15	Quests & Rewards	31		
Step Back	15	Floor Encounters - Cloutopia	33		
Lesser Immunity	15	Floors Descriptions	33		
Lesser Shield	15	Cloutopia	33		
Ephemeral Friendship	16				
Magic Help	16				
Torchlight	16				
Pitch Black	16				
Ethereal Hand	17				



# Ordeal of the Magic Tower

### Introduction

Only the smartest, bravest and most cunning apprentices are admitted into the Sphilix Sorcery School, where all the most powerful magicians come from.

There is only one way to be admitted into this prestigious Academy, surviving the Magic Tower Ordeal. The Magic Tower is a very dangerous building that Archmage Andreas Sphilix built in order to test the countless apprentices that wished to study under him. Its walls are imbued with magic: anything can happen and most of the challengers never return. But those who do complete the challenge are directly enrolled into Sphilix Sorcery School's 1st grade. Those who graduated from the Sorcery School are among the most powerful wizards of the world, and for this reason the number of applicants for the Magic Tower Ordeal grows every day.

The rules are simple: enter the tower, craft at least one magic wand surviving the many challenges and reach the highest floor.

You are ready to do anything in your power to be enrolled into the

Sorcery School, so you have decided to go through the ordeal of the magic tower. There is no turning back now: it's either spell (enchantments) or spill (blood).

### The Party

Your Party will be composed of four members. For this adventure, we are not using standard *Four Against Darkness* characters, but apprentices – they are beginning wizards. Some parties may choose to bring with them a henchman. This means the party can be composed in the following ways:

- a- 4 apprentices;
- b- 2 apprentices, 1 apprentice (master) and 1 henchman;
- c- 2 apprentices (masters) and 2 henchmen.

### Career Progression

Apprentices who successfully complete the Ordeal become 1st level wizards.

Henchmen who successfully complete the Ordeal, as long as their master is still alive, become 1st level warriors.

Note that 1st level wizards or warriors losing a level do not become apprentices or henchmen, they just die.

## Ordeal of the Magic Tower

### Apprentice Wizard

**Traits:** Focused. Choose (or select randomly by rolling on the table) one Elemental Tag for the Apprentice. When facing opponents/challenges showing the hated Elemental Tag, the caster gains a +1 to rolls against them (or +1 to solve Puzzles/riddles if they choose the Mind tag). [Tags] have only one disadvantage: creatures will attack hated [Tags] first.

**Armor allowed:** None.

**Weapons allowed:** Light weapon, sling.

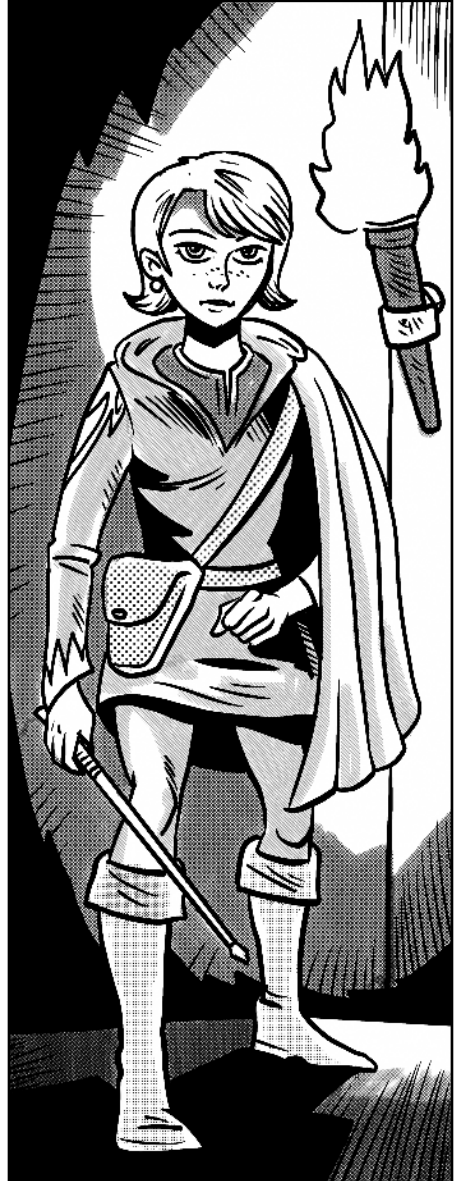
**Cantrips:** Cantrips are a beginner's spells and incantations. An apprentice begins the game with ONE cantrip (so choose it carefully). Cantrips are less powerful than ordinary spells, but can still be very useful if cast at the right moment. Read the dedicated section to learn more about them. Should the Apprentice find the right material components and material components during his adventure, he could also cast different cantrips without spending cantrip slots, consuming the items instead. See p. 13 for details.

**Starting equipment:** Light hand weapon, spell-book, writing implements, Magic Wand Recipe (roll on the table or pick one)

**Starting wealth:** 4d6 gold pieces.

**Life:** 2

**Saving throws:** An apprentice is a beginning wizard, so makes all saves as a wizard.



### Henchman

Henchmen are fighters that sometimes accompany young wizards-in-training to defend them from the physical dangers of the Tower. The School allows this because interacting with fighting adventurers it is considered part of the abilities needed to become a full-fledged mage.

Most henchmen are their masters' menservants and are bonded to them by a pact sealed with blood and magic. The henchman can serve only one master, and has his master's sigil fire-branded on the inside of his wrists. Should the master die, there is a chance that the Sorcery School will assign him to a different master, but many henchmen suffer long periods of depression when this happens, and some tend to drown their sorrows in alcohol.

On the contrary, the henchman of an apprentice who successfully graduates from the school wins either his freedom or a well-paid career as a wizard's bodyguard. In the worst case, henchmen who succeed through the Ordeal of the Magic Tower become warrior adventurers.

**Traits:** Expendable. Every henchman is loyal to his master (and only to him). If the henchman is

adjacent to his master, the henchman takes whatever punishment was intended to the master (attacks, spells, area effects, curses). This does NOT allow the henchman to perform a Defense roll in his master's stead. It only allows him to lose 1 life in his master's stead. Of course, this happens only if the henchman is actually able to step in front of his master and protect him. Effects that would prevent this (for example, if the henchman is paralyzed, turned to stone or blinded) render this trait ineffective.

**Armor allowed:** Shield, Light armor

**Weapons allowed:** Any.

**Starting equipment:** A henchman begins the game with light armor, a shield and a hand weapon. He may trade in his shield and hand weapon for a two-handed weapon or a bow if he wants.

**Starting wealth:** D6 gold pieces.

**Life:** 3

**Saving throws:** Henchmen are considered warriors, so they make all saves as 0-level warriors.



## Ordeal of the Magic Tower

### Game over, henchman!

In the Ordeal of the Magic Tower, at least ONE Apprentice must make it alive to the top floor. This means that if all apprentices in the party are slain or permanently incapacitated (asleep, paralyzed, turned to stone and so on) and henchmen don't have the means to immediately save their masters, that's an immediate game over for the party.

Henchmen should do their best to preserve their masters' lives, otherwise they will die too. That's the hard law of the Magic Tower.



## Ordeal of the Magic Tower

**Tag/Floor Table (roll 2d6)**

2d6	Tag	Hates/effect	Floor Type
2	Wood	Earth	Cloutopia
3	Earth	Water	Tunnelia
4	Fire	Metal	Magmoil
5	Water	Fire	Kaltenlandia
6	Metal	Wood	Shine-gri-la
7	Wood	Earth	Lifestream
8	Earth	Water	Lazix
9	Fire	Metal	Takion
10	Water	Fire	Erebus
11	Metal	Wood	Paindemonium
12	Mind	+1 puzzles/riddles	Mazyrinth

*Roll 2d6 on this table every time you need to determine a [Tag] or a Floor type every time you move to a new level of the Tower.*

**Cantrips/Wand Recipe Table**

2d6 (-1)*	Cantrip/Wand Recipe
1	Bane
2	Dart
3	Ephemeral Friendship
4	Ethereal Hand
5	Lesser Immunity
6	Lesser Shield
7	Lullaby
8	Magical Help
9	Pitch Black
10	Preventive Blessing
11	Step Back
12	Torchlight

*2d6 (-1)\* means you roll 2d6 and check the result. You can keep the result rolled or choose the one above it. Example: you roll 2. You can keep the 2 or choose 1 instead.*



## Ordeal of the Magic Tower

### Material Component Drop Table (d66)

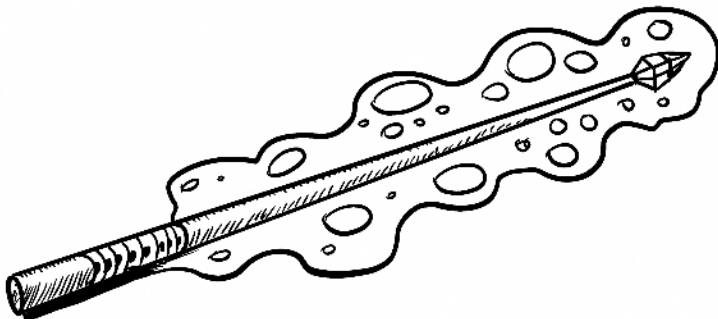
	1	2	3	4	5	6
<b>1</b>	Nothing!	Magic Wood	Amber Drop	Phosphorous	Cat Hair	Nutmeg
<b>2</b>	Magic Wood	Magic Wood	Squid Ink	Baneberry	Dandelion Greens	Foxglove Petals
<b>3</b>	Magic Wood	Poison Ivy	Magic Wood	Octopus Tentacle	Peppermint Leaf	Lily Petals
<b>4</b>	Pouch of Sand	Pearl Dust	Pond Slime	Magic Wood	Pufferfish Fin	Magic Wood
<b>5</b>	Aconite Leaf	Cinnamon	Walnut	Coal Powder	Magic Wood	Magic Wood
<b>6</b>	Lionfish Spine	Fluoride	Morning Dew	Leather Glove	Magic Wood	Wand Recipe!

11: If you roll 11, “snake eyes”, sorry, no items found!

66: If you roll 66, you got a brand new Magic Wand Recipe!

*Roll on this table when you defeat an opponent that has a material component in its rewards/treasure description. The items are in addition to any monetary treasure the creature may have, and are used in the casting of cantrips and to fashion magic wands. Check the creature’s description for details.*

*Any of your character may pick up these items. To keep track of which character is carrying which material components, you may use the play sheet at the end of this book.*



## Ordeal of the Magic Tower



### Level up? Over the top!

The Tower is a very dangerous place where mind matters more than brawn. No matter how many enemies you slay, or how many riddles you solve, you will NOT level up unless you successfully complete the Ordeal. At that point, every survivor will have a chance to level up. Roll d6. On a 1, the XP roll fails and the character does not level up. On any roll of 2 or better, the character becomes Level 1 at the end of the adventure. Apprentices will become level 1 wizards and henchmen will become level 1 warriors.

Apprentices may keep their magic wand(s), as a special memento of their Ordeal. You are allowed to keep the characters in your future, standard games of *Four Against Darkness*. This means that you will have 1st level wizard for your dungeoneering party, but he or she will have an edge, as he or she will begin the game with a magic wand and any cantrips known.

The henchmen who graduate out of the Ordeal do not have any special skill but may keep any treasure found during the adventure.

### Challenging the Tower

The tower is 6 floors high. This is the only certain thing about the Tower. All the rest is ever-changing. In fact, every time a party goes in, it finds a different place. And this happens on all floors. Nothing is ever the same in the Magic Tower! Each time you enter a new Floor, roll on the Tag/Floor table to determine its nature. The various floors are connected to elemental plains of magic and contain all manners of creatures, both native to those plains or created by the Sorcery School's archmages to test the abilities of their apprentices.

### Before Entering

The party is allowed to buy any desired equipment with their money, using the equipment list from the core book and any other items described as available in any supplements you own. In the Tower, the party members can only use teleshops with their limitations (see teleshops, below).



### Random Floors

Your party will start from 1st floor. Roll on the Tag/Floor Table to determine which floor it is. Once you find the teleportation scroll that unlocks the teleportation circle, your party will eventually gain access to second floor and so on. Once you arrive on the next floor, roll on the table again, remembering that you may NOT face the same floor TWICE in a ROW. In that case, roll again. You may face the same floor more than once, but never twice in a row.

### Going up and Down

Each time you reach a new floor, you appear in a Workshop (the W on the map). In a Workshop, you can eventually craft a Magic Wand, recharge your cantrips and perform other interesting actions.

### Engagement and Encounters

In the ever-changing Magic Tower, things go differently compared to the outside world. When your party enters a room and encounters monsters, you have two options:

- 1) You act first and challenge the monsters' leader (or the Boss) to a cantrip challenge, OR
- 2) You wait and see what the monsters will do, rolling d6 on the monster's reaction table.

You cannot directly attack monsters in the room as you would do in a regular game of *Four Against Darkness*. That would immediately end the Ordeal and you would be banished from the school. Instead, you have to prove your worth in the magic field. Fighting is the party's last resort.

### Tags and Creatures

Archmage Spilix used creatures that are particularly vulnerable to specific elements to populate his Magic Tower. The goal is to teach the young mages the balances and opposition laws of elements.

Apprentices facing a hated [Tag] creature gain +1 against it. Keep in mind that [Tags] influence spells and attacks performed by apprentices as well. This means that, for example, a [Fire] apprentice gains a +1 when:

- attacking physically or with a cantrip a [Metal] creature or
- challenging a [Metal] creature in a cantrip challenge
- in Defense rolls against [Metal] creatures.

The [Tag] does not provide a bonus AGAINST the apprentices, meaning for example that [Water] creature do not gain any bonuses vs. [Fire] apprentices.

Creatures will attack hated [Tags] first. This means that if a creature

hates a [Tag] it will attack that apprentice and you cannot decide otherwise. You can only hope there is a henchman ready to protect the apprentice.

