Variant Dungeons for *Four Against Darkness*

Twisted Dungeons

Four Against Darkness
4AD
Official Product

Written by Andrea Sfiligoi

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Contents

Introduction

This book has a list of random variables that alter the standard dungeon adventure. It's very simple to use. Just roll d88 (roll two d8s, reading the first as "tens" and the second as "units") and read the corresponding numbered section. The roll generates a random complication, a mission, or other story element that will change your dungeon exploration. Modify the standard dungeon rules accordingly. The rules are written in a way that the characters' experience level is not important. You can play just with the basic book or – where needed – with other books, as appropriate to your party's experience level.

The complications do not only make the game more difficult or interesting. They can also advantage your party, give you access to extra XP or treasure or to unique rewards.

To increase the level of variation, use this volume together with its companion *Twisted Minions* – a book that generates random complications for minion monsters. Try to use your imagination and a bit of common sense to fill in the gaps, as sometimes using the two books together will create puzzling results. Finding a rationale for strange events will become part of the fun and will fire up your imagination. Why are the goblins in a spider-infested dungeon more powerful than typical goblins, and why do they hate hobgoblins? Why did the orc commander bribe our heroes to kill the medusa in the next room? While some of these elements may have no direct game effect, they help you build a narrative and increase your enjoyment of the game.

The themes in this book have been left generic enough so that they can be used together with other *Four Against Darkness* books. For example, you may apply them to missions generated with *Caves of Chaos* or with the crag dungeons of *More Mountainous Mayhem*. With some common sense and altering just a few details, you may also use them with outdoor books like *Four Against the Netherworld* and *Crucible of the Classic Critters*.

Remember that in Four Against Darkness you are a Play Master – player and game master at the same time. There is no "wrong" way to play as long as you are having fun!

Do Not Read the Complications in Advance

We tried to make the complications as varied as possible so that it is not possible to assemble a team of heroes that will be optimal against all the dangers presented. However, reading the stories in advance will let you over-prepare for the dungeon. It will give you an unfair advantage and possibly spoil your enjoyment of the game.

So we recommend not to read the entries in advance. Do so only after you have selected your party and started the adventure. Just be prepared and challenge the gods of chance!

Never Twice in a Row

Write down (in a campaign diary) what stories from this book you play. If in your session you roll the same complication that you played in your previous game session, roll again until you select something different.

Unique Complications

A few complications listed in this book have the "Unique" tag after the title. Unique stories can be played only once in the campaign. When you play a Unique complication, mark it with a pencil checkmark. The next time that you roll that result, you can play either the previous or next unmarked complication on the list.

Highest Character Level

Some rules in the book mention the "HCL" formula. This simply means using the highest character level of the party in that moment as part of the formula. For example, if a scenario tells you that a trap's level is HCL+2, you take the highest character level in that moment in the party, plus two, and use that as level for the trap.

11) Dungeons of Plenty

This is a standard dungeon crawl, using the rules from *Four Against Darkness* and room content tables from any book appropriate to your party's level.

In this dungeon, however, there is a bigger chance to gain gold. To represent this, treasure rolls with a random monetary value will use the explosive 6 rule. For example, if you find 2d6 gold pieces and roll a 4 and a 6, you will roll another d6 and add to the total number of gp found. However, if any of the explosion dice roll a 1, a wandering monster hears the characters counting coins and barges in!

If you find jewels or other objects that are listed with a fixed gp value, you may keep that value or roll 1d6 for every 10 gp of value. These d6 may explode, too!

Example: You find a gem worth 50 gp. You may keep 50 gp or roll 5d6 gp. While the average roll will give you a smaller value compared to the fixed value, with a bit of luck you will get more coin — and potentially more trouble, if any dice roll a 1.

If your initial treasure roll explodes, you may keep the result or ignore it and perform a treasure roll on the treasure table of the next available book.

For example, if you are using the Four Against Darkness core book (levels 1 to 4) treasure table and you roll a 6, you may roll a d6 on the treasure table in Four Against the Abyss (levels 5 to 9).

A More Dangerous Variant. If you want to risk even more, use this rule: Double all extra coins gained with explosive 6 treasure rolls. In addition, if you roll multiple 1s on the explosion dice, each 1 rolled will increase the number or level of wandering monsters. If the wandering monsters are minor monsters (minions or vermin), each 1 rolled will increase their number by 3. If the wandering monster is a boss or weird monster, each 1 rolled will increase its Level by 1 and its Life points by 2. In this variant, wandering monsters will carry normal treasure for their type, and wandering monsters with no treasure will have a 2 in 6 chance of having a key that will automatically open the next locked door/treasure chest found in the adventure or will automatically open the manacles/cage of the next prisoner encountered.

