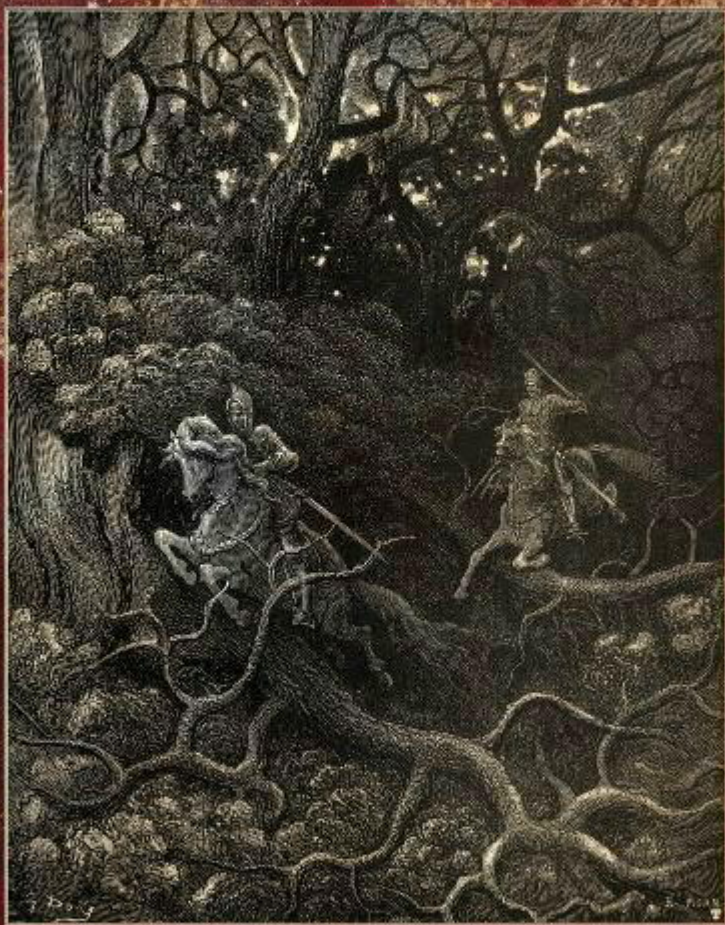


Treasure Hunters of Charlemagne



A Four Against Darkness Adventure
Written by Victor Jarmusz

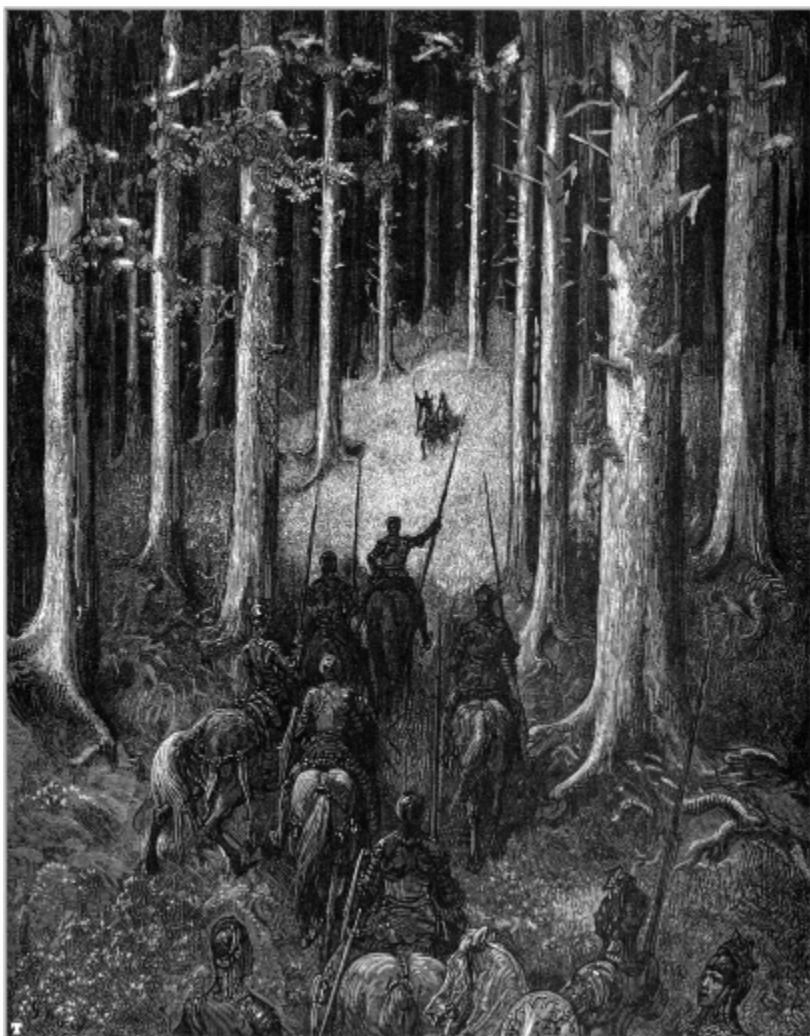
Treasure Hunters of Charlemagne

A *Four Against Darkness* adventure by Victor Jarmusz

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Introduction

To play this adventure you will need *Four Against Darkness* and *Four Against the Abyss*.

Length of the Game

Completing the adventure might take a number of sessions and at least two hours.

Background

In the year 790, the Roman Empire was a distant memory. Europe was gripped by the endless warfare of the dark ages. In these desperate times arose King Charles of the Franks. Wishing to unite the lands and end the senseless slaughter, the King sent secret agents to find supernatural artifacts, like the most sought-after prize, the fabled spear of destiny. Many of these agents never returned, perishing at the hands of weird beasts and unspeakable perils. Historians would record that mighty battles forged the realm of King Charles, later known as Charlemagne. The truth instead is that brave parties of adventurers, the intrepid secret agents of the King, are the ones who secured the new empire.

Playing the Game

The party is tasked by Charlemagne to find the **spear of destiny**, which is a spearhead broken into two pieces. The game ends once both pieces are found and delivered to the King. Read through the entire adventure before playing. Knowing how each region can help you is the key to victory.



The Map

The game is based on a map of Europe. The party will either:

1. Explore a region, (e.g. Rome is a region) by rolling on the *Region Exploration Table*, or,
2. Travel to a region, by rolling on the *Traveling Table* (7).

Think of each region as a “room” and the path between two regions as a “corridor”. These pathways are drawn on the map as a double line. They can cross over a sea (e.g. between Provence and Rome), over a plain (e.g. between Neustria and Aquitaine), through a forest (e.g. between Austrasia and Alamannia),

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or mountains (e.g. between Bavaria and Lombardy).

Record where the party is by placing a die or other token on the printed map.

Given the vast expanse of territory involved, the game plays like an edited highlights reel. Sometimes you will seemingly move quickly across the lands, other times you will be bogged down in trouble.

Things to Track

In addition to keeping track of your characters' Life points and treasure found, in *Treasure Hunters of Charlemagne* you must keep track of **Fellowship**, **Influence**, and **Clues**. As these values fluctuate a lot during a game, it is easier to track them with tokens such as differently colored poker chips or dice. These totals are tracked for the whole party, not individually for each character.

Fellowship: This represents the level of *esprit de corps* in the party. As the adventure wears on, Fellowship is reduced by factors such as falling supplies, fatigue, inclement weather, and the ego of the characters.

To take a Fellowship Test, roll d6. If the result is less than or equal to your current Fellowship points, lose

1 Fellowship point. You can regain 1 point when your party Rests, or 2 points whenever you defeat a boss. You can never have more than 6 points.

If at any moment the party has no Fellowship points, a random character leaves, and the Fellowship points total is reset to 6. If your whole party is disbanded by dropping Fellowship points, you lose the game.

Influence: Your adventurers are agents of the King, and carry his favor. Influence points measure this. They are a form of currency that can increase or decrease based on your party's actions.

Clues are tracked as a total for the party, and not for individual characters. They can be gained through events on tables (such as searching a library), or through the help of powerful characters.

Starting the Game

You start in Austrasia with 6 Fellowship points, 2 Influence points, and no Clues. You must move off and travel to a new province.

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Ending the Game

You win if you deliver both pieces of the spear of destiny to the King, Charlemagne. He is in Austrasia, so you must carry both pieces of the spear there.

If when you complete the mission you have 6 or more Influence points, all characters also become peers of the realm.

You lose if (1) your party is wiped out, or (2) you must spend a Influence point, but have none.