The Mind [Tag] works a bit differently. It gives you +1 to solving puzzles and disarming traps in every floor, but it does not give any advantages against monsters.

When Mind [Tag] Apprentices select a cantrip or craft a Wand that needs a [Tag], they select one RANDOMLY. The cantrip or wand of a Mind Apprentice gain +1 ONLY when performing their magic against hated [Tag] creatures.

[Tag] creatures drop magical material components when defeated, put to sleep, bribed or when apprentices complete the quests they give (the quest rolled for a quest result on a reaction roll). In some cases, the creatures have the items in pouches or on their bodies, in other cases a small niche opens as soon as the creature is defeated to reveal the prize for defeating the creature.

Every time you defeat a creature or complete its quest, read its profile under Rewards to determine how many items it drops and then roll d66 on the Material Component Drop table (p.8) to determine what you find.

### Tags outside of the Magic Tower

In your standard games, for the sake of simplicity we assume that Tags will not work. They are a teaching resource used by the archmage to develop his pupils' skills in recognizing the natural balance between elements. In the "real" adventuring world, their influence will be too limited to be of any significance in game terms.

However, remember that in *Four Against Darkness* you are a Play Master, that is, player and game master at the same time, and this is the kind of little creative decisions that you can take without altering the game too much. If you feel like assigning tags to outside creatures, you can do so with a bit of common sense. In general, it will be easy to assign tags to elemental or fire, water or earth-based creatures. Swimming creatures will be connected to Water; birds and other flying creatures may be connected to Air; burrowers will be connected to Earth; and so on. Use the monster lists from the encounters in this book as examples for other creatures.

## Cantrips

Cantrips are minor spells. They are less powerful than normal spells. A wizard may store 2 cantrips in each spell slot. Cantrips are normally not found on scrolls. However, possessing the right material components, an apprentice or wizard can cast a cantrip without using up a spell slot. In that case, the material components are destroyed.

Additionally, an apprentice or wizard may “sacrifice” a magical material component to gain a +1 when casting a Cantrip.

Cantrips that are cast automatically are affected by monsters with magic resistance. A cantrip that normally is cast automatically will require a successful spellcasting roll against the monster’s magic resistance level to succeed. There are no monsters with magic resistance in this book.

### Cantrips in Standard Games

Cantrips may be used in your standard games of *Four Against Darkness*. Each cantrip takes up half a spell slot, so for example, a first level wizard with 3 spell slots could memorize 2 basic spells (using 2 slots) and 2 cantrips (using the remaining slot).

**Optional:** You decide who can use cantrips in your games. You may restrict their use only to wizards who graduated from the Sorcery School (only characters who successfully completed this adventure), or assume they are common knowledge (and may be used by any spellcaster, including elves, druids, necromancers, fire mages and gnomes). If they are widespread, you may decide that they are also available on scrolls. Every time you find a basic level scroll, roll d6, and on a 1 or 2 it will contain 2 random cantrips instead of a basic level spell. Roll d12 twice on the Random Cantrip Scroll table below to determine what cantrips are found, rerolling any duplicates.

#### Random Cantrip Scroll table (d12)

1	Preventive Blessing
2	(Tag) Bane
3	(Tag) Dart
4	Lullaby
5	Step Back
6	Lesser Immunity
7	Lesser Shield
8	Ephemeral Friendship
9	Magic Help
10	Torchlight
11	Pitch Black
12	Ethereal Hand



### Preventive Blessing

Once cast, this cantrip protects the character for three rooms (or for all the events taking place in a single hex if cast in an outdoor adventure that uses hexes), then expires. If the “blessed” character is targeted by a curse or trap while this cantrip is active, the curse or trap will have no effect on the character and the cantrip will immediately expire.

This cantrip may not be cast to remove an already existing curse; it protects the character (and only the character!) from the effects of a single trap. If the trap targets multiple characters (for example, a gas that fills the room), only the character will be protected: the trap will still go off and affect the other characters.

*Material components: Pearl Dust and Peppermint Leaf*

### (Tag) Bane

This cantrip works like an Attack roll, BUT the caster adds only half level, rounded down, to the spellcasting roll. This will have no effect when cast by an apprentice, but will make the cantrip less useful than a proper attack spell when cast by a higher level wizard. Against hated [Tag] creatures, add +1. If used against minions, [Tag] Bane slays a number of creatures equal to the caster’s die roll minus

the level of the minions. If minions have a hated [Tag], apply +1. A minimum of one creature is always slain unless the spellcasting roll is a 1.

*Material components: Cinnamon and Dandelion Greens*

*Example: The apprentice casts a [Fire] Bane at a group of level 3 [Earth] minions. The apprentice rolls a 5, so  $(5-3)=2$  [Earth] minions are killed. If the group was composed of [Metal] minions instead, it would have been  $5(+1)=6$ , so  $(6-3)=3$  [Metal] minions would have been killed.*

### (Tag) Dart

This cantrip works like an Attack roll, BUT the caster adds only half level, rounded down, to the spellcasting roll. Against hated [Tag] creatures, add +1. Against a group of minions, the cantrip will kill just one if it hits. Against a boss, it will inflict 2 life points if it hits.

*Material components: Poison Ivy Leaf and Pufferfish Fin.*

### **(Tag) Lullaby**

This cantrip requires a spellcasting roll at -1. Against opposite [Tag] creatures, ignore the -1 and add +1 instead. Lullaby does not affect undead, elementals, artificial creatures like golems, dragons, and certain other monsters that are immune to the Sleep spell. Lullaby will defeat d6 (-1) minions, putting them to sleep if it hits. It could defeat a boss creature only if it has the hated [Tag], otherwise it's ineffective. Monsters put to sleep may be automatically slain or may be captured alive if desired.

*Material components: A pouch of sand and Lily petals.*

### **Step Back**

This cantrip is a less powerful version of the Escape spell but it may still save the caster's life.

The apprentice disappears from his current location and reappears in the last room he visited. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

*Material components: Lionfish Spine and Nutmeg.*

### **Lesser Immunity**

This cantrip allows the target to ignore a creature's special ability for d6+1 turns. You may ignore any one game effect in the creature's description, including special attacks that swallow, inflict additional wounds, knock down, inject poison, give a penalty to attack rolls, and so on. If the ability affects more targets at the same time, the caster will negate the effect only on himself.

*Material components: Aconite Leaf and Foxglove petals*

### **Lesser Shield**

This cantrip prevents a character from being hit from the next single non-magical attack targeted at the character. The first Defense roll the character is required to make is automatically successful, then the cantrip expires. Once cast, this cantrip protects the character for three rooms, then expires, even if no opponent tries to hit him.

The cantrip offers no protection from traps and accidental damage (falling, objects falling on the character, and so on).

*Material components: Fluoride and Cat Hair.*

### Ephemeral Friendship

If cast before entering a room, this cantrip will “force” the monster/s in it (if present) to have a Peaceful reaction towards the party. The monster will not attack. You may move through the room as desired but the monster will not help you in any way. You may not take its treasure or any material components it is guarding. As soon as you exit the room, the cantrip expires. If you enter the same room again, you would roll on the reaction table as usual. Once cast, this cantrip protects the character for three different rooms (or until you meet a monster, whichever happens first), then it expires.

If used in a standard adventure, Ephemeral Friendship will have no effects on a final boss or on any creature that must be defeated to complete a quest.

*Material components: Pond Slime and Octopus Tentacle.*

### Magic Help

The caster may use this cantrip on himself or on any other character. The target of this cantrip will benefit from a +1 to his next roll, whatever it is (Attack roll, save, Defense roll, and so on). Only the target's next roll will be “magically helped”: there is no way to delay the effect. If the target does not

make any roll, the cantrip expires after visiting three rooms.

*Material components: Walnut and Baneberry.*

### Torchlight

This cantrip allows a single object to shine like a lantern. It is very useful if you lost your lantern! The object wielder is treated like a lantern bearer. This cantrip dispels the Pitch Black cantrip: if cast while Pitch Black is on, the two effects cancel each other out and both cantrips immediately expire. Otherwise, the effect of this cantrip lasts for four rooms.

*Material components: Morning Dew and Phosphorus.*

### Pitch Black

If this Cantrip is cast in a room with ALL doors closed, a pitch black darkness engulfs the whole room. Only the caster can see: everyone else suffers a -2 to attack and spell rolls. The caster can clearly see the exits and may withdraw or flee from the room without receiving any attacks from his opponents. Lanterns and non-magical lights do not work in the magical darkness. Undead, demons, bats, moles, dragons and some monsters whose description says that they can see in the darkness are unaffected by this

cantrip. The Torchlight spell dispels this cantrip.

Note that the darkness remains in the room, it does not follow the caster or the party once it has been cast, and it disappears after the party has visited three additional rooms.

*Material components: Coal Powder and Squid Ink.*

### Ethereal Hand

This cantrip allows the caster to perform actions from a distance that would require the use of a hand. For example, the caster can open a door or pull a lever without having to touch them. The caster must be in the same room as the object to be touched and must be able to see it or the Ethereal Hand will not work.

This cantrip cannot be used to perform an attack, but may be used to touch things, search places, open doors or pick up objects for you. If a trap is activated by the hand, you receive a +1 to any save performed to avoid its effects. If you use the Ethereal Hand to touch an object that inflicts a curse or a boon to anyone touching it, you will not suffer any effects (including any positive ones).

*Material components: Leather Glove and Amber Drop.*



## Cantrip Challenge

The most common form of confrontation in the tower is the *cantrip challenge*. In a cantrip challenge, the apprentice and a target creature duel using simple magical tricks, displays of magical lights, quick hand movements and small conjurations in an attempt to befuddle and stun each other. Choose an apprentice to perform the cantrip challenge. The chosen apprentice must perform a spell-casting roll against the target monster's level. If the monster has a [Tag] that the apprentice hates, the apprentice can add +1 to the roll.

**You do not need to use up a cantrip to perform a cantrip challenge.** It is just assumed that all magic students know some simple tricks they can use for this purpose, much like a warrior would use sword thrusts, swings, counterattacks and parries in a sparring match.

You may perform a cantrip challenge every time you encounter one or more creatures, even if they do not have the cantrip challenge reaction listed in their reaction table. You **MUST** perform a cantrip challenge if you choose to roll for reactions and you roll a cantrip challenge reaction. If for any reason you cannot accept the

challenge, you must fight the creature instead.

If the apprentice succeeds in a cantrip challenge, the monster will disappear, dropping something (roll d66 on the Material Component Drop Table) and letting the adventurers take its treasure, if any.

If the apprentice fails the roll, the apprentice may choose to lose 1 life, to lose 1 cantrip (either his or from his Magic Wand), or to destroy his Magic Wand. If losing 1 life is the only possible option, a henchman can lose 1 life in his master's stead. After he has "paid his dues", the monster will remain there waiting for another challenger. If the party decides not to challenge it, roll again on the monster's reaction table. If the monster challenges the party to a cantrip challenge and the party refuses, it will immediately attack.

## Material Components and Cantrip Challenges

The apprentice can choose to use any one magic material component to gain a +1 to this roll. If the material component used is one that is required for a cantrip known to the caster or for the caster's magic wand's cantrip, the bonus becomes +2. Any material component used this way is forever lost.





### Puzzle Solving/Trap Disarming

Apprentices will be confronted by a lot of puzzles. In order to solve them, they must first decide who is the Mastermind, that is, the character who will actually face the problem. The Mastermind rolls d6 and adds +1 if he has the [Mind] tag. He can then decide to spend one Clue to gain a +1. Any other Apprentice can help using one of his Clues and giving an additional +1. The use of clues must be stated BEFORE rolling dice. Only one clue per Apprentice can be used, no more. Disarming Traps works exactly the same way. If a monster asks you to solve a Puzzle and you manage to do it, it disappears from the room and you can loot its rewards, otherwise, it will attack.

### Magic Wand

During their ordeal, apprentices are expected to craft AT LEAST one magic wand using the different workshops they will find in the different floors. A magic wand requires these material components: 1. Magic Wood 2. TWO different material components (the same needed to craft a

cantrip). Once they have gathered the material components, the apprentices must bring them into a workshop and craft it using a special RECIPE. Each wand will hold in it a single cantrip that can be used as if it were an apprentice. Each recipe is specific, you cannot use one recipe to craft a different wand. If the apprentices collect the right amount of material components, they just need to go in the workshop to craft the wand without needing to roll. The wand will have the same [Tag] as the apprentice crafting it. Mind apprentices roll on RANDOM [Tags] when crafting wands or choosing cantrips requiring a [Tag]. Creating wands is ESSENTIAL to succeed in the ordeal.

### Healing Orb

Each Workshop has a healing orb. Whoever touches it (apprentices or henchmen) recovers d3 Life points. Healing orbs work only once per floor unless the party successfully ticks all rooms and uses the reset orb (see below).

### Mana Orb

Each Workshop has a mana orb. Every time an apprentice touches the mana orb, he recovers one cantrip. The orb has a number of

charges equal to 3 minus the number of henchmen in the party. Each charge lets the person touching the orb recover one cantrip. If the party uses the reset orb, the mana orb is reset and may be used again.

### Athantor

Each workshop contains an Athantor, an egg-shaped device capable of transforming three different magical material components into one specific material component of your choice. In other words, using the Athantor you may sacrifice three material components to obtain one of your choice. To successfully operate the Athantor, you should do the following:

1. You **MUST** have a Wand Recipe. The Athantor cannot be operated without one. You can obtain **ONLY** one of the material components specified in the Recipe from the Athantor. No other material component can be obtained.
2. Following the Recipe, you put into the Athantor 3 different magical material components. There cannot be any duplicate material components: all three must be different. Magical wood counts as one material component.