12) Spider Infestation

In this dungeon, rooms and corridor are covered in spider webs. These spider webs are very flammable. If Fireballs or other fire-based spells are cast in the room, every character must save vs. the caster's L+1 or take 1 damage from the flames. The cobwebs will be instantly destroyed by the spell.

Whenever you roll a weird monster, there is a 2 in 6 chance that, instead of the rolled monster, you will encounter a random monster from the Giant Spiders table. Every Vermin encounter likewise has a 3 in 6 chance of being a swarm of poisonous spiders or hunting spiders (roll d6, on a 1-3 it is a swarm of poisonous spiders, on a 4-6 it is hunting spiders). When you determine that you encounter the final boss, roll a 3 in 6 chance that it is a Gargantarach.

Swarm of poisonous spiders: HCL Vermin horde, 4 Life, normal morale, no treasure. Any hero taking damage must save vs a L2 poison or take 1 additional damage.

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

D6+3 Hunting Spiders: HCL Vermin, normal morale, no treasure. Hunting spiders jump on their target's heads and wrap their hairy legs around the face, suffocating the victim and biting its neck at the same time. If a character is hit by a hunting spider, the spider will automatically inflict 1 damage every turn. The damage stops only when the spider is killed. However, the spider can be attacked only by bare hands (at -2) or with a light edged weapon (knife, dagger). Longer weapons or blunt weapons may not be used for this. Another option is to bite the spider's head off. This will kill the spider automatically but will give 1 Madness point to the character. Undead characters, ogres, and trolls may bite off the hunting spider's head with no ill effect (ogres consider spiders to be tasty morsels).

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

Gargantarach Giant Chaos Spider: HCL +1 weird monster, 12 Life, 2 attacks, Morale +1, Treasure +2. The gargantarach's bite inflicts 2 damage and excruciating pain as the monster injects its eggs in its victim. The Gargantarach will not inject its eggs more than once per target. No more than 2 targets will be injected. Every turn until the eggs are expelled, the victim must roll a 1 in 6 chance that the eggs will hatch. If they hatch, the victim takes 6 Damage as a swarm of Gargantarach young crawls out of the victim's mouth and nose to attack the party.

Swarm of Gargantarach young: level 2 Vermin horde, 4 Life.

Reactions: always fight.

The eggs may be expelled by casting a Healing or Blessing or excised with an edged weapon (this inflicts 3 Damage on the victim).

Reactions (d6): 1-2 bribe (sacrifice a horse, mule or other large animal to feed the giant spider); 3-6 fight.
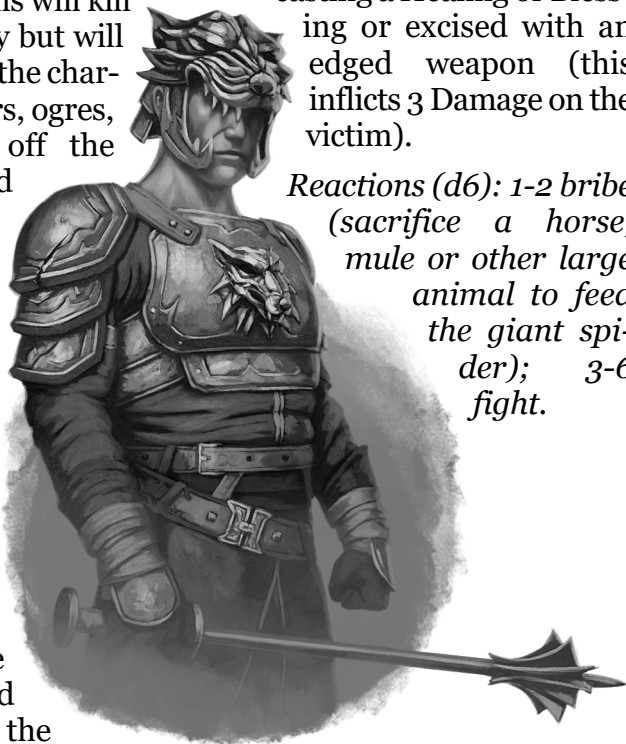
13) Slippery When Wet

This dungeon has slippery floors due to water, sludge, mold, or fungus infestation. Or maybe the dungeon itself is carved out of ice or out of the huge, rotting carcass of a cyclopean creature! Every time a character rolls a 1 on a Defense roll, that character loses his/her balance and must spend his/her next action to recover, thus missing one action.

The room where the party will meet the final boss will be so slippery that all characters will fall even if they roll a 1 on an Attack roll. Monsters living in the dungeon are obviously used to the slipperiness and are unaffected. Increase the monetary treasure of the final boss by 25%, rounded up.

14) Cursed Monsters

This variant works only if you have spellcasting characters in your party. If you have no spellcasters, roll again to select a different complication.