The Party

Your party consists of four characters, starting at level 5, chosen from the classes below. They would either be nobles or friends of nobles, and are loyal to Charlemagne.

The starting equipment for each character is the same as in *Four Against Darkness*. The party's combined starting funds are 300 gp.

Barbarian

This class covers hard drinking and hard fighting warriors. Famous



barbarians include Ogier the Dane.

They are identical to barbarians in the standard rules, except that there is no limit to the number of times they may use their rage attack. However, whenever he uses

a rage attack, the barbarian gains 1 madness point.

Starting life points: 12

Rogue

Rogues are mostly commoners but can also be dispossessed nobles. They are assumed to be quick witted and know their way around towns and underworld networks.

In this game, rogues automatically have the Knife Throwing expert skill from *Four Against the Abyss*.

Starting life points: 9

Warrior

This class represents knights and grizzled fighters from all lands and social class. Famous ones include Orlando Furioso from Italy, and the heroine Bradamante.

Starting Life points: 11

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Swashbuckler

An educated captain from a ship plying the Mediterranean. Further details for this class are in the *Dark Waters* adventure.

One Panache point can be spent for a +2 modifier on any challenge, so Swashbucklers can bluff their way through most situations.

Starting life points: 9

Cleric

War clerics were starting to appear in this period. The most famous was Bishop Turpin of Rheims. They are identical to clerics in the standard rules, except that they may use a Blessing to add their full level to all of their attack rolls during an encounter, as if the enemy were an undead. If the opponent is also an undead, the bonus is doubled.

Clerics can only regain blessing or healing when they visit a monastery to meditate and pray.

Starting life points: 9

Wizard

Spellcasters come from all nations. Famous examples

include Malagigi and the enchantress Alcina.

Wizards may regain one spell when they visit a library, depending on the roll of on the *Library Table* (4).

Escape and Mass Teleport spells will let the subject of the spell leave an encounter and teleport to a safe distance (as there are no rooms).

Starting life points: 7

Spells: Any 7 spells from *Four Against Darkness*.





Challenges

Only one character of your choice may take part in a challenge. Only one attempt can be made for each challenge. The challenge is resolved as a saving roll using a d8. **You must roll higher than the level of the challenge to pass it.**

The types of challenges and their modifiers are as follows:

Debate Law

Wizards add their level. Clerics and Swashbucklers add ½ level.

Debate Theology

Clerics add their level. Wizards add ½ level.

Drinking

Barbarians add their level. Warriors and Swashbucklers add ½ level.

Duels

Warriors, Barbarians, and Swashbucklers add ½ level.

Gambling

Rogues add their level. Swashbucklers add ½ level.

Hunting

Barbarians add their level. Warriors add ½ level.

Stealing

Rogues add their level. Swashbucklers add ½ level.

Jousting or Horsemanship

Warriors add their level. Clerics add ½ level.

Regions

The map (p.40) has fifteen regions. When entering a region, you must roll on each region's specific *Region Exploration Table* at least once in order to pass through.

You may roll multiple times, if you want a certain result, such as an 8 or more. In this case, add a cumulative +1 to each roll. (e.g. 2nd roll is +1, 3rd is +2 and so on). If you roll multiple times, resolve each result before performing the next roll.

Traveling Between Regions

You move from one region to another by following the pathways drawn on the map. The pathways will either cross water, plains, forests, or mountains. The type of crossing determines the number of dice rolled on the *Traveling Table* (7). The more difficult the crossing, the more dice are rolled. After rolling all the dice, resolve each table result one at a time in any order you want.

For example, you are crossing through a forest, and roll 3 dice at the same time. The result is 1, 4 and 6. The party will take a Fellowship

test, and face a land encounter. If the result was 1, 6 and 6, you would need to resolve two land encounters.

Towns

"Towns" simply mean a place of civilization. A small town could be a manor house with village, or monastic center. A large town would be a city. Make the "size" roll every time you enter a town, even if you already visited it. If you get a different size from your former visit, it means that it is a different town in the same province, or a different neighborhood/area in the same town.

Cost of Visiting: To cover expenses in a town, you must pay 10 gp per character. If you can't cover the cost for the whole party, you must bypass the town, and roll a Fellowship test for the party.

The Town Table: If the party stays in a town, you may rest. After this, roll a number of d6s on the *Town Table* (2), based on the size of the town.

Resolve each roll in order: 1's are resolved before 2's, 3's before 4's, and so on. A roll of 6 (complications) is always resolved last.

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Spells: Wizard and Cleric powers may not be used in a town.

Buying and Selling Goods: All towns have markets where you can buy and sell goods. All equipment listed in *Four Against Darkness* is available for purchase at the prices given. However, you cannot buy bandages, bless spells or potions of healing (this is dealt with in monasteries). Lanterns are of no use in this supplement.

New Weapon: A new item is available, a throwing axe for 8gp. It allows you to perform one ranged attack, and you only recover it if you win. Unlike a bow, it is used one handed, so you can use the throwing axe while wielding a shield.

Complications: You can lose control of characters in a town. They will go out carousing, and take risks. For each die that rolled the "complications" result, roll for that number of characters on the *Town Complications Table* (5) to determine what happens. Characters are chosen in order, starting with barbarians, then rogues, then warriors, then swashbucklers, then clerics, and finally wizards. For example, if there is a barbarian in the party, the first die roll is for them. If there are no barbarians or rogues, the first

die roll will apply to a warrior, if there is one, and so on.

When rolling on a character's complication table, add that character's madness points to the roll.

Hirelings and Professionals:

These appear in towns as dictated by the *Town Table* (2). Hirelings are available on a roll of 4, professionals on a roll of 5. They are the same as described in *Four Against the Abyss*, except that a Minstrel does not heal madness. Instead, when taking a Fellowship Test, if you have a Minstrel you can use a d8 instead of a d6. Also, a party can always hire a Man-at-Arms, even if they have warriors, barbarians, etc. Hirelings that are with you will leave your service upon visiting the next town, and are not available for rehire, unless you roll the right result on the table.

Resting

A party always Rests as the first action when staying in a town or in other places specified in regions. If the party rests, you may do one of the following:

- (1) Gain 1 Fellowship point (to a maximum of 6), or
- (2) All heal 1 life point, or
- (3) All lose 1 madness point.

After a Rest action is taken, other activities specified in a town can then be taken.

Madness

In this supplement, madness represents anything that can turn a character away from party unity, such as falling in love, the effect of supernatural attacks, or disagreeing with the party's actions.

Unlike *Four Against the Abyss*, where a character flees from the party if their madness is greater than their level, in this game a character will flee if their madness is greater than the Fellowship points total. Wizards count madness as 1 point less for purposes of this rule.

Resting: Madness may only be reduced with a Rest or other events specified in the tables.

Lycanthropy: Madness also applies to lycanthropy; an infected character will attack the party once their madness points exceed Fellowship points. Before this, however, that character can be healed in a monastery or cathedral as described in *Four Against the Abyss*.

Complications: Madness also affects rolls on the *Town Complications Table* (5). Each point adds 1 to the die result.

Treasure Table

The *Treasure Table* format is different from the core book. Instead of a treasure being d6 times a multiplier in value, you roll 1d6 and cross reference the value. The intent is to reduce the number of mathematical calculations needed. Some results also give an additional benefit, such as rolling a 1 on fancy weapons.

Other Matters

Marching Order: As this is an outdoor adventure, there is no marching order.

XP Rolls: Defeating a boss gives 1 XP roll. Defeating 5 minions or hordes gives 1 XP Roll. All XP rolls have a +2 modifier. Remember that when you defeat a boss, you also regain 2 Fellowship points.

The Playsheet: This is provided to help keep track of various factors. The spaces provided are large enough for poker chips or similar (abacus style!), which makes it easy to update totals that change regularly through the game.

Table (1) Region Exploration Tables


Alamannia Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	The Black Forest. Roll on the <i>Witch Table</i> (11). <i>If you have already had this encounter in the current visit, go to 8+</i>
8+	Treasure of the Nibelungs. If you have no Clues, or do not spend a clue, take a Fellowship Test. If you spend one clue, roll a d6. On a 4-6, you find a portion of the lost treasure of the Nibelungs; roll on the <i>Legendary Items Table</i> (15). You must leave the region after rolling this event.
	
Aquitaine Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	Werewolves. You encounter werewolves, being a roll of 5 on the <i>Monster Table</i> (13). <i>If you have already had this encounter in the current visit, go to 8+.</i>
8+	Prince Louis. A son of Charlemagne, he offers Rest. In addition, if you have killed werewolves in this current visit, Prince Louis becomes grateful that the vile beasts plaguing the lands have been weakened. He will also gift you either (1) the Amulet of Attila (worth 2d6 x 2 gp), or (2) roll d6 on the <i>Treasure Table</i> (14). You choose. You must leave the region after rolling this event.