3. At this point, you operate the Athantor to obtain one of the material components needed in your recipe.

### Teleshop

Each workshop contains a floating disc beside a scrying orb. Placing the right amount of money on the disc and selecting the desired item from a list displayed on the orb, apprentices may buy any mundane items. Prices are the same you would pay outside the Tower. You can also **SELL** equipment for half their original price. In addition, the teleshop lets you buy the special items listed below. For your convenience, the teleshop is open 24/7.

#### Teleshop Special Items

**Bandages:** They cost 5 gp, and have the usual effect, but only one will be available in the shop in every floor you visit (you can have bandages that you bought before entering the Tower).

**New Henchman:** 150 gold. This purchase is available only if another henchman is dead. A new henchman arrives but he is unequipped. You can give him the dead henchman's equipment, or buy additional equipment via the teleshop.



**Clue:** 15 gold. The party may only buy a single Clue on each floor.

**Desired Magical Material Component:** 40 gold. The party may buy a single magical material component on each floor.

### Circle of Teleportation

There are no stairs in the Magic Tower. Each workshop has a circle of teleportation. To activate the circle, the party must collect 2 Clues. When you have 2 Clues, you will find a hidden scroll of teleportation that will allow the party to go up one floor. It is not possible to go “downstairs”, so make sure you have taken all you want from a floor before moving on to another floor.

If you arrive on the 6th floor and collects 2 Clues, you will find the Final Scroll that will let the party exit the Magic Tower. You need at least one magic wand for each surviving apprentice to cast the Final Teleportation spell. When they have the necessary amount of wands, play the Final Challenge chapter. **DO NOT READ** the Final Chapter beforehand. If you do not craft enough wands, you fail the Ordeal.

### Reset Orb

In every workshop there is a “reset orb”. If an apprentice touches it with both hands, all rooms in the floor are “reset”: traps, quests, monsters, everything resets to zero. After the reset, if you step in a previously visited room, you have to roll on the Room Content table again.

The reset orb may be used to get rid of “unsolvable quests” or other problems you don’t want to face, or to reuse some item like the mana orb. The downside is, if you already met a Boss, you will have a chance to meet it again!

If the party successfully ticks ALL rooms in the floor before using the reset orb, the party is allowed another use of EITHER the mana or the healing orb (choose one).

You may use the reset orb only once per floor. After you use it, it becomes inactive.

The reset orb may not be moved and its power affects only the floor where it is located.



### Use of Clues in the Magic Tower

Clues in the Magic Tower are easier to find compared to standard games of *Four Against Darkness*, because the Archmages have disseminated them through the building for their pupils to find. These are notes written on small pieces of parchment, runes etched on some walls, mysterious graffiti that can be read only by a trained student, and so on.

**The Clues found in the Magic Tower MAY NOT be used for the standard Secrets found in *Four Against Darkness* and other books.** They may be used **ONLY** for the purposes described in this book. Note that, in certain cases, Clues may be spent to gain a single +1 bonus to a roll.

However, to represent the edge given by magic knowledge gained during the Ordeal, any character graduating from this adventure is allowed to keep a single unused Clue and use it in his future adventure. This will count as a regular Clue gained with a Search roll in a standard game of *Four Against Darkness*.

If a character has no unused Clues at the end of the adventure, the character does not keep any Clue.

If a character has more than one unused Clue, he or she may give any extra Clues to other characters graduating at the end of the adventure. In any case, no character will carry more than 1 Clue in his future adventures. These rules apply to henchmen as well.



# Floors

## Floors and Challenge Level

The higher you go in the Magic Tower, the harder its challenges become. Enemies will have a different Level depending on the floor where you face them. Traps or any other challenges often have a Challenge Level (CL) value. Use the table below to determine the level of dangers and monsters, and the number of Life points of major monsters (bosses and weird monsters). Some monsters will have a modifier to these numbers, for example they could have more Life points than those shown.

Floor	Vermin level	Minion/Challenge Level	Major Monster Level and Life
1st	1	2	4 (2 life)
2nd	2	3	4 (2 life)
3rd	2	4	5 (3 life)
4th	2	4	5 (4 life)
5th	2	4	6 (4 life)
6th	3	4	6 (4 life)



## Exploring the Floors

Each floor has a map that you will move through to mark your party's progression through its rooms. The maps do not make sense from an architectural point of view: the tower is magical and changes its floor layout every time a new Ordeal begins.

Each floor is accessed via the workshop (shown on the map), where the Circle of Teleportation is. The workshop is a safe area (do not roll for content) and it will always be your party's first room on that floor. All other rooms in the floor are NOT safe areas. Each time you enter a room or corridor,

roll on the Room Content Table to determine what's in it. If you "solve" everything in a room (traps, encounters, loot etc.), tick it. If something remains "unsolved" (puzzles, enemies, traps etc.), you will find all "unsolved" items in it every time you enter it. If you "solve" everything in the room, the room will be empty. Empty rooms may NOT be searched as per normal *Four Against Darkness* rules.

Roll for content in each room or corridor: there are no modifiers for corridors, although combat rules restrictions in corridors still apply. Do not roll for wandering monsters.

**Room Content Table (roll 2d6)**

2	Giant Trap
3	Floor Crosswords (Puzzle + Clue)
4	Magical locks (Puzzle + trap)
5	Danger Room (Encounter + trap)
6	Arena (Encounter)
7	Magical Lair (Encounter + Treasure)
8	Mosaic Arena (Encounter + Clue)
9	Magic Chest (Puzzle + Treasure)
10	Material Component Pouch (Free Material Component)
11	Mysterious Painting (Free Clue)
12	Abandoned Treasure (Free Treasure)

**Giant Trap:** The room itself is a trap! First, roll on the Giant Trap Table to determine its nature. Then, roll d6. A result of 1-2 means the trap activates immediately, 3+ means the party spotted the trap and may go away or to try to disarm it. The trap **MUST** be disarmed, otherwise the party cannot enter the room/exit it via different doors. Every failed attempt to disarm it triggers the trap. IF you successfully disarm the trap, the room can be crossed freely and ticked on the map.

**Floor Crosswords:** The room has a strange floor where mystic symbols are engraved. You can pass through it without consequences. If you want to solve the Mystery of the symbols, you have to solve a CL puzzle. If you are successful, you gain 1 Clue. Otherwise, the symbols disappear. Whatever the result, after you challenge the symbols, tick the room.

**Magic Locks:** The room seems empty, but every door in it is magically locked. If this event happens in a room where the only possible exit is the door you came from, this means you are **LOCKED IN!** In order to open the locks, you have to solve a CL Puzzle. If you are successful, **ALL** the doors open

without consequences. If not, the room fills with a noxious gas that inflicts a -1 to rolls for 2 rooms to any character failing a CL save vs. poison. After you face the puzzle, doors open and you can tick the room. If you don't want to face the puzzle, you can simply go back through the way you came.

**Danger Room:** This room is a giant trap **AND** someone is there too! First, roll on the Floor Encounters Table to determine who's in the room. After that, roll on the Giant Trap Table to determine what kind of trap is hidden in the room. Finally, roll a d6; you may burn 1 Clue to roll at +1.

1-2: The trap hits the party. If you survive, you will have to face the encounter next!

3-4: You spotted the trap! You may go away or to try to disarm it. The encountered creatures will not do anything until you will deal with the trap.

5-6: The trap activates but targets the creatures in the room! Roll a save for the creatures, using half their level as a bonus to the roll. If the creatures survive, you may face them or step back and go away.

This trap will trigger only once. Only after you have dealt with both trap and encounter, you can cross this room and tick it.

## Ordeal of the Magic Tower

**Arena:** Someone or something is expecting you! Roll on the Floor Encounters Table to determine who's in the room. After you have dealt with the encounter, you can tick this room.

**Magic Lair:** Someone or something is guarding a treasure! Roll on the Floor Encounters Table to determine who's in the room and then on the Treasure Table (at +1) to determine how much treasure is being guarded. Note that certain creatures will have a modifier to the treasure roll. After you have dealt with the Encounter, you are free to gather the treasure and you can tick the room.

**Mosaic Arena:** Someone is waiting you in this room where a mystical mosaic is engraved on the floor. Roll on the Floor Encounters Table to determine who's in the room. Only after you have dealt with the encounter you can also look at the mosaic that will automatically provide you with 1 Clue. After you have dealt with the encounter, tick this room.

**Magic Chest:** You enter a room where a locked chest stands in the middle. You are free to go wherever you want. If you decide to open the chest, you have to solve a

CL Puzzle. If you manage to do it, roll on the Treasure Table and get your reward. If you fail, the chest disappears. After you have dealt with the chest, tick this room.

**Material Component Pouch.** The room is full of useless trinkets, but among them you find a pouch containing 1 material component. Roll on the Material Component table to determine what it is. After picking up the material component, tick this room.

**Paintings.** This room is lined with beautiful paintings. Looking at them, you gain 1 Clue. After you have gained your Clue, tick this room.

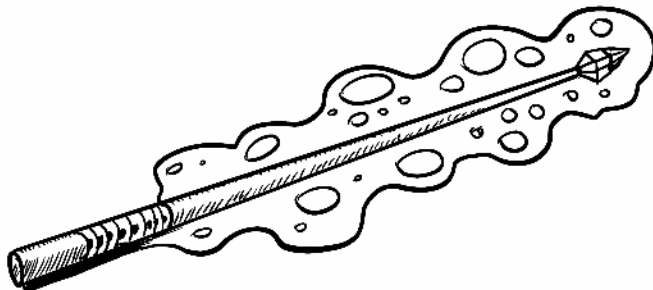
**Abandoned Treasure.** Strange as it may seem, this empty room contains some treasure or equipment, probably left here by unfortunate apprentices that failed the Ordeal. Roll on the treasure table, take the treasure if you wish and tick this room.



## Giant Trap Table (d6)

1	<b>Magic Gas:</b> All characters must save vs. CL or lose 1 life. Spending a Clue provides +1 to the roll. No character may spend more than 1 Clue to receive a bonus on this save.
2	<b>Floating Block:</b> The 4th character in marching order must roll vs CL or lose 1 life. You may spend 1 Clue to gain a +1 bonus to the roll. No character may spend more than 1 Clue to receive a bonus on this save.
3	<b>[Tag] blast:</b> The 2nd character in marching order must save vs. CL or lose 1 life. Opposing [Tags] gain +1 to the save. The character may spend 1 Clue to gain a +1 bonus to the save. No character may spend more than 1 Clue to receive a bonus on this save.
4	<b>[Tag] blast:</b> The first character in marching order must save vs. CL or lose 1 life. Opposing [Tags] gain +1 to the save. The character may spend 1 Clue to gain a +1 bonus to the save.
5	<b>Ethereal spears:</b> The 3rd character in marching order must save vs. CL or lose 1 life. The character may spend 1 Clue to gain a +1 bonus to the save. No character may spend more than 1 Clue to receive a bonus on this save.
6	<b>Mind darts:</b> A character of your choice must roll vs. CL or lose 1 life. The character may spend 1 Clue to gain a +1 bonus to the save. No character may spend more than 1 Clue to receive a bonus on this save.

Whenever the table says [Tag] (results 3 and 4), roll on the Tag table to determine the nature of the attack. Thus you could have a Fire Blast, Earth Blast, and so on.



## Magic Tower Treasure Table (d6)

1 or less	Choose: d6 gold pieces or 1 knife (light slashing weapon)
2	Choose: 2d6 gold pieces or 1 rope
3	Choose: a pouch with 3d6 gp or two light weapons (crushing or slashing as you see fit).
4	Choose: a pouch with 2d6 x 5 gp or 1 shield.
5	<p>Choose one of the following:</p> <ul style="list-style-type: none"> <li>• A pouch with 3d6 x 5 gp;</li> <li>• 1 healing potion (heals all damage suffered);</li> <li>• 1 combat focus potion (for the duration of a fight, the user will not suffer any negative modifiers to his Attack rolls).</li> </ul>
6 or more	<p>Choose one of the following:</p> <ul style="list-style-type: none"> <li>• A pouch with 2d6 x 10 gp;</li> <li>• one random material component;</li> <li>• Any other result from this table.</li> </ul>

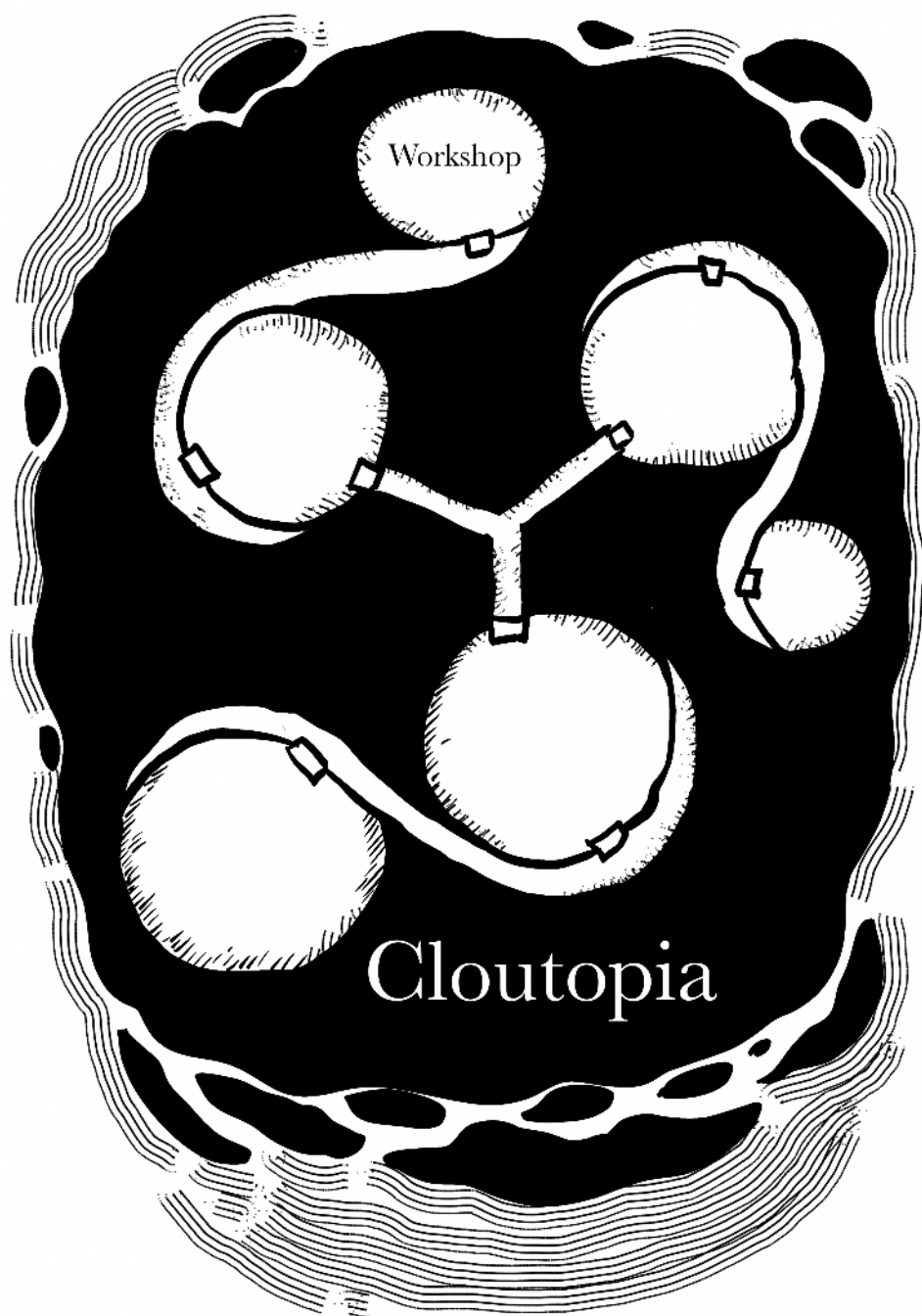


## Quests & Rewards

Some monsters may ask the party to complete a quest. Should the party refuse, the monster will immediately attack. If the party accepts, they are allowed to go through the room without the monster harming them. The problem is: they cannot leave the floor until the quest is completed OR they admit defeat OR they use the Reset Orb. Should they admit defeat, the monster will immediately attack. Should they fulfill its conditions instead, they would gain 40 gp and the monster's rewards.

### Quest Table (d6)

1	<b>Bring me its head!</b> The creature asks the party to kill the boss of this floor. Killing the boss and bringing its head to the creature's room completes the quest. If they already killed the boss, they can complete this quest effortlessly. If they already ticked all rooms but this one, the quest giver points out an already ticked room and tells the party to go there. The boss will be automatically there.
2	<b>Bring me gold!</b> To complete the quest, the party must bring d6 x 30 worth of treasure (any type, not just coins) to this room. If they already have that amount available, they just need to surrender it and the quest will be completed.
3	<b>I want information!</b> The party must provide 2 Clues to the quest giver. The Clues can come from multiple characters and are deleted from your play sheet.
4	<b>Bring me those material components!</b> The monster asks for 2 specific material components. Roll on the magic material components table to determine what the monster wants. If the characters already have them, they can automatically give them and complete the quest.
5	<b>Let peace be your way!</b> To complete the quest, the party must complete at least three encounters in a non-violent way. This includes reactions such as bribing, getting help from monsters, performing another quest (not this one!), or defeating a monster with the Lullaby Cantrip and then tying him up with a rope.
6	<b>Tick all the rooms!</b> To complete the quest, all the rooms in the current floor must be ticked.



## Floors Descriptions

### Cloutopia

Cloutopia is a very unusual floor made of solid clouds. Every creature here has the [Wood] tag. [Metal] apprentices gain a +1 here.

Floor Encounters – Cloutopia (2d6#)	
2	Typhon
3-4	2d6 Tiny Whirlwinds
5-6	d6 Baby Sphinxes
7	d6 Mini Djinnns
8-9	d6 Young Sylphs
10-11	2d6 Micro Clouds
12	Sky Wyrms
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

**Typhon** [Wood]: Boss, never tests morale. Immune to ranged attacks (they always miss). Every round each character must save vs the monster's level or will be unable to attack it physically. Cantrips always work.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight to the death (50 gp)*

Rewards: 2 random material components + 1 Clue.

If there is any treasure in the room, apply +1 to the treasure roll.

**2d6 Tiny Whirlwinds** [Wood]. Vermin. Immune to ranged attacks (ranged attacks always miss).

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: 1 random material component.

**d6 Baby Sphinxes** [Wood]. Minions.

*Reactions (d6): 1-2 bribe (10 gp each), 3-5 puzzle, 6 fight.*

Rewards: 1 random material component + 1 Clue.



## Ordeal of the Magic Tower

**d6 Mini Djinn** [Wood] Minions. The djinns are immune to ranged attacks, except spells and cantrips that can affect them normally.

*Reactions (d6): 1 bribe (10 gp each), 2-5 cantrip challenge, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Young Sylphs** [Wood] Minions. Any attack that rolls a 1 means a sylph has stolen the character's main weapon (the one that the character is holding in his hands at the moment). The weapon may be recovered only by killing or otherwise incapacitating the sylph.

*Reactions (d6): 1 offer food and rest, 2-4 quest, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**2d6 Micro Clouds** [Wood] Vermin. On a Defense roll of 1, the character's face is engulfed by the cloud and the character is unable to see. The character's next attack must be directed at a random target. Roll d6, on a 1 to 3 the attack must be directed against a random friend; on a 4 to 6, the attack hits a micro cloud. If the attack is directed against a friend,

that friend must perform a Defense roll against level 2, or level 3 if the attacker is wielding a two-handed weapon; on a failure, the friend loses 1 Life.

*Reactions (d6): 1-2 peaceful, 3-4 flee if outnumbered, 5-6 fight.*

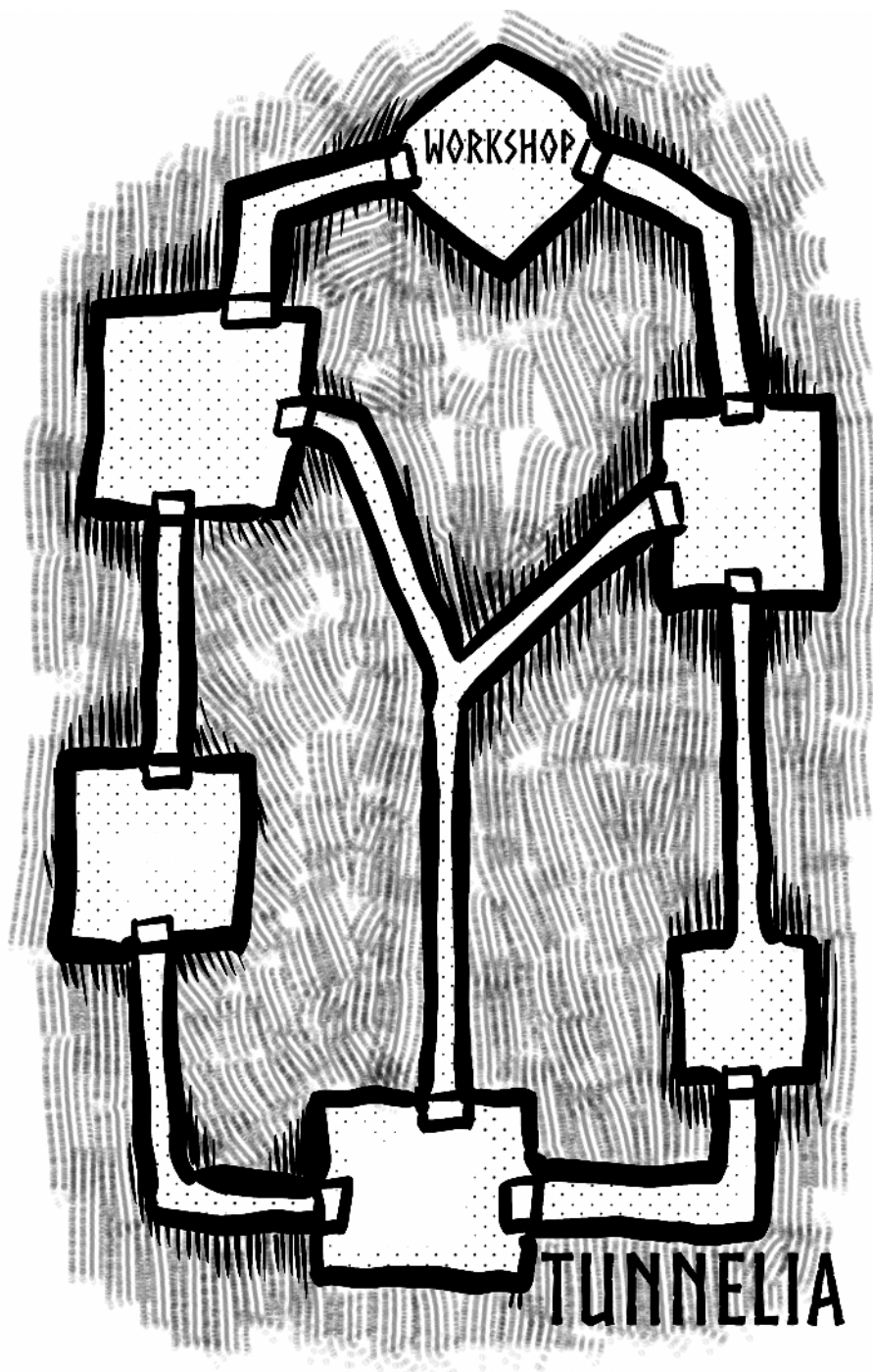
Rewards: 1 random material component.

**Sky Wurm** [Wood] Boss. Immune to Sleep and Lullaby. If any Attack directed at it rolls a 1, the attack hits a friend of the attacker instead (choose another character; that character must immediately perform a Defense roll against level 2, or level 3 if the attack was performed with a two-handed weapon, or lose 1 Life).

*Reactions (d6): 1-2 quest, 3-5 offer food and rest, 6 fight.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

## Ordeal of the Magic Tower



## Tunnelia

Everything on this floor looks like it's been carved out of solid stone. Every creature here has the [Earth] tag. [Wood] apprentices gain +1 here.

### Floor Encounters – Tunnelia (2d6#)

2	Granite Golem
3-4	Mud Scarabs
5-6	Rolling Stones
7	Rolling Stones
8-9	Rock Tortoises
10-11	Dire Moles
12	Giant Marble Sphere

*2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.*

**Granite Golem** [Earth]: Boss, artificial creature. Slashing weapons hit the granite golem at -1. The golem is unaffected by Sleep, poison, or the Lullaby cantrip.

Earthquake: on the first attack turn of the golem, all characters must save vs. its Level or lose 1 life due to earth shaking.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 Cantrip Challenge, 6 fight to the death*

Rewards: 2 random material component + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Mud Scarabs** [Earth]. Vermin.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: 1 random material component.

**d6 Rolling Stones** [Earth]. Minion elementals, never test morale. Slashing weapons hit them at -1. They are unaffected by Sleep, poison, or the Lullaby cantrip.

*Reactions (d6): 1-2 bribe (10 per monster), 3-5 Puzzle, 6 fight to the death*

## Ordeal of the Magic Tower

Rewards: 1 random material component + 1 Clue.

**d6 Clay Puppets** [Earth] Minions, artificial, morale -1. Bow and crossbow attacks hit them at -1. As artificial creatures, they are unaffected by Sleep, poison, or the Lullaby cantrip.

*Reactions (d6): 1 bribe (10 gp per puppet), 2-4 cantrip challenge, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Rock Tortoises** [Earth] Minions. Slashing weapons attack them at -1. Light crushing weapons (sticks, clubs, etc.) break and must be discarded if the Attack roll is a 1.

*Reactions (d6): 1 offer food and rest, 2-4 quest, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**2d6 Dire Moles** [Earth] Vermin animals, morale -1. Dire moles can see in the dark and are unaffected by the Pitch Black cantrip.