Table (1) Region Exploration Tables

Austrasia Exploration Table (roll d6)	
1	<p>1d6+4 Vikings + Leader: Level 7 minions, treasure (2xd8-1), morale +1. The leader is level d3+6, and has d3+6 life. The leader has two attacks (one character must fight the leader). Reactions: 1-3 trial by champions, 4-6 fight to death</p>
2	<p>Frustration. An argument breaks out; take a Fellowship Test.</p> <p>Charlemagne's Court. Adjust your Influence points;</p> <ul style="list-style-type: none"> • Add 1 point if you hand over a piece of the Spear of Destiny. • No change if you give an item from the <i>Legendary Items Table</i> (15) • If none of the above, lose 1 Influence point as Charlemagne is disappointed with your progress. <p>The party can Rest. If you currently have less than 300 gp, you get a top-up so that your money is now back up to 300 gp.</p>
3-5	<p>If the party has less than four characters, new characters can be added (level 5) to get back to 4 characters, but you may not add a wizard.</p> <p>If you have evidence that Pippin conspires against the King, you may reveal this. Roll a d6. On a 4+ (add 1 for each piece of evidence you have), Pippin is exiled. You gain 3 Influence points. If you fail (or roll 1), lose 2 Influence points. You must find new evidence to attempt this roll again, all old evidence is useless. If your total Influence points falls to zero or less, you lose the game. You must leave the region after rolling this event.</p>
6+	<p>Pippin the Hunchback. Pippin is the power hungry eldest son of the King. If you have a piece of the Spear of Destiny, or if Pippin has been exiled, treat this as result 3-5. Otherwise, if you roll this result, Charlemagne is away. The party can Rest.</p> <p>Pippin will try sabotaging the party. Roll a d6. On a 1-2 he destroys a clue (if you have any). On a 6 you uncover 1 piece of evidence that Pippin is plotting to overthrow the King. You must leave the region after rolling this event.</p>

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Table (1) Region Exploration Tables

Bavaria Exploration Table (roll d6)	
1	Untamed Lands. Roll on the <i>Wild Animal Table</i> (12).
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	2d6+2 Avars. Level 7* minions, treasure (2xd6-1), morale -1. The Avars will shoot from a distance. You can either shoot back, or charge in. The party must spend d3 turns to charge in, and cannot attack in those turns. *Once in close combat, Avars become level 4. Reactions: 1-4 Bribe (15 gp each), 5-6 fight. <i>If you have already had this encounter in the current visit, go to 8+.</i>
8+	Zodar the Shaman. Zodar will give you 2 Clues if you give him the Amulet of Attila, or, alternatively, you can pay 500 gp for each clue. Zodar only has a maximum of 3 Clues, so cannot help once all are given. You must leave the region after rolling this event.
Burgundy Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	Hippogriffs. If one character passes a Level 9 hunting challenge, you find a Hippogriff herd. If one character then passes a Level 9 horsemanship challenge, they are friendly. You get one attempt at each challenge per visit. If you succeed at both challenges, the herd will fly the party to any region. Select the dice result for that region without rolling (e.g., you can select the 8+ result). After this, the Hippogriffs leave you. <i>If you have already had this encounter in the current visit, go to 8+.</i>
8+	Avalon. If you spend 1 clue, and roll 5-6 on a d6, you find King Arthur's Tomb, which has Excalibur from the <i>Legendary Items Table</i> (15). If you already have this, find 2d6x50 gp in treasure. If the tomb has already been found, treat as a roll of 1-3. You must leave the region after rolling this event.

Table (1) Region Exploration Tables

Brittany Exploration Table (roll d6)	
1	Merlin's Tomb. This is a trap for spellcasters. Wizards must save vs a power 7 mana sink (add ½ level) or lose their spells. Roll once per spell. On a success, the spell is not lost.
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	<p>2d6+2 Bretons. Level 6 minions, treasure (1xd6-1), morale -1. Bretons will achieve surprise on a roll of 1-2 on a d6. Reactions: 1-3 flee, 4 bribe (10gp each), 5-6 fight.</p> <p><i>If you have already had this encounter in this current visit, go to 8+</i></p>
8+	<p>Standing Stones of Carnac. If you do not have 3 Clues to spend, or you have previously defeated Gargantua, roll on the <i>Strange Encounter Table</i> (10), then leave this region.</p> <p>If 3 Clues are spent, you find one piece of spear of destiny. However, it is defended by Gargantua the Giant;</p> <p>Level 12 boss, 10 life, treasure (3xd8) + piece of spear, morale -1. Gargantua will always get the first attack and throw a menhir at the party, which will hit d3 characters for 2 damage. The party can then either shoot and cast spells, or rush in and attack. If you shoot, a successful hit by a sling will cause Gargantua to test morale, but if he passes, he will throw another menhir and so on until the party closes in. Once in close combat, Gargantua gets one attack but inflicts 2 damage. Reactions: always fight.</p> <p>You must leave the region after rolling this event.</p>

Table (1) Region Exploration Tables

Gascony Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	<p>2d6+2 Basques. Level 6 minions, treasure (2xd6-1), morale -1. The Basques will wait in ambush, gaining surprise on a 1-4 on a d6. There is a 1 in 6 chance of a level 10 leader with 4 life being present. If so, add an extra treasure roll.</p> <p>Reactions: 1 flee if outnumbered, 1-5 bribe (10gp each), 6 fight <i>If you have already had this encounter in the current visit, go to 8+.</i></p>
8+	<p>Duke Lupo. The Duke invites you to a feast. All characters must save vs level 3, or be seen flirting with family members. If no characters flirt, all can heal 1 life. If any characters flirt, a fight starts instead with a son of Lupo who is:</p> <p><i>Level 8 boss, 6 life points and two attacks. Fight to the death.</i></p> <p>Resolve this as if a trial of champions. Select one character to fight. If the son goes to less than half life points, he turns into a werewolf and regains 2 life points. After the fight, the party leaves, but if you won, you manage to grab a letter on the way out. It is one piece of evidence that the hunchback Pippin conspires against the King (see Austrasia region).</p> <p>If this event is rolled again, and the fight has already happened, take a Fellowship Test, as the party squabbles over the direction it is taking. You must leave the region after rolling this event.</p>

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Table (1) Region Exploration Tables

Lombardy Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Frustration. An argument breaks out; take a Fellowship Test.
5	Pilgrimage to Lucca. An old basilica contains ancient relics. If you make the pilgrimage, any character with lycanthropy is healed. This event can be bypassed and treated as an 8+.
6-7	The Doge of Venice. The Doge's palace has many riches. If you pass a successful Level 11 stealing challenge, you get the Iron Crown of Constantine. If previously found, you get 500 gp in gems instead. On a failure, the stealing character is thrown into a Venetian slave galley, with no chance of being saved. This event can be bypassed and treated as an 8+.
8+	Prince Carloman. The Prince, a son of the King, offers you rest. If you give him the Iron Crown of Constantine, Carloman will become "King of Italy". You get 3 Influence points and 500 gp. You must leave the region after rolling this event.
Neustria Exploration Table (roll d6)	
1	1d6+4 Vikings + Leader: Level 7 minions, treasure (2xd8-1), morale +1. The leader is a level d3+6 Boss, and has d3+6 life. The leader has two attacks (one character must fight the leader). Reactions: 1-3 trial of champions, 4-6 fight to death
2	Sparsely populated area. Nothing of note found.
3	Frustration. An argument breaks out; take a Fellowship Test.
4+	Paris. Paris is treated as a large city (6 dice). However, you choose the result of two of the dice rolls in advance (e.g., you can treat 2 of the dice as having rolled 6), so only roll the 4 dice remaining. You must leave the region after rolling this event.

Table (1) Region Exploration Tables

Provence Exploration Table (roll d6)	
1-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
	Dolmen Tombs. If you do not have 3 Clues to spend, or you have previously defeated the Basilisk, roll on the <i>Strange Encounter Table</i> (10), then leave this region. If 3 Clues are spent, you find one piece of spear of destiny. However, it is defended by the Basilisk ;
6-7	Level 8 boss, 6 life, treasure (1xd8), morale -1. At the start of a battle, all must save versus a level 6 gaze attack (rogues add half their level) or be turned to stone. Petrified characters are out of the game until healed by a Blessing spell. Reactions: 1-2 bribe (6d10 gp), 3-5 fight, 6 fight to the death. You must leave the region after rolling this event.
8+	Tarrasque! The Tarrasque is too big and powerful to be defeated. You must retreat. All characters must save vs level 9. Swashbucklers add half their level, rogues add full level. On a fail, lose d6 life points while retreating.