*Reactions (d6): 1 peaceful, 2-4 flee if outnumbered, 5-6 fight*

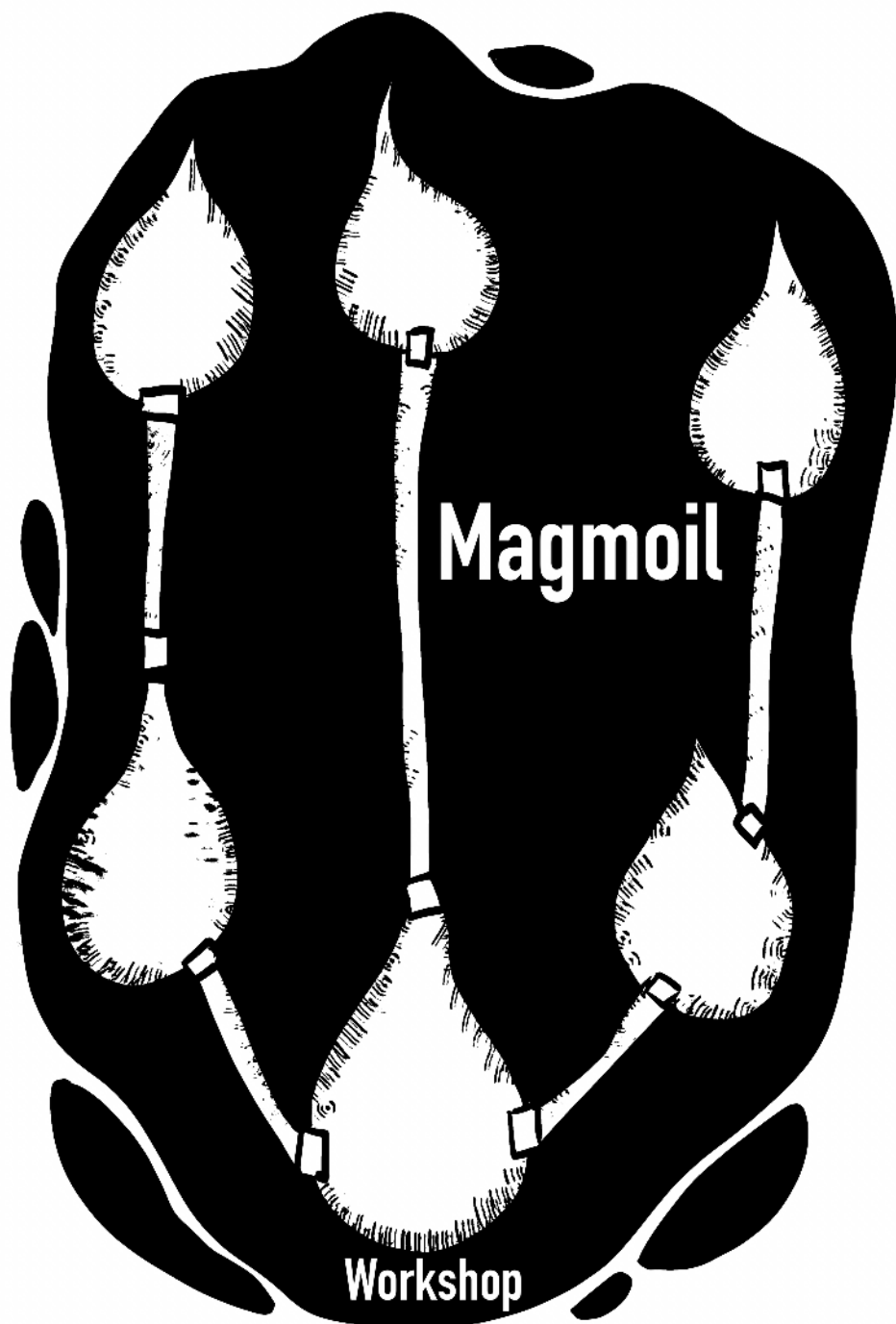
Rewards: 1 random material component.

**Giant Marble Sphere** [Earth] Boss, elemental, never tests morale. Any physical attack on the giant marble sphere has a chance of bouncing off the creature's stone-hard skin. Any time the creature is hit, roll d6, and ignore the damage on a roll of 1 or 2. On a roll of 3 or better, apply the damage normally.

As an elemental creature, the sphere is unaffected by Sleep, poison, or the Lullaby cantrip.

*Reactions (d6): 1 quest, 2-5 offer food and rest, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue. If there is any treasure in the room, apply +1 to treasure rolls.



## Magmoil

Magmoil is a fiery floor where everything is hot and sizzling. Every creature here has the [Fire] tag. [Water] Apprentices gain +1 here.

### Floor Encounters – Magmoil (roll 2d6#)

2	Ifrit
3-4	2d6 Living Candles
5-6	d6 Magma Kids
7	d6 Mini Blazes
8-9	d6 Young Salamanders
10-11	2d6 Sulphur Flies
12	Torch Man

*2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.*

### Ifrit [Fire]: Boss

On the Ifrit's first turn, everyone must save vs. the Ifrit's level or lose 1 life due to its flames. In following turns, every character hit by the Ifrit must save vs. the Ifrit's Level or lose 1 life due to the flames emanating from the creature. Alternatively, characters may choose to fight at -1 and not be forced to save vs. the fire.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Living Candles** [Fire]. Vermin, artificial, morale -1. As artificial creatures, they are unaffected by Sleep, poison, or the Lullaby cantrip.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: 1 random material component.

## Ordeal of the Magic Tower

**d6 Magma Kids** [Fire]. Minions. Every character hit by magma kids must save vs. the magma kids' level or lose 1 additional life due to their fire. Alternatively, a character may choose to fight magma kids at -1 and not be forced to roll the save.

*Reactions (d6): 1-2 bribe (10 gp per kid), 3-5 Puzzle, 6 fight.*

Rewards: Roll on the material components Table + 1 Clue.

**d6 Mini Blazes** [Fire] minions, elementals, morale -1. As artificial creatures, they are unaffected by Sleep, poison, or the Lullaby cantrip. A vial of holy water (or any other non-flammable liquid) thrown at these creatures will automatically kill 2 mini blazes.

*Reactions (d6): 1 bribe (1 material component), 2-4 cantrip challenge, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Young Salamanders** [Fire] minions, elementals.

Whenever a young salamander is killed, there is a 2 in 6 chance that it will explode in a small ball of fire, enveloping the character who killed it in its flames. If this happens, the character must save vs. the salamander's level or lose 1

Life. Do not apply this rule when salamanders are killed by ranged attacks, spells or water-based attacks.

*Reactions (d6): 1 offer food and rest, 2-4 quest, 5-6 fight.*

Rewards: Roll on the material components Table + 1 Clue.

**2d6 Sulphur Flies** [Fire] vermin, morale -1.

*Reactions (d6): 1 peaceful, 2 flee, 3-5 flee if outnumbered, 6 fight.*

Rewards: 1 random material component.

**Torch Man** [Fire] Boss, 2 attacks, morale +1.

Every character hit by the torch man must save vs. its level or lose 1 additional life due to its flames. Slashing weapons hit the torch man at +1 (so a slashing two-handed weapon would hit it at +2).

*Reactions (d6): 1 quest, 2-5 offer food and rest, 6 fight.*

Rewards: 2 rolls on the Material Component table + 1 Clue. If there is any treasure in the room, apply +1 to any treasure rolls.





## Kaltenlandia

Kaltenlandia is a cold, icy floor where snow and frost rule. Every creature here has the [Water] tag; [Earth] Apprentices gain +1 here.

Floor Encounters – Kaltenlandia (roll 2d6#)	
2	Tower Yeti
3-4	Living Snowballs
5-6	Snow Kids
7	Ice Crystals
8-9	Frost Maidens
10-11	White Stoats
12	Ice Mammoth Sage

*2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.*

### Tower Yeti [Water]: Boss

Characters failing a Defense roll suffer also a -1 to their Attack rolls on their next turn due to the creature's extremely cold touch.

Blizzard: on the yeti's first turn, roll d6. This is the number of turns that the blizzard will last. During the blizzard, the characters' attacks are at -1 due to poor visibility. The blizzard also makes the floor slippery: any characters rolling a 1 on a Defense roll fall down and must use their next turn to stand up, thus skipping a combat action. As soon as the blizzard ends, the poor visibility and slippery floor effects end.

*Reactions (d6): 1 bribe (50 gp or 3 material components), 2 quest, 3-5 cantrip challenge, 6 fight.*

Rewards: 2 random material components + 1 Clue. If there is any treasure in the room, apply +1 to treasure rolls.

### 2d6 Living Snowballs [Water]. Vermin elemental. Morale -1.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component

## Ordeal of the Magic Tower

**d6 Snow Kids** [Water]. Minions. Snow kids will throw snowballs at the characters before the combat. All characters hit by snowballs will take no damage but will be distracted and suffer a -1 on their next Attack roll.

*Reactions (d6): 1-2 bribe (10 gp each) fight, 3-5 Puzzle, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Living Ice Crystals** [Water] Minions. Any spell or cantrip cast in their presence has a 1 in 6 chance of failing.

*Reactions (d6): 1 bribe (10 gp each), 2-4 cantrip challenge, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Frost Maidens** [Water] Minions. Morale -1.

*Reactions (d6): 1-2 offer food and rest, 3-4 quest, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**2d6 White Stoats** [Water] Vermin, animal. Morale -1.

*Reactions (d6): 1 peaceful, 2-5 flee if outnumbered, 6 fight.*

Rewards: 1 random material component.

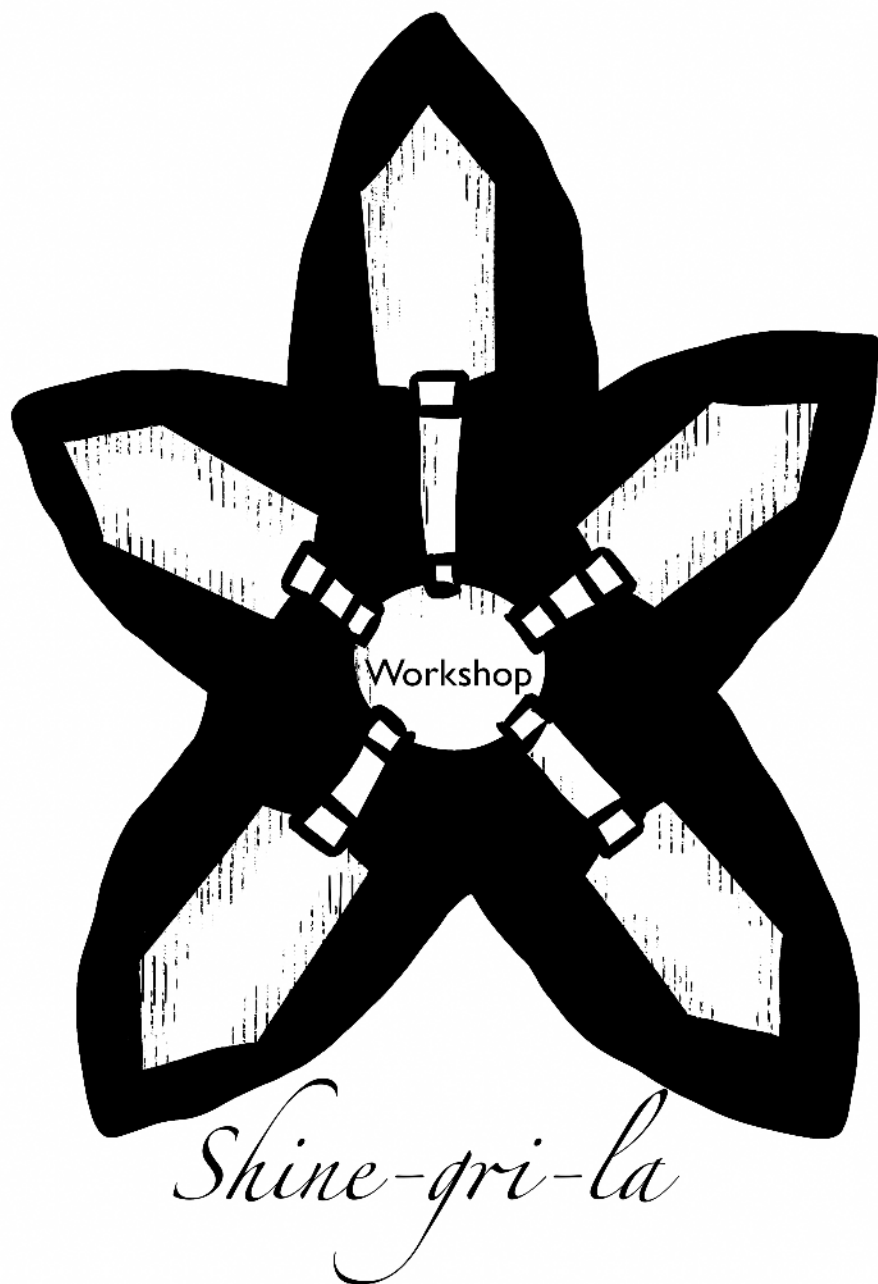
**Ice Mammoth Sage** [Water] Boss, morale +1. 3 attacks. The Ice Mammoth Sage has 3 additional Life points.

*Reactions (d6): 1 quest, 2-5 offer food and rest, 6 fight.*

Rewards: 2 random material components + 1 Clue.

If there is treasure in the room, apply +1 to treasure rolls.





## Shine-Gri-La

Shine-Gri-La is a shining floor made of pure light. Every creature here has the [Metal] tag. [Fire] Apprentices gain +1 here.

Floor Encounters – Shine-Gri-La (2d6#)	
2	Pure Aeon
3-4	2d6 Flashy Fireflies
5-6	d6 Sun Herald
7	d6 Angel Kids
8-9	d6 Daughters of Dawn
10-11	2d6 Jumping Lanterns
12	Black Sun Avatar
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

### Pure Aeon [Metal]: Boss

Flash: At the beginning of a combat encounter, all characters must perform a Defense roll or be temporarily blinded by the Aeon's light and be unable to act during their next turn.

Dazzle: When characters roll 1 or 2 on a Defense roll, they suffer a -1 on their Attack rolls during next turn due to the Aeon's dazzling lights.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Flashy Fireflies** [Metal]. Vermin. When characters roll a 1 or a 2 on a Defense roll, they suffer a -1 on their next Attack roll due to the dazzling lights.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: 1 random material component.

**d6 Sun Herald** [Metal]. Minions.

*Reactions (d6): 1-3 Puzzle, 4-5 bribe (10 gp per herald), 6 fight.*

Rewards: 1 random material component + 1 Clue.

## Ordeal of the Magic Tower

**d6 Angel Kids** [Metal] Minions. When characters roll 1 or 2 on a Defense roll, they suffer -1 next round due to dazzling light.

Reactions (d6): 1-2 fight, 3-5 Cantrip Challenge, 6 bribe (10 per monster)

Rewards: 1 random material component + 1 Clue.

**d6 Daughters of Dawn** [Metal] Minions. Morale +1. Every time a daughter of dawn is killed, there is a 1 in 6 chance of a dazzling flash of light that will blind the character who killed the daughter of dawn. The blind character is at -2 on Attack and Defense rolls until the end of the combat.

Reactions (d6): 1 offer food and rest, 2-4 quest, 5-6 fight.

Rewards: Roll on the material components Table + 1 Clue.

**2d6 Jumping Lanterns** [Metal] Vermin, morale -1. Lanterns can see in the dark and are immune to the Pitch Black cantrip.

Reactions (d6): 1 peaceful, 2-4 flee if outnumbered, 5-6 fight

Rewards: Roll on the material components Table.

**Black Sun Avatar** [Metal] Boss, never tests morale.

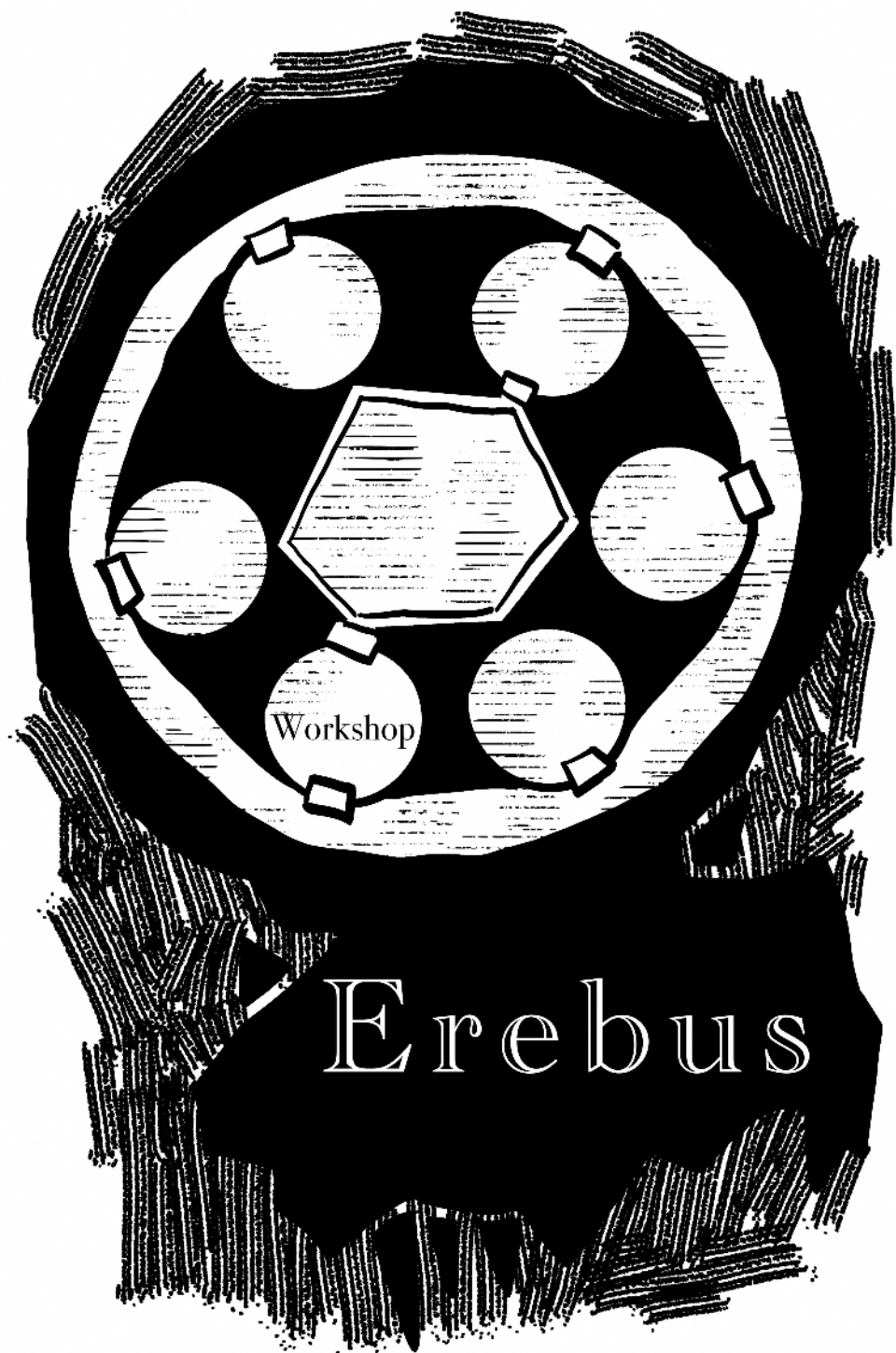
All cantrips and spells cast in the presence of a black sun avatar have a 2 in 6 chance of failing (roll d6, and on a result of 1 or 2, the cantrip has no effect). This does not affect the character's chances of performing a cantrip challenge against the avatar.

Reactions (d6): 1-2 quest, 3-5 offer food and rest, 6 fight.

Rewards: 2 random material components + 1 Clue.

If there is treasure in the room, apply +1 to treasure rolls.





## Erebus

In Erebus everything is shrouded in darkness. Every creature here has the [Water] tag. [Earth] Apprentices gain +1 here.

Floor Encounters – Erebus (2d6#)	
2	Lord of Shadows
3-4	2d6 Shadowcrows
5-6	d6 Lesser Shadows of Erebus
7	d6 Shadow People
8-9	d6 Shadows of Fear
10-11	2d6 Dark Butterflies
12	The Sandman, Master of Sleep
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

**Lord of Shadows** [Water]: Boss, never tests morale. The lord's shadow aura is so thick that physical attacks suffer -2 against it unless a Torchlight Cantrip is cast during the encounter. Multiple Torchlight cantrips have no additional effect.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue.

If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Shadowcrows** [Water]. Vermin, morale -1.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component.

**d6 Lesser Shadows of Erebus** [Water]. Undead Minions. Physical attacks against the shadows are at -1 unless a Torchlight Cantrip is cast in the room. Multiple Torchlight cantrips have no additional effect. A lantern-bearing character fights at +1 against the lesser shadows (this bonus cancels the -1 penalty).

## Ordeal of the Magic Tower

*Reactions (d6): 1 fight, 2-4 Puzzle, 5-6 bribe (1 Life point worth of blood per shadow)*

Rewards: 1 random material component + 1 Clue.

### **d6 Shadow People** [Water]

Undead Minions. The shadow people may not be attacked with ranged weapons.

*Reactions (d6): 1-2 bribe (20 gp or 1 material component for the whole group), 3-5 cantrip challenge, 6 fight.*

Rewards: 1 random material component + 1 Clue.

### **d6 Shadows of Fear** [Water]

Undead Minions. These shadows yell and scream. All characters must save vs. level 2 fear or suffer a -1 on all Attack rolls against the shadows.

*Reactions (d6): 1-2 fight, 3-5 Quest, 6 Offer Food and Rest.*

Rewards: 1 random material component + 1 Clue.

### **2d6 Dark Butterflies** [Water]

Vermin, morale -1. Dark butterflies are attacked at -1 by ranged weapons. A character killed by dark butterflies will immediately give birth to another d3 dark butterflies that will join the fight.

*Reactions (d6): 1 peaceful, 2 flee, 3-5 flee if outnumbered, 6 fight.*

Rewards: 1 random material component.

### **The Sandman, Master of Sleep** [Water] Boss, morale +1.

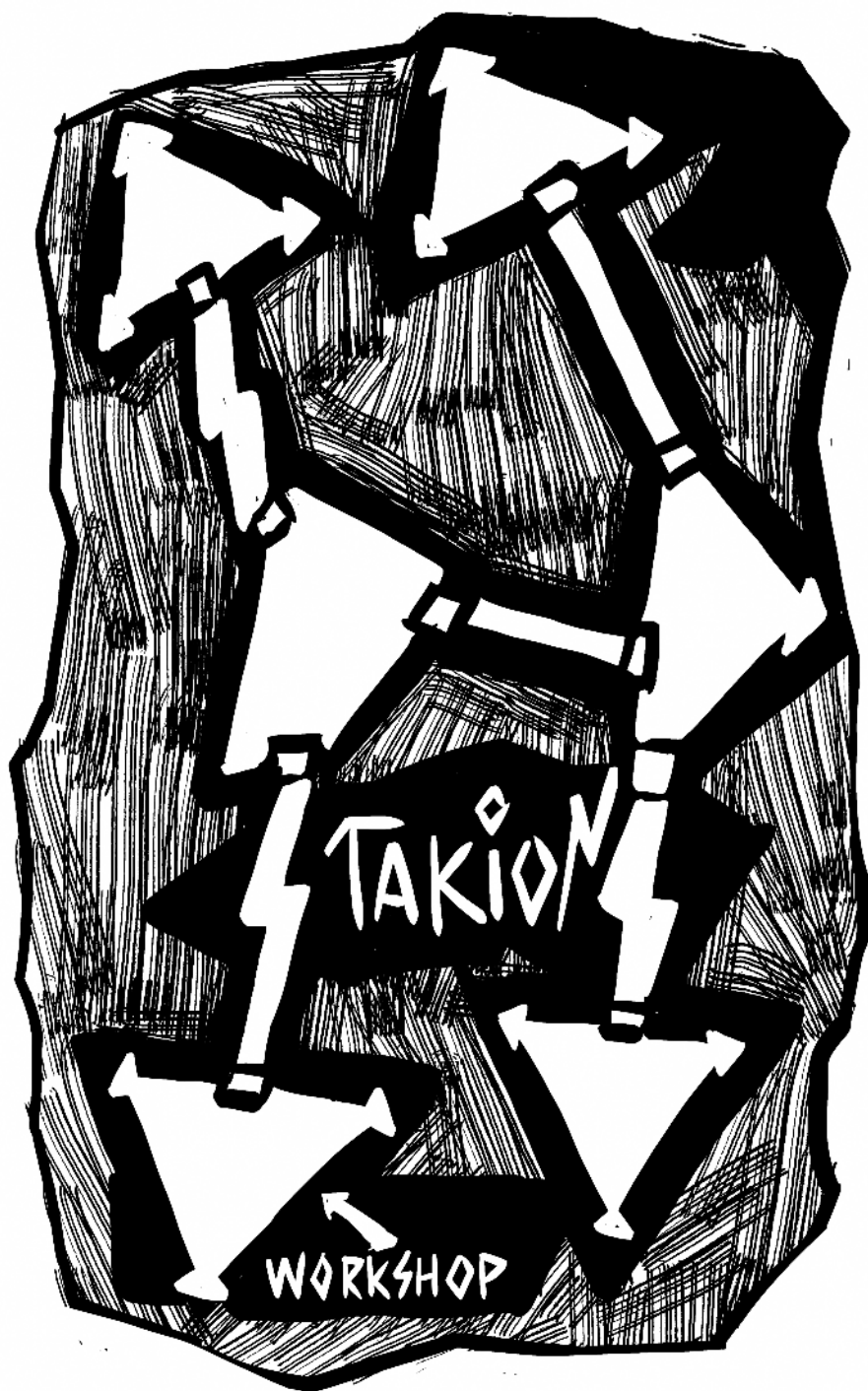
The Sandman is immune to Sleep spells and to the Lullaby cantrip. Upon the third turn of combat, all characters must save vs. the Sandman's level or fall asleep. All characters who fall asleep will wake up at the end of the combat, fully healed, but all their material components will be gone. Their wands will still be there. Characters who did not carry any treasure will find d6 gp in their pockets.

*Reactions (d6): 1-3 Quest, 4-5 offer food and rest, 6 fight*

Rewards: material components for the Lullaby cantrip + 1 Clue.

If there is any treasure in the room, apply +1 to treasure rolls.





## Takion

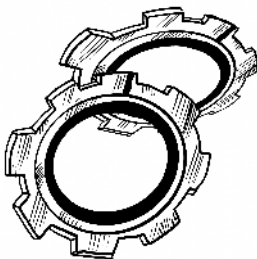
On Takion everything is fast and furious. Every creature here has the [Fire] tag. [Water] Apprentices gain +1 here.

Floor Encounters – Tachion (Roll 2d6#)	
2	Teumessian Fox
3-4	2d6 Clock Hands
5-6	d6 Clock Gears
7	d6 Cheetah Cubs
8-9	d6 Sickie Weasel Cubs
10-11	2d6 Ghost Arrows
12	Laelaps Hound
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

**Teumessian Fox** [Fire]: Boss Attacks two random characters during odd rounds and only one during even rounds. You cannot escape this encounter.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.



**2d6 Clock Hands** [Fire]. Vermin, artificial. Immune to poison, Sleep and the Lullaby cantrip. You cannot escape this encounter.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component

**d6 Clock Gears** [Fire]. Minions, artificial.

Any character rolling a 1 on a Defense roll is caught in the gears and may not escape from this encounter until all clock gears are destroyed or flee.

## Ordeal of the Magic Tower

*Reactions (d6): 1-2 bribe (10 gp each), 3-5 puzzle, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Cheetah Cubs** [Fire] Minions, animal. Due to the cubs' speed, you cannot escape this encounter.

*Reactions (d6): 1 bribe (1 material component), 2-4 cantrip challenge, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Sickie Weasel Cubs** [Fire] Minions, animal.

*Reactions (d6): 1 offer food and rest, 2 bribe (1 material component), 3-4 quest, 5-6 fight.*

Rewards: 1 random material component + 1 Clue

**2d6 Ghost Arrows** [Fire] Vermin, artificial. Immune to poison, Sleep and the Lullaby cantrip.

*Reactions (d6): 1 peaceful, 2-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component.

**Laelaps Hound** [Fire] Boss

You cannot escape this encounter. The Hound's level is increased by 1 if you have fewer than 4 characters in the party.

*Reactions (d6): 1 quest, 2-5 offer special help (see below), 6 fight to the death.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

Special help: If you haven't encountered the Teumessian Fox yet, the Laelaps hound will offer you its help against it (they are mortal enemies). If you give the Hound one material component of your choice and then you meet the Teumessian fox, the hound will distract the fox. When this happens, you may either attack the fox at +1 or escape.

If you do not want to give a material component to the hound, treat a reaction roll of 2-5 as a quest reaction or a peaceful reaction instead.

If you have already encountered the Teumessian Fox and have killed it, the Laelaps Hound will give you 2 material components of your choice or 2 Clues (your choice).