Table (1) Region Exploration Tables

Rome Exploration Table (roll d6)	
1-2	Troubles. If you came by sea, the party argues, take a Fellowship test. If you came by land, roll on the <i>Monster Table</i> (13).
3+	Rome. This is the largest city in the known world. Use the <i>Town Table</i> (2), but roll 8d6 due to its size. Rome has the fabled Vatican Library. It is hard to get in, and you have to pull rank to do so. If you spend 1 Influence point and 30 gp, you get to examine rare texts; roll on the <i>Library Table</i> (4). You can do this multiple times, but pay the cost in Influence points and gold each time. You must leave the region after rolling this event.

Saxony Exploration Table (roll d6)	
1	Ruined Church. The church was destroyed and looted by Saxons. Any cleric in the party will gain a madness point at seeing this.
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6. On a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	1d3+2 Wardogs + Handler (Leader). Level 5 minions, treasure (2xd6), morale +0. If a wardog inflicts a wound, its jaw latches onto that character and will automatically inflict 1 life point per turn until killed. The handler (Leader) is level 6 Boss with 5 life. Reactions: 1-2 bribe (50gp), 4-6 fight. <i>If you have already had this encounter in the current visit, go to 8+.</i>
8+	Irminsul. You can destroy the Irminsul, a tree worshipped by pagans. If you do, gain 3 Influence points. Any barbarian in the party will gain 1 madness point for taking part in this action. If the Irminsul is already destroyed, take a Fellowship Test, as the party squabbles over the direction it is taking. You must leave the region after rolling this event.

Table (1) Region Exploration Tables

Spanish March Exploration Table (roll d6)	
1	Strange happenings. Roll on the <i>Strange Encounter Table</i> (10).
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	<p>d6+3 Saracens: Level 5 minions, treasure (1xd8), normal morale. The Saracens are heavily armored, and if hit, ignore it if they roll 6+ on d8 (roll once for each hit). Reactions: 1-2 bribe (100 gp), 3-5 trial of champions, 6 Fight. <i>If you have already had this encounter in the current visit, go to 8+.</i></p>
8+	<p>Atlantes the Sorcerer. Atlantes lives in a tower in the Pyrenees. He will give you 2 Clues if you either (1) give him a legendary item or (2) you arrived on Hippogriffs, as he seeks to tame one. If you have no Hippogriffs or legendary item to give, you must survive a Level 11 magic challenge. If you lose, a random character becomes a prisoner in the tower, and cannot be saved. You must leave the region after rolling this event.</p>



Table (1) Region Exploration Tables

Thuringia Exploration Table (roll d6)	
1	Hidden Caves. Roll on the <i>Land Encounter Table</i> (9).
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	<p>Slav Raiders. Level 6 horde, 5 life, treasure (1xd8-1), morale -1. At the start of each Slav turn, they gain 1 life as reinforcements keep arriving (they can exceed the original 5 life). Reinforcements stop arriving once you defeat the horde. Reactions: 1-4 bribe (50 gp), 5-6 fight. <i>If you have already had this encounter in the current visit, go to 8+.</i></p> <p>Goseck Circle. If you do not have 3 Clues to spend, or you have previously defeated the Krampus, roll on the <i>Strange Encounter Table</i> (10), then leave this region.</p> <p>If 3 Clues are spent, you find one piece of spear of destiny. However, it is defended by the Krampus:</p>
8+	<p>Level 8 boss, Undead, 12 life, treasure (3xd8) + piece of spear. The Krampus gets 2 attacks per turn. Any character rolling 1 in defense gets trapped in a sack carried by the demon. They are freed if the demon is killed and a bless spell is cast on the sack. Reactions: fight to the death</p> <p>You must leave the region after rolling this event.</p>



Table (1) Region Exploration Tables

Wessex Exploration Table (roll d6)	
1	1d6+4 Vikings + Leader: Level 7 minions, treasure (2xd8-1), morale +1. The leader is level d3+6, and has d3+6 life. The leader has two attacks (a character must fight the leader). Reactions: 1-3 trial of champions, 4-6 fight to death
2-3	Town. Roll on the <i>Town Table</i> (2). You may bypass the town. If so, roll a d6, on a 1-2, take a Fellowship Test.
4	Sparsely populated area. Nothing of note found.
5	Frustration. An argument breaks out; take a Fellowship Test.
6-7	King Offa. You are his guests. Characters must save vs level 5 or become enchanted by a member of the royal family. On a failure, the character gains 1 madness. If at least one character fails, take a Fellowship Test due to the confusion in the party. If the Fellowship Test is passed, the party can leave, otherwise, keep taking Fellowship Tests. The party cannot leave until (1) the Fellowship Test is passed, or (2) a character leaves the party due to madness being greater than Fellowship points. <i>If you have already had this encounter in the current visit, go to 8+.</i>
8+	Stonehenge. The party gains 1 clue from the local druids. Clerics also gain 1 madness as they are not happy dealing with druids. A maximum of 2 Clues can ever be gained from this location. You must leave the region after rolling this event.



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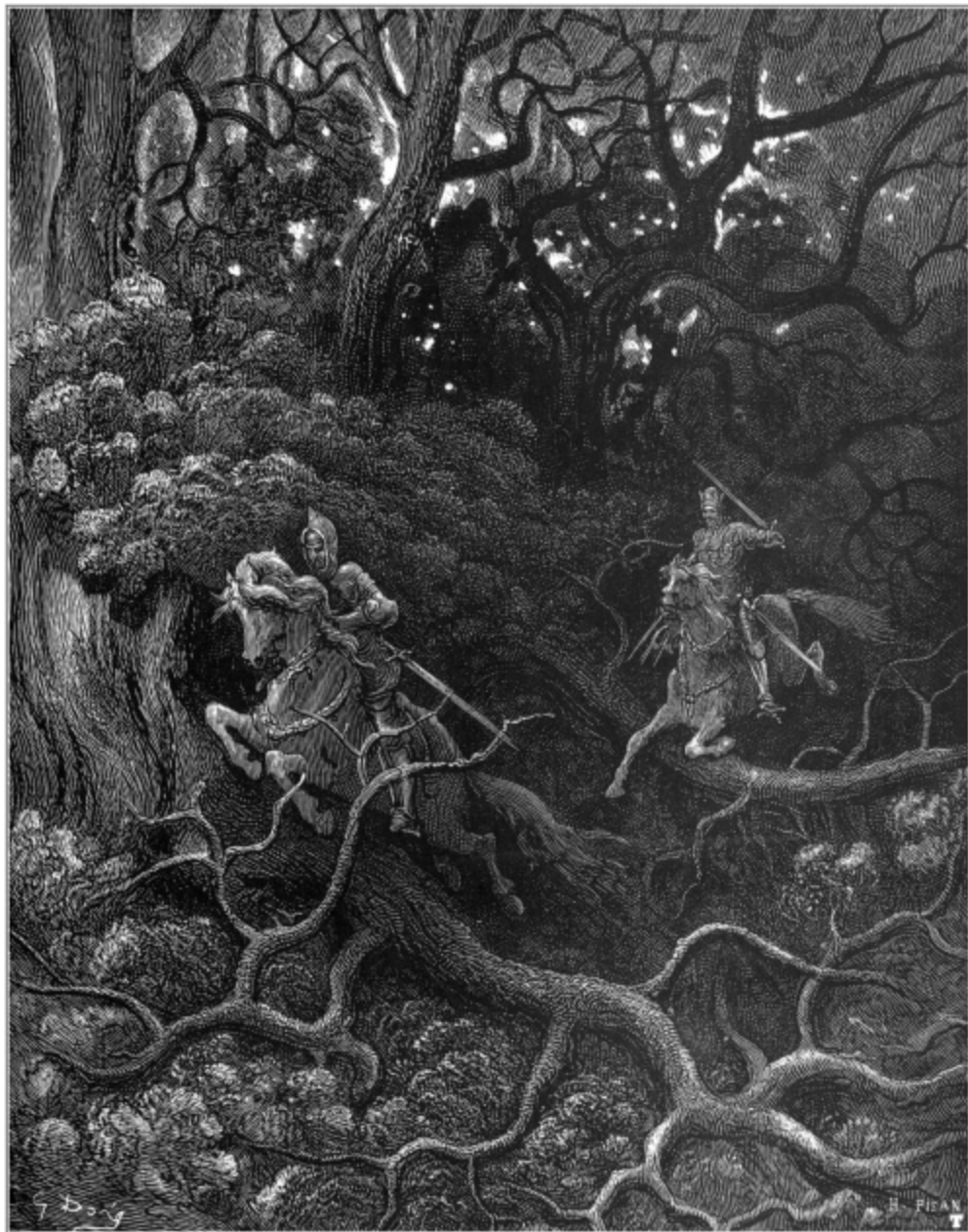


Table 2: Town Table (roll d6)

First, roll a d6 to determine the size of the town. On a 1-3 it is small, 4-5 medium, 6 large. Roll 2 dice on this table for a small town, 4 dice for a medium town and 6 dice for a large town.