## Lazix

Lazix is strange floor full of laziness and inertia. Every creature here has the [Earth] tag. [Wood] Apprentices gain +1 here.

### Floor Encounters – Lazix (roll 2d6#)

2	His Heaviness
3-4	2d6 Lazy Birds
5-6	d6 Tired Goblins
7	d6 Creeping Weights
8-9	d6 Inertial Maidens
10-11	2d6 Angry Snails
12	Reverse Hourglass

*2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.*

**His Heaviness** [Earth]: Boss. When you roll its reactions, you may discard the result and roll again. You have to stick with the second result.

**Stillness:** instead of dealing damage, the monster inflicts a -1 to Attack rolls when it hits (this counts as a curse). If the total modifier equals the character's life, the character is paralyzed and cannot act. If everyone is paralyzed, that's game over! Paralysis lasts for 2 rooms after defeating the monster.

*Reactions (d6): 1 quest, 2 bribe (50 gp), 3-5 cantrip challenge, 6 fight to the death*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Lazy birds** [Earth]. Vermin.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: 1 random material component.

**d6 Tired goblins** [Earth]. Minions. When you roll their reactions, you may discard the result and roll again. You have to stick with the second result. After 3 turns of fighting, their level drops by 1 - they are so tired!

## Ordeal of the Magic Tower

*Reactions (d6): 1-2 bribe (10 gp each), 3-4 Puzzle, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Creeping Weights** [Earth]  
Minions. These creatures are so slow that, if you run away from the combat encounter, they will NOT attack you.

*Reactions (d6): 1 bribe (1 material component each), 2-4 Cantrip Challenge, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Inertial Maidens** [Earth]  
Minions. You may reroll their reactions. You have to stick with the second result. Any character wounded by the inertial maiden becomes slow (this is a curse). Slow characters make Defense rolls at -1 when they escape from a combat engagement. The curse ends after visiting 3 rooms, or when the party leaves Lazix.

*Reactions (d6): 1 offer food and rest, 2-4 quest, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**2d6 Angry Snails** [Earth]  
Vermin. These creatures are so slow that, if you run away from the combat encounter, they will NOT attack you.

Angry snails are vulnerable to phosphorous. A character may sacrifice 1 phosphorous to automatically kill 2 snails.

*Reactions (d6): 1 peaceful, 2-3 flee if outnumbered, 4-6 fight.*

Rewards: 1 random material component.

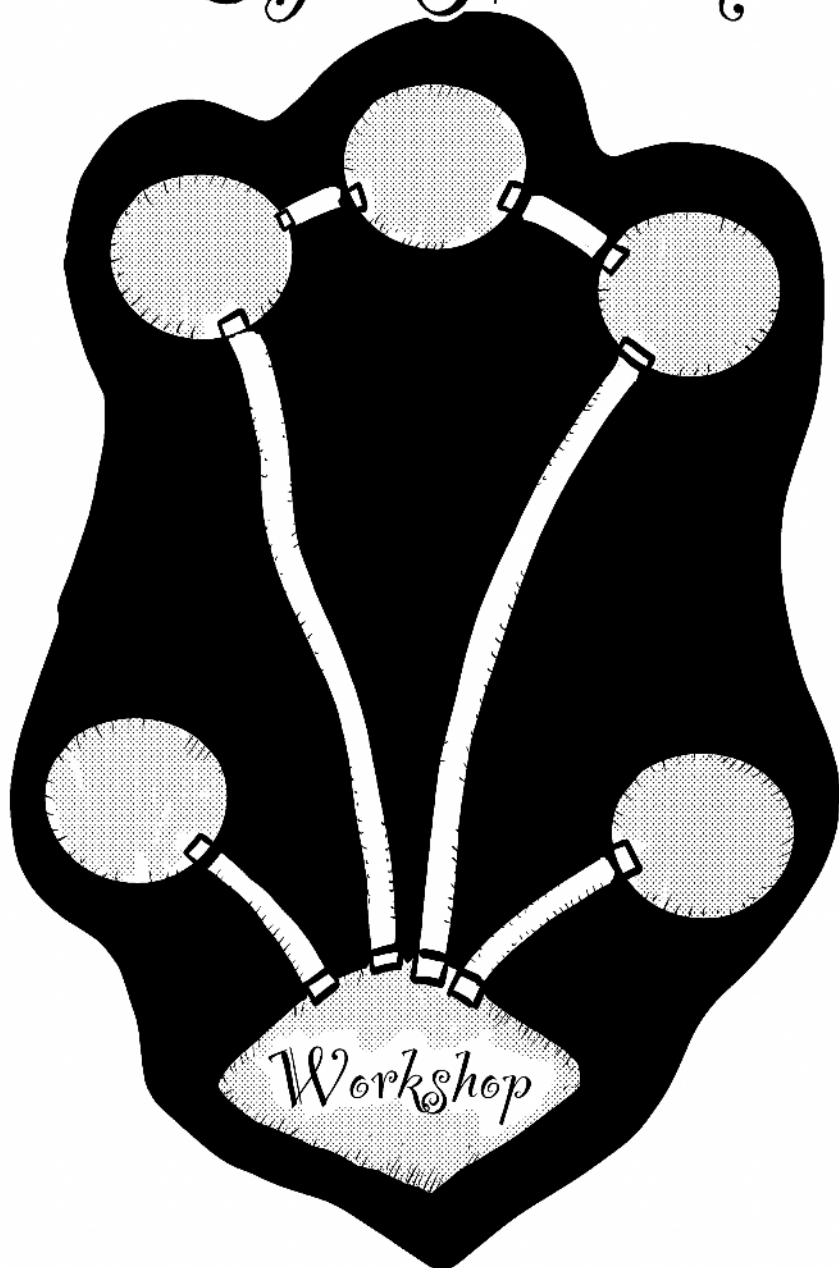
**Reverse Hourglass** [Earth]  
Boss, artificial.

Immune to poison, the Sleep spell and the Lullaby cantrip. If the reverse hourglass is killed in 1 or 2 turns, all cantrips used in this combat engagement are recovered. If it takes 3 or more turns to defeat the creature, the cantrips used in this encounter are NOT recovered.

*Reactions (d6): 1 quest, 2-4 offer food and rest, 5-6 fight.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

# Life Stream



## Lifestream

Lifestream is a gorgeous floor permeated by life in every form, especially plants. Every creature here has the [Wood] tag. [Metal] apprentices gain +1 here.

Floor Encounters – Lifestream (roll 2d6#)	
2	Tiny Gaia
3-4	2d6 Floating Leaves
5-6	d6 Walking Bushes
7	d6 Wise Fungi
8-9	d6 Apple Men
10-11	2d6 Peach Princesses
12	Tiny Tree of Life
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

### **Tiny Gaia** [Wood]: Boss

This monster is so full of magical energy that cantrips are cast at -1 against it. If you roll 1 on an Attack roll, the monster heals 1 life (it cannot exceed its maximum).

*Reactions (d6): 1 bribe (2 material components), 2 quest, 3-5 cantrip challenge, 6 fight to the death.*

Rewards: 2 random material components OR 2 Clues (your choice).

If there is treasure in the room, apply +1 to treasure rolls.

### **2d6 Floating Leaves** [Wood]. Vermin. Every time you roll a 1 on

an Attack roll, 1 additional floating leaf appears.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight.*

Rewards: roll d6: 1 dandelion greens, 2 aconite leaf, 3 walnut, 4 poison ivy leaf, 5 peppermint leaf, 6 foxglove petals.

### **d6 Walking Bushes** [Wood]. Minions, vegetable.

All ranged attacks, except Fire spells and cantrips, are at -1 against walking bushes.

*Reactions (d6): 1-2 bribe (1 material component), 2-4 Puzzle, 5-6 fight.*



## Ordeal of the Magic Tower

Rewards: 1 random material component + 1 Clue.

**d6 Wise Fungi** [Wood] Minions, vegetable. If you roll 1 on an Attack roll, a fungus spews spores. Choose one of the following:

1) The character that rolled 1 on its Attack roll must save vs. poison equal to the fungus' Level (halflings, trolls, ogres and barbarians add +L to this roll) or lose 2 Life to poisoning; OR

2) The spores fall on the ground and immediately one additional wise fungus sprouts and joins the melee.

*Reactions (d6): 1 bribe (10 gp per monster) 2-3 cantrip challenge, 4-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Apple Men** [Wood] Minions, vegetable.

*Reactions (d6): 1 offer food and rest, 2-5 quest, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**2d6 Peach Princesses** [Wood] Vermin, vegetable creatures.

*Reactions (d6): 1 peaceful, 2-3 flee, 4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component.

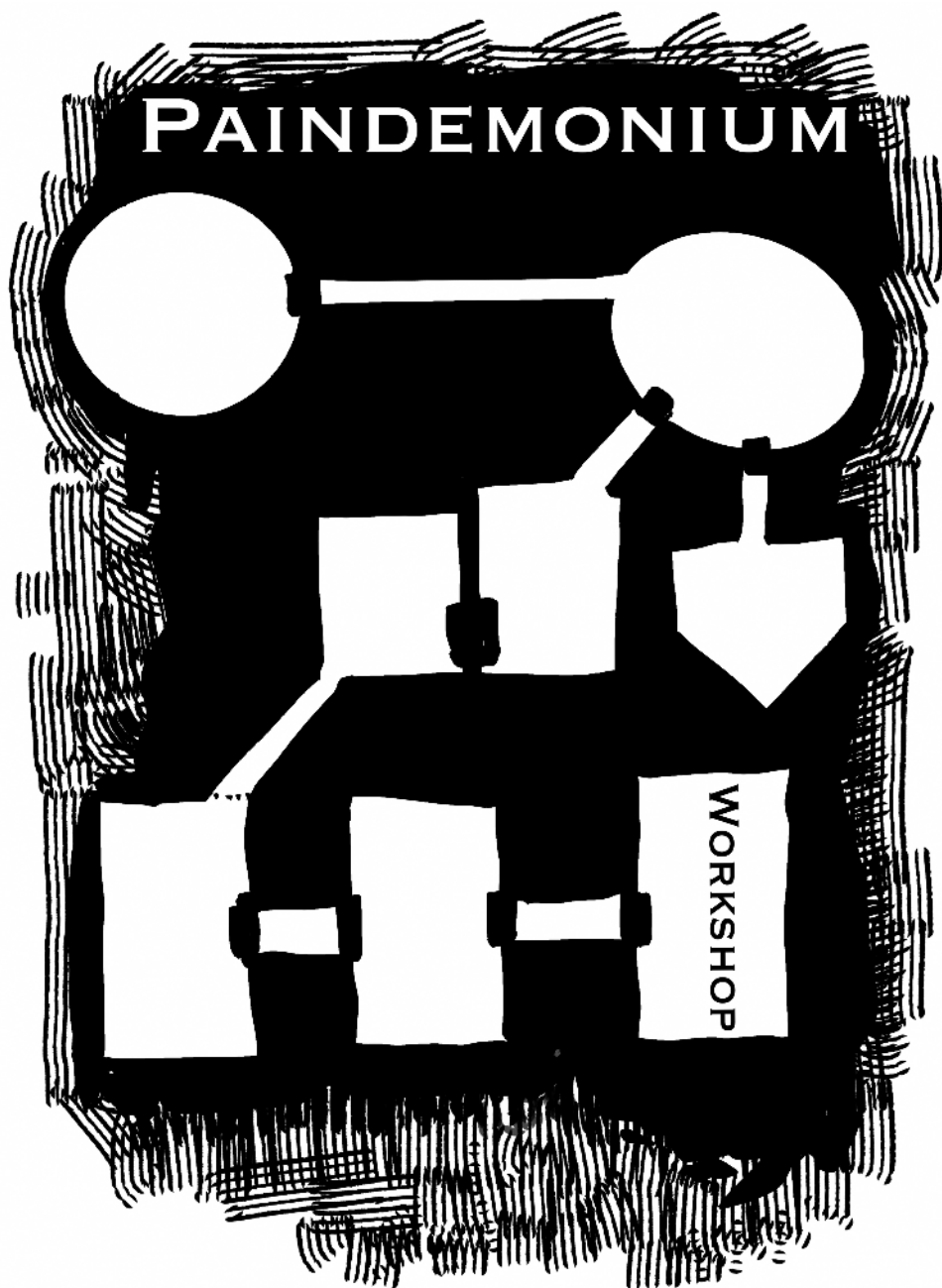
**Tiny Tree of Life** [Wood] Boss, vegetable.

If you roll 1 on an Attack roll, the tiny tree of life heals 1 life (it cannot exceed its maximum).

*Reactions (d6): 1 Quest, 2-5 Offer Food and Rest, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue OR all characters in play heal 1 Life. If there is treasure in the room, apply +1 to treasure rolls.





## Paindemonium

Paindemonium is a creepy floor where pain and death rule. Every creature here has the [Metal] tag therefore [Fire] Apprentices gain +1 here.

### Floor Encounters – Paindemonium (roll 2d6#)

2	Lich Kid
3-4	2d6 Scattered Bones
5-6	d6 Starving Dogs
7	d6 Zombie Parts
8-9	d6 Flying Severed Heads
10-11	2d6 Undead Rats of Paindemonium
12	Baby Skeleton

*2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.*

#### **Lich Kid** [Metal]: Undead Boss.

The first round, everyone must save vs. the creature's Level. If you fail, you lose 1 life. If you roll a 1 on an Attack roll, you must immediately perform this save again or lose one life.

*Reactions (d6): 1 bribe (50 gp), 2 quest, 3-5 cantrip challenge, 6 fight to the death.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

#### **2d6 Scattered Bones** [Metal].

Undead Vermin. Crushing weapons attack scattered bones at +1.

*Reactions (d6): 1 flee, 2-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component

#### **d6 Starving dogs** [Metal].

Minions. If a character rolls a 1 on any Attack roll, he has exposed his body to the bites of the dogs, and will have a -1 to his next Defense roll.