- | | |
|----------|---|
| 1 | Monastery. Roll on the <i>Monastery Table</i> (3). If this result is rolled three or more times, it is a cathedral. A cathedral will give you a +2 modifier on the <i>Monastery Table</i> (3) roll. In addition, every 500 gp donated to a cathedral will give you one Influence point. |
| 2 | Gambling Den. Entry cost is 10 gp. If you pass a Level 9 gambling challenge, your party wins 1d6x10 gp. If this result is rolled three or more times, there is one clue in the winnings (the loser is gambling off important items), but the challenge level increases to 11. |
| 3 | Jousting Tournament. Entry cost is 5 gp. If you win a level 9 jousting challenge, earn 2d6 x 10 gp. If you lose, take d2 wounds. If this result is rolled 3 or more times, the challenge level increases to 11, and the prize becomes 4d6 x 10gp.. |
| 4 | Hirelings. The following are available for the price listed in <i>Four Against the Abyss</i> ; Bodyguard, Man-at-Arms, Spear Carrier. The contract for existing hirelings ends, and they must be re-hired if you want to keep them. If this result is rolled two or more times, the Acolyte and Minstrel are also available. |
| 5 | Mingling. Roll on the <i>Interesting People Table</i> (6) for each each time this result is rolled. Multiple rolls on the same person have no additional effect and are wasted. |
| 6 | Complications. Check to see if some characters lose control, and roll on the specific <i>Town Complications Table</i> (5) for a number of characters equal to the number of times this result was rolled. This is done in order by specific character class. |

Example: A 6 is rolled on a d6 so it is a large town. 6d6 are then rolled giving the result 1, 2, 2, 2, 3, 4. So the town has a monastery, a gambling den is found with the bonus reward (as it has been rolled three times).

There is also a jousting tournament and hirelings are available.

Table 3: Monastery Table (roll d6)

1-2	The monastery has an extensive wine cellar. All characters must make a Level 11 drinking challenge. If at least one character passes, the result converts to a 3-4 below. On a failure, the party staggers away, none the wiser.
3-4	One Cleric is able to regain one used blessing <u>or</u> heal power. The party can also pay 100 gp for a blessing spell, and/or 100 gp to heal one character back to their original life point level.
5-6	Treat as a 3-4. In addition, there is a library. If a character can pass a Level 7 debate on theology challenge, you are given access. Roll once on the <i>Library Table</i> (4).

Table 4: Library Table (roll d6)

1-2	There is nothing of any use found.
3-5	One wizard can recover one used spell. Also, an old map is found which gives the party 1 Clue.
6	One wizard can recover one used spell. Also, an arcane scroll is found. It has a random spell from the list of expert spells found in <i>Four Against the Abyss</i> .



Table (5) Town Complications Tables

1 st	Barbarians
1-4	Minor incident. All is soon forgotten.
5	Drunken Fight. If you fail a Level 11 duel challenge, lose d3+1 life points.
6+	Violent Behavior. The party must pay a d6x10 gp fine or the Barbarian gets jailed. If in jail, you can only get out if a Influence point is spent OR a Level 9 debate law challenge is passed. Otherwise, the character is lost.
2 nd	Rogues
1-4	Minor incident. All is soon forgotten.
5	Crime Network. The rogue falls foul of a major gang. Record this on the character sheet. If in future this result is rolled again, the rogue must survive a level 4 assassination attempt (without modifier) or die. For each subsequent time this event is rolled, increase the assassination level by +2.
6+	Caught Stealing. The party must pay a d6x10 gp fine or the rogue ends up in jail. If in jail, you can only get out if a Influence point is spent OR you pass a Level 9 debate law challenge. Otherwise, the character is lost.
3 rd	Warriors
1-2	Minor incident. All is soon forgotten.
3-5	Hunting Accident. You are invited to a hunt by a local noble. If you fail a Level 11 hunting challenge, you take a bad fall and suffer a -2 modifier on all attack rolls until a cleric or monastery uses a heal power.
6+	Drunk Again? You insult some knights loyal to Ganelon (a peer of the realm). Record this on the character sheet. If in future this result is rolled again, the warrior must fight one of Ganelon's Knights. This is a Level 11 duel challenge. On a failure, lose d6+2 life. For each subsequent time this event is rolled, increase its level by 2.

Table (5) Town Complications Tables

4 th	Swashbucklers
1-2	Minor incident. All is soon forgotten.
3-5	Romance. You gain someone's affection, but anger a jealous local noble in the process. You are challenged to a fight. Pass a Level 11 duel challenge to succeed. On a failure, the swashbuckler loses d6+2 life from the the fight.
6+	Good Old Days. You meet up with some former crew, who tell you of rich opportunities for piracy. Gain d3 madness points, as you are angry at being landlocked with the party.
5 th	Clerics
1-2	Minor incident. All is soon forgotten.
3	Divine Strength. Local clergy convince you that wearing armor is wrong, as faith is the best defense. You cannot wear armor or use a shield until you visit a Cathedral.
4	Clues. You research and find a fake clue. This counts as losing a clue. If you have none, you lose your next clue.
5+	A Bishopric! You are offered the position of Bishop. Gain d3 madness points, as you struggle between taking the role or staying with the party.
6 th	Wizards
1-2	Minor incident. All is soon forgotten.
3	Ancient Tome. You find an ancient tome. Unfortunately, it is cursed! From now on, you add only ½ Level to any spells cast until two Bless spells are used to remove the curse.
4	Malagigi. You meet and somehow offend Malagigi, the court Wizard. Lose 2 Influence points.
5+	Enchantress. Your spell book is stolen by the enchantress Alcina. All spells you had are considered to be "used", and have to be re-memorized.

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Table 6: Interesting People Table (roll d6)

The below are not unique, e.g., each bishop will be a different person.

1	The Bishop. If you pass a Level 9 debate on theology challenge, you are given a “Papal Bull”. This can be used in place of spending a Influence point. Each Papal Bull is one time use only.
2	The Blacksmith. If you pass a Level 9 drinking challenge, he befriends the party. He can, for the price listed under Professionals in <i>Four Against the Abyss</i> , perform any of the duties of a Bladesmith, Silversmith, or Shieldmaker.
3	The Huntsman. He invites you to a hunt. If you pass a Level 9 hunting challenge, he befriends the party and gives you some local knowledge. You can choose the result (from 1 to 8) of your next exploration roll in this region (for the current visit only).
4	The Confessor. For the price listed in <i>Four Against the Abyss</i> , each character may remove a maximum of 1 madness point.
5	The Fortune Teller. If you pay 15 gp, roll 2d8 and choose one of the results. In future, one character (not a barbarian or cleric) may use that number rolled on that die as the result of any one roll during the game. The party may not pay another fortune-teller until the existing die roll has been used.
6	The Fool. The jester is full of gossip, and tells of a stash of money to steal worth 3d6 x 10 gp. You steal this by passing a Level 9 stealing challenge. If you fail, your character is treated as if getting the “caught stealing” result for rogues on the <i>Town Complications Table</i> .

Table 7: Traveling Table (roll d6)

Roll 1 die if traveling by sea, 2 dice if traveling over plains, 3 if traveling through forests, and 4 if traveling through mountains.

1-3	Uneventful. Nothing of note happens.
4-5	Issues. Take a Fellowship Test.
6	Encounter! If traveling by sea, roll on the <i>Sea Encounter Table</i> (8). If traveling by land, roll on the <i>Land Encounter Table</i> (9)

Table 8: Sea Encounter Table (roll d6)

1	Sea Sickness. All characters must save vs level 5 sickness. Barbarians add ½ level, Swashbucklers add their full level. Affected characters lose 1 life point.
2-4	Pirates. Level 6 horde, 8 life, treasure (see below), morale -2. They board the vessel, and are treated as horde, with 1 attack on each character. If they flee, they return to their ship and sail away. If they did not flee and are defeated, their loot can be taken (4xd6 rolls on the <i>Treasure Table</i>). Reactions: 1-2 flee, they sail away, 3-6 fight.
5	Sirens. All characters must save vs level 5 charm or gain 1 madness point as sirens sing from the sea.
6	Giant Squid. Roll a d6. On a 4+, it loses interest, moving away. A wizard casting a lightning spell adds +2 to the roll. On 3 or less, the squid sinks the ship with its tentacles, game over...

Table 9: Land Encounter Table (roll d6)

1	Strange happenings. Roll d6 on the <i>Strange Encounter Table</i> (10).
2	Really Strange. Roll d8 on the <i>Strange Encounter Table</i> (10).
3	A Witch! Roll d6 on the <i>Witch Table</i> (11).
4	Beasts. Roll d6 on the <i>Wild Animal Table</i> (12).
5	Trouble. Roll d6 on the <i>Monster Table</i> (13).
6	Serious Trouble. Roll d8 on the <i>Monster Table</i> (13).



Table 10: Strange Encounter Table (roll d6 or d8)

1	Cheval Mallet. A magnificent but malevolent horse. Every warrior and cleric must save vs level 10 temptation or ride the horse (adding ½ level). On a failure, they ride the horse but gain 1 madness point in doing so.
2	Lutin. Mischievous brownie-like creatures. If the party has more than 100 gp in coin or treasure, they steal 2d6x5 gp in value. If the party has less than 100 gp in coin or treasure, they leave 2d6x10 gp as a gift.
3	Matagot. An evil black cat. It becomes the “pet” of a random character, and while a “pet”, that character cannot regain any life points or heal any madness points. A Matagot can be removed with a Bless spell.
4	Talking Fox. One character must pass a Level 11 debate law challenge with the fox about rights over food. If you fail, lose 1 Fellowship point as party is tricked out of food supplies.
5	Lady in White. This ghostly woman appears as a horrifying apparition. She demands that a character dance with her. Make a save vs level 7. On a failure, roll two more dice on the <i>Traveling Table</i> (7) as the party is dazed and loses its way.
6	The Wild Hunt. You see otherworldly creatures dashing along in a hunt. All characters must save vs level 8 enchantment or join in (wizards add ½ level). Those joining must pass a Level 10 hunting challenge, or gain 1 madness point.
7	Mystical Ponds. Any or all characters can drink ONCE from these mysterious ponds. Roll a d6 for each character drinking; 1: lose 1 life point, 2: gain 1 madness point, 3-4: roll d6 on the <i>Treasure Table</i> (14) , 5: heal 1 life point, 6: lose 1 madness point.
8	Fairy Queen. Level 10 boss, 7 life, treasure (2xd8). A character rolling 1 or 2 in attack against the Fairy Queen gains 1 madness point. If reduced to less than half life, the Fairy Queen will, instead of attacking, disappear and be replaced by summoned animals. Roll on the <i>Wild Animal Table</i> (12). The animals fight in her place. Reactions: 1-2 flee, 3-6 fight



Table 11: Witch Table (roll d6)

Unless specified, a witch cannot be attacked. She will flee through a secret exit, or shapechange to fly or scuttle away.

- 1 The witch can sell up to d3 bunches of wolfsbane for 10 gp each. This dried herb may be thrown against a wolf, werewolf or dire wolf causing a morale roll. Throwing the wolfsbane requires the character to forfeit an Attack roll but automatically causes the morale roll.
- 2 The witch will demand 2d6x5 gp worth of treasure. If not paid, all characters must save vs level 5 sickness or will be afflicted by the plague. Treat as the Dark Plague from *Four Against the Abyss*, except that a life point is lost on every new region or crossing entered rather than a room.
- 3 The witch is a healer. Each character can spend 10 gp to regain 1 life point, once per character, and/or heal plague.
- 4 The witch is able to channel spirits of the dead to get answers. If paid d6x5 gp, you gain 1 Clue. Any cleric in the party will gain 1 madness point for witnessing this.
- 5 The witch sells charms. She will sell up to d3 good luck charms for 20 gp each. Each charm has one use, and for the character using it, treat as a luck point (as per the halfling luck ability). The charms must be immediately assigned to a character. No character may have more than one charm at a time.
- 6 The witch is a disguised dire wolf: level 10 boss, 8 life points, 2 attacks, treasure 2xd6. The dire wolf gains surprise due to the disguise, unless a successful disarm vs level 10 trap roll is made.



Table 12: Wild Animal Table (roll d6)

- 1 2d6 Aurochs.** Level 6 minions, morale +0. If wounded by an auroch, save vs level 6 or be knocked down (rogues add ½ level). A character must forgo an Attack action to stand up. If knocked down while already knocked down, lose 2 life instead. Reactions: 1-2 peaceful, 3-6 fight.

- 2 d3+1 Giant Stags.** Level 8 minions, morale +0. Giant stags will start by charging; this gives them the first attack on a 1-3 on a d6, and their first attack causes 2 wounds. Reactions: 1-3 flee if outnumbered, 4-6 fight to the death.



- 3 Plague Rats.** Level 2 horde, 20 life, treasure (1xd6), morale: +0. These infest a local village. Every time a character is wounded, they must save vs level 2 plague. On a failure, the character gets the plague. Treat as the Dark Plague from *Four Against the Abyss*, except that a life point is lost every time a new region is entered. Reactions: fight to the death.

- 4 3d6 Wolves.** Level 6 minions, morale +0. If two or more wolves are killed by a Fireball spell, the remaining wolves must make a morale roll. If a Fireball also causes the wolves to fall under 50% of their number, they will have to pass TWO morale rolls. Reactions: 1-2 flee if outnumbered, 3-6 fight.

- 5 2d6 Boars.** Level 7 minions, morale +1. Boars are hard to kill. If killed, roll a d6. On a 3+, the boar will attack once more on its next turn. After this, it collapses and stays dead. Reactions: always fight.



- 6 d3+1 Bears.** Level 9 minions, morale +1. If “killed”, a bear will attack twice on its next turn before dying. Reactions: always fight.

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Table 13: Monster Table (roll d6 or d8)

1	<p>2d6 Ghouls. Level 8 undead minions, treasure (1xd6), morale +0. Whenever wounded by a ghoul, save versus lvl 8 poison or be paralyzed. A paralyzed character is automatically hit if attacked, and must be carried until a Blessing removes the paralysis. Reactions: 1 flee, 2-4 fight, 5-6 fight to the death.</p>
2	<p>d3 Gargoyles. Level 7 minions, treasure (1xd6), morale +1. Disguised as statues, Gargoyles gain surprise on a roll of 1-5 on a d6. Add +2 if you have a rogue who might spot them first. They can only be hit by spells, magic weapons, or attacks inflicting 2 or more wounds. Reactions: 1-3 peaceful, 4-6 fight</p>
3	<p>3d6 Wild Men. Level 7 minions, treasure (1xd6), morale +1. As a reaction, they have a drinking challenge. If the chosen character passes, they will be peaceful. If the chosen character fails, he will be too drunk to fight as the wild men attack first. Reactions: 1-4 normal drinking challenge, 5-6 fight</p>
4	<p>d6x3 Kobolds. Level 6 minions, treasure (1xd6), morale -1. Kobolds gain surprise if in Forest (1-2 on d6) or Mountain (1-4 on d6). Reactions: 1-2 flee, 3-4 ask for bribe (5 gp each), 5-6 fight.</p>
5	<p>d6+1 Werewolves. Level 9 minions, treasure (2xd6), morale +1. Werewolves gain surprise on a 1-3 on d6. See Lycanthropy in <i>Four Against the Abyss</i>. Reactions: 1-2 flee if outnumbered, 3-6 fight</p>
6	<p>d3+2 Ogres. Level 10 minions, treasure (3xd6), morale +0. Reactions: 1-4 ask for bribe (20 gp per Ogre), 5-6 fight</p>
7	<p>d6 Wyverns. Level 9 minions, 1 life each, treasure (poison), morale +0. These beasts have a 4 in 6 chance of attacking first from the sky. They attack with a poison stinger on their tail; if it hits, save vs level 8 poison or lose 2 life, rather than 1. For each Wyvern killed, you get a vial of poison that may be sold for 3d6 x 20 gp. Reactions: 1-5 fight, 6 fight to the death.</p>
8	<p>Dragon. Level 10 boss, 12 life, treasure (3xd8), morale +0. As its first attack, the dragon will breathe fire. All must save vs level 9 breath (add ½ level) or lose d3 life. Thereafter, the dragon has 2 attacks (bite/claws) per turn. Reactions: 1 sleeping (all characters gain +2 on their first attack), 2-3 bribe (4d6x5 gp), 4-6 fight.</p>

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Table 14: Treasure Table (roll d6 or d8)

Rolls on this table use either a d6 or d8. This is specified on the monster or opponent met. For example;

1xd6 = a single d6 roll

2xd6 = two separate rolls of d6

1xd6-1 = a single d6 roll with a -1

3xd8 = three separate rolls of d8

After determining what the treasure is, make a second d6 roll to cross reference the gp value of the treasure.