## Ordeal of the Magic Tower

*Reactions (d6): 1 bribe (5 gp per monster), 2-4 puzzle, 5-6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Zombie Parts** [Metal]  
Undead Minions.

*Reactions (d6): 1-2 peaceful, 3-4 cantrip challenge, 5-6 fight to the death.*

Rewards: 1 random material component + 1 Clue.

**d6 Flying Severed Heads**  
[Metal] Undead Minions.

*Reactions (d6): 1 flee, 2-4 quest, 5-6 fight to the death.*

Rewards: 1 random material component + 1 Clue

**2d6 Undead Rats of Painde-  
monium** [Metal] Undead  
Vermin. The undead rats are so  
weak that if any attack rolls an  
explosive die result, ALL the  
undead rats are defeated.

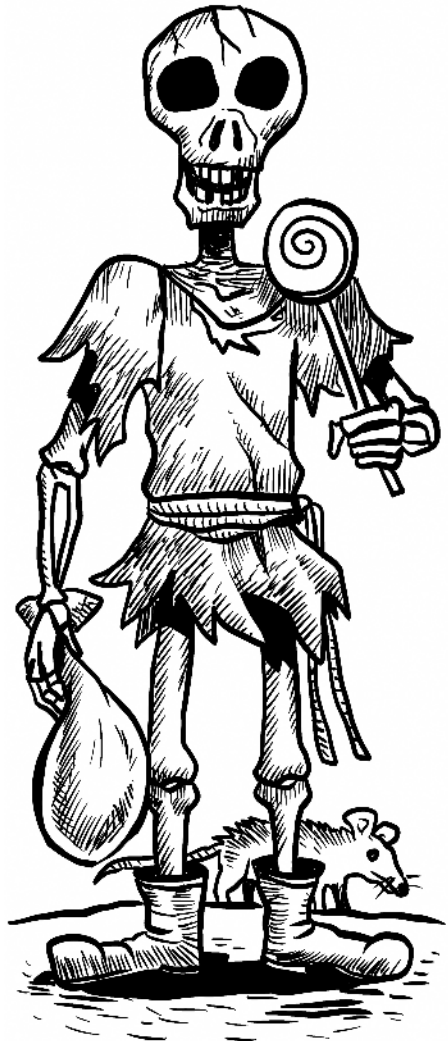
*Reactions (d6): 1-3 flee if out-  
numbered, 4-6 fight.*

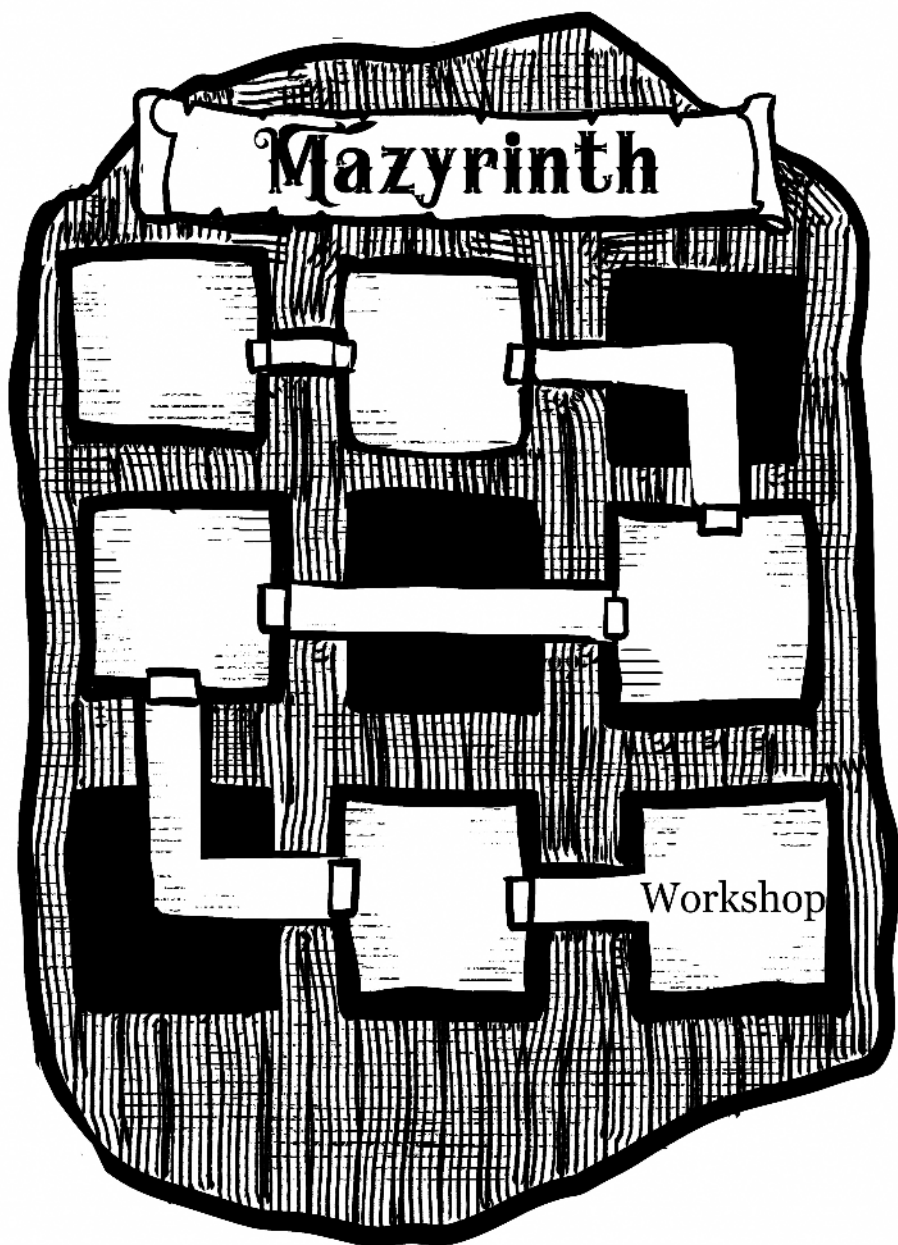
Rewards: 1 random material  
component

**Baby Skeleton** [Metal]  
Undead Boss. Blunt weapons  
attack the baby skeleton at +1.

*Reactions (d6): 1-3 quest, 4-5  
offer food and rest, 6 fight.*

Rewards: 2 random material  
components + 1 Clue. If there is  
treasure in the room, apply +1 to  
treasure rolls.





*Some rooms in Mazyrinth change shape. Every time you move in the black rooms, roll d6. On a 1 to 3, it counts as a corridor. On a 4 to 6, it counts as a room.*

## Mazyrinth

Mazyrinth is a very complex floor full of traps and puzzles. Creatures here have a [Random] tag, so you roll on the Tag/Floor Table every time you face one to determine its actual [Tag]. Good luck!

Floor Encounters – Mazyrinth (roll 2d6#)	
2	Ruben Cube
3-4	2d6 Rolling Dice
5-6	d6 Rainbow Sphinxes
7	d6 Living Marbles
8-9	d6 Floating Locks
10-11	2d6 Playing Cards
12	The Red Box
<i>2d6# = Roll 2d6 remembering that 2 and 12 can happen only ONCE per floor visit (unless you use the Reset Orb). After the first time, reroll any 2 or 12 unless you use the Reset Orb.</i>	

**Ruben Cube** [Random]: Boss  
Should a fight start, the Ruben cube will not attack, but it will start to change its configuration every turn. After 1d6+2 turns, it will reach its final configuration, and at this point it will automatically annihilate everyone in the room. Better kill it before it reaches its final form or leave the room before it's too late! If you leave, the Ruben Cube will not attack you as you flee. The Cube will be fully healed when you come back to the room. If you return to the room, roll for the Cube's reaction again.

*Reactions (d6): 1 fight to the death, 2-4 cantrip challenge, 5-6 puzzle*

**Rewards:** 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

**2d6 Rolling Dice** [Random]. Vermin, morale -1. These are huge dice that move around by rolling. In combat, they try to crush characters by rolling on them. Whenever a character rolls a 1 on a Defense roll, it means that the Rolling Die has landed on top of

## Ordeal of the Magic Tower

the character, knocking the character on the floor. The character will waste his next turn to stand up.

*Reactions (d6): 1-2 flee, 3-4 flee if outnumbered, 5-6 fight*

Rewards: at the end of an encounter, roll a number of dice equal to the number of rolling dice encountered. If you roll 2 or more 6s, you find 1 Clue.

**d6 Rainbow Sphinxes** [Random]. Minions.

*Reactions (d6): 1-2 bribe (10 gp per sphinx), 3-5 puzzle, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Living Marbles** [Random] Minions. These are huge marbles that move around by rolling. In combat, they try to crush characters by rolling on them. Whenever a character rolls a 1 on a Defense roll, the marble crushes one item in the character's possession under its weight. Choose one item (weapon, equipment, material component) and remove it from your play sheet.

*Reactions (d6): 1-2 puzzle, 3-5 cantrip challenge, 6 fight.*

Rewards: 1 random material component + 1 Clue.

**d6 Floating Locks** [Random] Minions.

*Reactions (d6): 1-2 puzzle, 3-5 quest, 6 offer food and rest.*

Rewards: 1 random material component + 1 Clue.

**2d6 Playing Cards** [Random] Vermin, morale +1

*Reactions (d6): 1-2 peaceful, 3-4 flee if outnumbered, 5-6 fight.*

Rewards: 1 random material component.

**The Red Box** [Random] Boss. If destroyed, d6 rolling dice (see above) will roll out of the box. Immediately perform a reaction roll for them to determine what they will do.

*Reactions (d6): 1-3 quest, 4-5 offer food and rest, 6 fight.*

Rewards: 2 random material components + 1 Clue. If there is treasure in the room, apply +1 to treasure rolls.

## Final Confrontation

You are teleported in a big arena where Archmages Sphilix and Alektor sit on opposite sides. The magic wands you created suddenly float in the air. Each wand transforms into a mirrored image of each apprentice. To fuel this transformation, you lose 2 magical material components (the most useful for your own cantrip). If you don't have material components, the Archmages will provide them.

This is the final confrontation! You must roll a cantrip challenge against your "opposite" self.

If you created only one wand per each apprentice, the difficulty of the challenge is 4, but you have a +1 to the roll (this also applies if you selected the Mind [Tag]).

An apprentice who created more than one wand will face two "opposite selves" but each will be level 3. The apprentice will still apply the +1 bonus and will have to defeat both opponents to succeed in the final confrontation.

As usual, the apprentice may use any remaining material component to gain a +1 modifier to a single roll.

If you win the challenge, you regain your wands. You can make one XP roll per each wand you created, and you will become a Level 1 wizard even if you fail all the XP rolls. If you fail the challenge, no wands for you but you are promoted to Level 1 nevertheless.

In any case, you graduate from the Sorcery School, congratulations! Your Ordeal is over!

You may now use the characters that made it to the end as wizards in standard games of *Four Against Darkness*. Instead of rolling for gold pieces as you would do for a starting character, you are allowed to keep any treasure and equipment that you have found during the Ordeal. If you have no treasure at all at the end of the Ordeal, the Archmages will give you 2d6 gp as a scholarship fund.

The characters who were henchmen become 1st level warriors. They also can keep any equipment and treasure they gained during this adventure. If they have no treasure, the archmages will however give d6 gp to each character to reward their dedication.





## Ordeal of the Magic Tower– Play Sheet

Name:	Life:	Tag:
Bane	<input type="checkbox"/> Cinnamon	Dandelion Greens
Dart	<input type="checkbox"/> Poison Ivy Leaf	Pufferfish Fin
Ephemeral Friendship	<input type="checkbox"/> Pond Slime	Octopus Tentacle
Ethereal Hand	<input type="checkbox"/> Leather Glove	Amber Drop
Lesser Immunity	<input type="checkbox"/> Aconite leaf	Foxglove petals
Lesser Shield	<input type="checkbox"/> Fluoride	Cat hair
Lullaby	<input type="checkbox"/> A pouch of sand	Lily petals
Magical Help	<input type="checkbox"/> Walnut	Baneberry
Pitch Black	<input type="checkbox"/> Coal powder	Squid Ink
Preventive Blessing	<input type="checkbox"/> Pearl Dust	Peppermint Leaf
Step Back	<input type="checkbox"/> Lionfish Spine	Nutmeg
Torchlight	<input type="checkbox"/> Morning Dew	Phosphorus

Magic Wand Recipe:

Equipment:

Treasure:

Name:	Life:	Tag:
Bane	<input type="checkbox"/> Cinnamon	Dandelion Greens
Dart	<input type="checkbox"/> Poison Ivy Leaf	Pufferfish Fin
Ephemeral Friendship	<input type="checkbox"/> Pond Slime	Octopus Tentacle
Ethereal Hand	<input type="checkbox"/> Leather Glove	Amber Drop
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Magical Help	<input type="checkbox"/> Walnut	Baneberry
Pitch Black	<input type="checkbox"/> Coal powder	Squid Ink
Preventive Blessing	<input type="checkbox"/> Pearl Dust	Peppermint Leaf
Step Back	<input type="checkbox"/> Lionfish Spine	Nutmeg
Torchlight	<input type="checkbox"/> Morning Dew	Phosphorus

Magic Wand Recipe:

Equipment:

Treasure:

## The Magic Tower Awaits.

Four young wizards-in- training.

One impossibly difficult task: move through the six ever-changing levels of the Magic Tower in Sphilix's Sorcery School, master your cantrips, and craft your magic wand!

Will you become a full fledged mage, or succumb to the dangers that the Archmages have in store for you? There is only one way to know... accept the challenge, and survive the **Ordeal of the Magic Tower!**

This is a procedural adventure for apprentices. It contains rules for 12 Cantrips (zero level spells). Only the core **Four Against Darkness** rules are required to play.