		1	2	3	4	5	6
0	Religious Items	10†	20†	30†	40	50	60
1	Coins	2	4	6	8	10	12
2	Coins	6	12	18	24	30	36
3	Coins	12	24	36	48	60	72
4	Gems	24	48	72	96	120	144
5	Jewelry	30	60	90	120	150	180
6	Fancy Weapons	40††	80	120	160	200	240
7	Arcane Manuscripts †††	60	120	180	240	300	360
8	Roll on the <i>Legendary Items Table</i> (15)	400	450	500	550	600	650
†	Amongst the silks, vases, reliquaries, silver candlesticks etc looted from a church, you find a relic. If given to a monastery or cathedral, you gain 1 Influence point.						
††	You find one silvered weapon of your choice amongst the gem encrusted scabbards and swords.						
†††	In addition to the monetary value, choose one character to examine these and roll on the <i>Library Table</i> (4).						

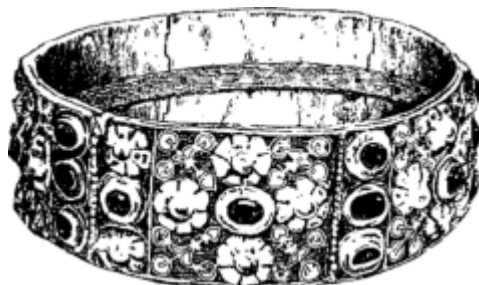


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Table 15: Legendary Items Table (roll d8)

1	Sword of Hector. A two handed slashing weapon. The wielder gets 2 attacks against all non-Boss enemies.
2	Excalibur. A two handed slashing weapon. It gives the wielder a +2 bonus in attack, and +2 in defense. It is so heavy it may be used only by characters currently on 10 or more life points.
3	Ring of Gyges. A ring of invisibility. Treat as having an unlimited supply of Escape spells, so that the wearer can always flee encounters. The wearer also gains a +2 modifier on hunting challenges, and +3 on stealing challenges.
4	Book of Fates. Each time this grimoire is consulted, roll a d6. On a 1-4, the reader gains 1 madness point. On a 5-6, the reader gains 1 Clue. Warriors, barbarians and rogues roll at -1.
5	Shield of Achilles. The opponent is mesmerized by the shield patterns. In the first turn of combat, the shield emits a sleep spell at the opponent (treat as if cast by a 6 th level wizard).
6	Sword of Julius Caesar. A golden, one-handed slashing weapon. When the wielder has less than a quarter of his life points left, any wounds he inflicts with the sword are doubled.
7	Key of Solomon. A wizard with this grimoire can cast any known spell an unlimited number of times, gaining 1 madness point per every spell cast from the tome.
8	The Iron Crown of Constantine. If this crown, cast from the nails of the true cross, is shown to human minions or horde by a cleric, the enemy must immediately take a morale test.

All of these items are unique. There can be only a single copy of each in play.



Sample Characters

Below are some sample characters that are ready to go, if you do not want to create your own. Two handed weapons are "TH", hand weapons are "HW", and light weapons are "LW".

Clerics

Bonfilius (Roman Male)

9 life points

Armor: heavy

Weapon: TH (great mace)

Brunhilde (Frankish Female)

9 life points

Armor: heavy + shield

Weapons: HW (mace)

Rogues

Jacobello (Lombard Male)

8 life points

Armor: light

Weapons: LW (dagger) + sling

Mesedu (Avar Female)

8 life points

Armor: light

Weapons: LW (2 daggers)

Barbarians

Freya (Danish Female)

12 life points

Armor: light

Weapons: HW (sword) + bow

Wulfgar (Saxon Male)

12 life points

Armor: light

Weapons: TH (great axe)

Yannick (Breton male)

12 life points

Armor: light + shield

Weapons: HW (spear)



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Warriors

Drogo (Frankish Male)

11 life points

Armour: heavy

Weapons: TH (great sword) + bow

Rilla (Frankish Female)

11 life points

Armor: heavy + shield

Weapons: HW (sword)

Grifo (Frankish Male)

11 life points

Armor: light + shield

Weapons: HW
(spear)+throwing axe

Spells: Lightning x 2, Fireball x 2,
Sleep x 2, Blessing

Edana (Celtic Female)

7 life points

Armour: none

Weapons: LW (dagger)

Spells: Lightning, Fireball, Sleep x 2,
Blessing, Escape, Protect

Swashbucklers

Darras (Saracen Male)

9 life points

Armor: none

Weapons: HW (sword)+
LW (dagger)

Wizards

Waldolanus (Frankish
Male)

7 life points

Armor: none

Weapons: LW (dagger)



Treasure Hunters of Charlemagne



Walkthrough

The general aim of the adventure is to find clues that can then be used to locate a piece of the spear of destiny at an ancient location in either Brittany, Provence, or Thuringia. In the example described below, the party, consisting of Jacobello, Grifo, Brunhilde and Edana from the sample characters, sets out from Austrasia and heads to Neustria.

As they pass through a forest, 3 dice are rolled on the Traveling Table. The results are 1, 3 and 4. This means a Fellowship Test needs to be taken (the 4 result) – maybe there is already a personality clash in the party, or the forest journey was unusually long. A 5 is rolled. As it is less than the current level of Fellowship points (6), the Fellowship total drops to 5.

The party is now in Neustria, and a roll is made on the Neustria Exploration Table. The result is 1. Unfortunately, the party stumbles upon a Viking raiding party. The party emerges victorious from the fight, but all characters take some wounds. Brunhilde uses 2 healing powers to get two characters back to full strength. Two rolls are made on the treasure table (2xd8-1). The

results (after applying the -1) are 0 (looted religious items) and 4 (gems). Rolling d6's to determine value, a 1 is rolled for the 0, which is 10 gp in value (plus a relic), and a 5 is rolled for the gems (120 gp in value).

Wishing to find Paris, the party rolls again on the Neustria Exploration Table, this time with a +1 modifier. The roll is a 2 (which becomes 3). This is another Fellowship Test, and a 1 is rolled, dropping Fellowship to 4. The party is not happy....

Really needing to get to Paris, the party rolls again on the Neustria Exploration Table (with a +2) and gets 3, which becomes 5. They finally arrive! 40 gp is deducted from party funds for living costs. With the Rest, the party decides to regain 1 Fellowship point, bringing the total back to 5.

Using the special ability in Paris (a large city), 2 dice are pre-allocated to the Monastery result on the Town Table. The other 4 dice are rolled, getting 1, 2, 6, and 6. Going through the events in order, there are 3 dice on the Monastery result, making it a Cathedral. As the party has a relic from the Viking fight, it donates it to the Cathedral, gaining 1 Influence point. A roll is then made on the Monastery Table with

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a +2 modifier (for being a Cathedral). The result is 3, that becomes a 5 with the +2 modifier. This allows the cleric to regain 1 used healing power. The cleric then passes a theology challenge (rolling a 7, that explodes), and gets access to the library. Another die is rolled, getting a 4. Amongst some old manuscripts, a clue is found! If Edana had used a spell, it could be regained as well. So far, so good.

The next Town Table result is 2, a gambling den. Jacobello decides to increase party funds and pays the 10 gp buy in to gamble. Jacobello rolls a 6 for the gambling challenge. That's a success (after adding level modifiers). The party gains 30 gp.

The next Town Table result is 6, complications. This will affect both Jacobello and Grifo, using the order in the Town Complications tables, as two 6s were rolled. First, Jacobello has gotten into some trouble! Another die is rolled, the result is 6. It looks like Jacobello couldn't help himself and tried to steal something, but was caught. The party pays a 50 gp fine. Second, we roll for Grifo, getting a 2. Luckily it was nothing serious.

This completes the Town encounter as the party readies to travel to Wessex, to consult mystical druids for the next clue...



Treasure Hunters of Charlemagne Adventure Sheet

Use this sheet to help keep track of the party. It is designed so that poker chips or other markers can be used.

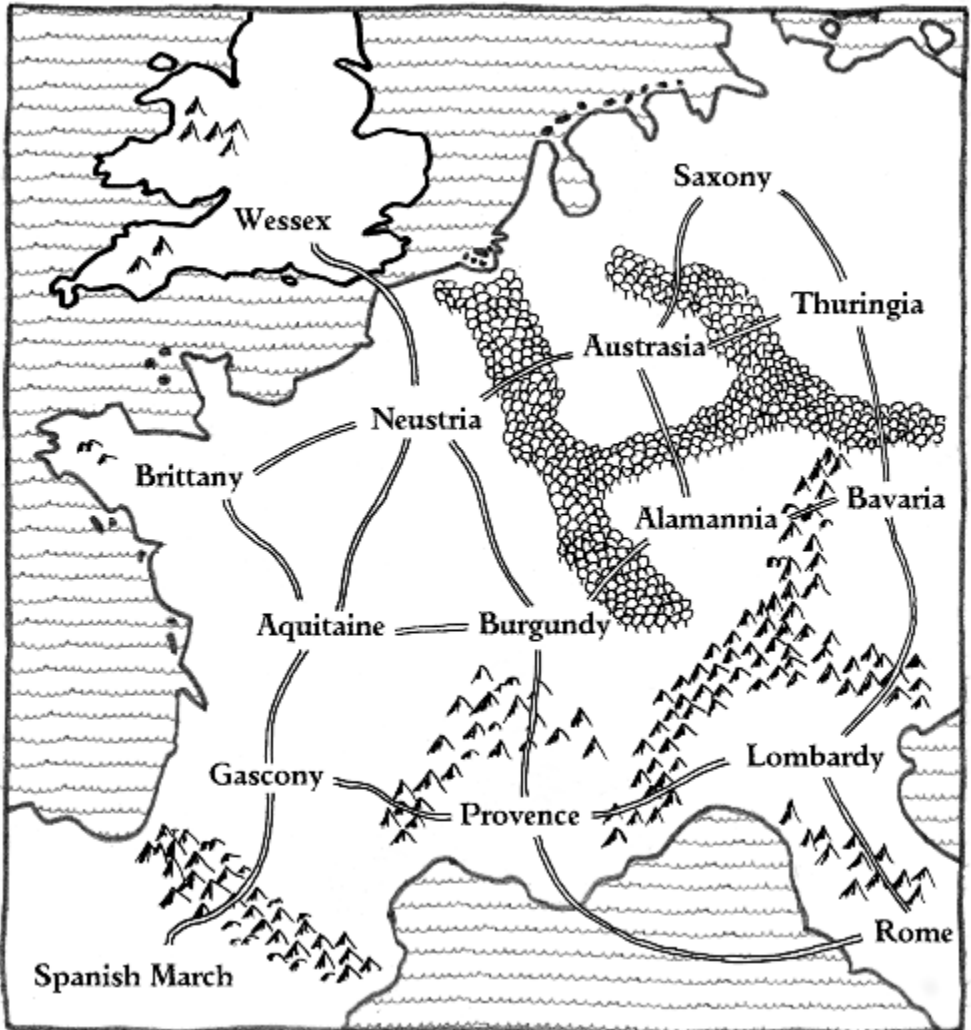
Coinage/Treasure Value Tracker				
100 gp	50 gp	20 gp	10 gp	5 gp
				1 gp

Character Life Point and Madness Point Tracker				Factors Affecting the Party	
Name:	Name:	Name:	Name:		
Total HP:	Total LP:	Total LP:	Total LP:		
Life Points Lost	Life Points Lost	Life Points Lost	Life Points Lost	Clues	Influence Points
Madness Points	Madness Points	Madness Points	Madness Points	Fellowship Points	Minions Defeated

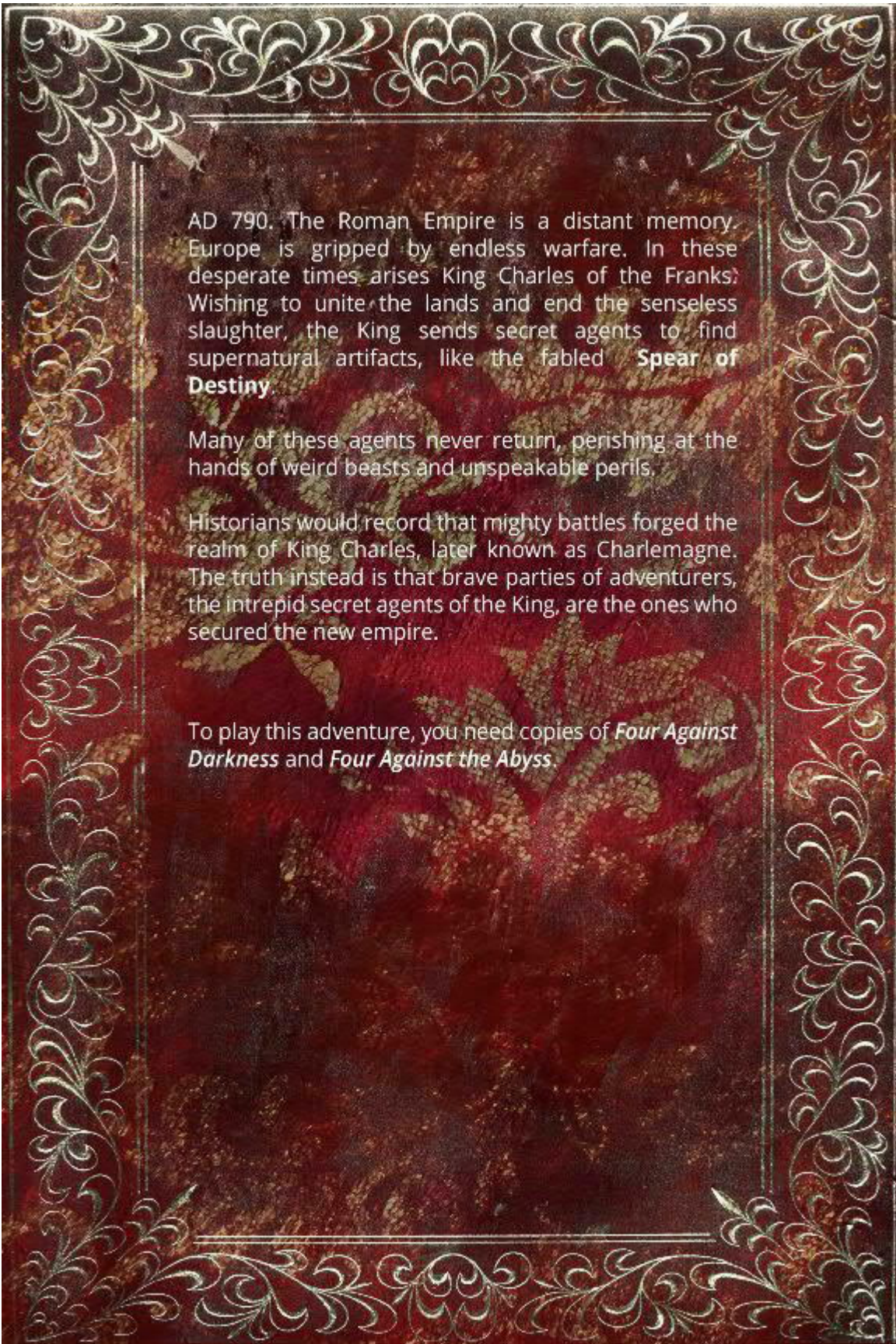
Treasure Hunters of Charlemagne



Map



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AD 790. The Roman Empire is a distant memory. Europe is gripped by endless warfare. In these desperate times arises King Charles of the Franks. Wishing to unite the lands and end the senseless slaughter, the King sends secret agents to find supernatural artifacts, like the fabled **Spear of Destiny**.

Many of these agents never return, perishing at the hands of weird beasts and unspeakable perils.

Historians would record that mighty battles forged the realm of King Charles, later known as Charlemagne. The truth instead is that brave parties of adventurers, the intrepid secret agents of the King, are the ones who secured the new empire.

To play this adventure, you need copies of *Four Against Darkness* and *Four Against the Abyss*.