This adventure works, in general, as a standard dungeon crawl. However, all major monsters (bosses and weird monsters) in this dungeon have been cursed by Akerbeltz the Black Ram, the god of witchcraft. All spellcasting characters who have no bonus to their Attack rolls get to add their Level to their Attack rolls against major monsters until the end of the adventure. Note that elves, even if considered spellcasters in game terms, do add Level bonuses to their Attack rolls and thus gain no additional bonus.

However, the final boss has found a way to counter this curse by wearing an enchanted medallion. The curse will not take effect as long as it is wearing the medallion. A rogue may use an action and save against the Level of the boss (add the rogue's Level to the roll) to snatch the medallion from the boss. If the save fails, however, the boss will immediately perform a free attack against the rogue, and the rogue will not be able to add his/her Level to the Defense roll. Once you have defeated the boss, you may keep the medallion. In the hands of the player characters, it allows to cast 1 Blessing once per adventure. It has 7 uses, after which it will lose all its powers. It may also be sold for 100 gp, plus 50 gp per remaining charge. It may be recharged (bringing back its charges to 7 uses) by using a Soul Cube from *Four Against the Netherworld*.

15) Behind Locked Doors

All the doors leading to rooms are locked. The lock's level is HCL+3. Doors leading to corridors are unlocked.

Locked doors must either be bashed down or lockpicked. You may also spend 2 Clues in any room to find a skeleton key/master key that will work for the next 3 locked doors. After three uses, the key snaps. After it snaps, you may then spend another 2 Clues to find another one.

The value of any treasure found behind a locked door is increased by 10%, rounding up fractions.

16) Strong Monsters and Hearty Meals

All the major monsters (bosses and weird monsters) found in this dungeon have either +2 Life points or +1 to their Level (your choice; you may choose differently for every encounter). Each living (i.e., not undead, artificial, or elemental) humanoid major monster encountered will also have a larder with 1d6+1 Food rations. This food will not be particularly tasty but may be used by the party.

17) Lair of the Destroyer

The final boss in this dungeon is powerfully built and inflicts 1 additional Life point when it hits.

For example, if normally that type of monster inflicts 1 damage when it hits, the destroyer will inflict 2 damage. Apply an additional +1 to the treasure roll of the final boss. If it is a monster type that has no treasure, it will have a bounty on its head, and you will receive a 50 gp bonus once you bring the monster's head to the local authorities.

18) Misery Crawl

Not all missions are dangerous, not all foes are determined to kill our heroes, not all coffers burst with gold coins. All monetary (gp) treasure found in this dungeon is halved (round up any fractions). All monsters encountered have -1 on their Morale rolls on top of their normal Morale modifiers. Monsters that do not roll Morale are unaffected by this modifier but will have normal treasure for their type. The treasure of the final boss is not halved, but 10% of its final value will be in food rations.

Keep track of which character makes or fails XP rolls during the adventure. At the end of the Misery Crawl, if you have a character that tried an XP roll and failed and gained NO levels during this adventure, you are allowed to roll again.

21) Tactical Challenge

Every time a combat breaks out in this dungeon, roll d6. On a 1-3, the foes have no particular advantage. On a 4-6, roll d8 on the Tactical Challenge table on this page. Every room may have a different tactical challenge.

22) Sliding Doors

In every room with a door, at the end of the second turn of combat, the doors will slide shut. Once you have seen this happen in one room, you may spend 1 action with a character to block the door with a nail, dagger, or other metal tool. If the door is shut, you may escape from the combat only by bashing down the door (lockpicking during combat is not possible). The doors' level is d6+3 (roll for every room as soon as someone tries to bash down the door).

At the end of any combat encounter, the doors slide open automatically.

After you defeat the Final Boss, you may spend 1 Clue to find a control room and prevent the doors from sliding shut. Before meeting the final boss, you may do the same, but you will need 3 Clues to find the control room. The control room will ALWAYS be guarded, so you may spend the Clues only in a room where you have met some foe.

Tactical Challenge Table (d8)	
1	**Reinforcements**. Increase the number of minor monsters (vermin or minions) in this encounter by 20%, rounded up. If the encounter is with a major monster (boss or weird monster), increase its Life by 3 and its treasure by 10%, rounded up, if any.
2	**Mana sink**. All spellcasting rolls in this room are at -1.
3	**Cover**. All ranged attacks in this room are at -1 due to fog, spider webs, natural cover, etc.
4	**Ambush**. Foes automatically gain the initiative on their first turn of combat in this encounter.
5	**Necromantic Aura**. All healing in this room, except the healing performed by a succubus, will heal 2 fewer points than normal. In addition, every character killed in this room has a 3 in 6 chance of raising immediately as a zombie (use the character's L+2, and a number of Life points equal to the character's maximum Life points) and attacking a random party member UNLESS there is a necromancer in the party.
6	**Wild charge**. Increase by 1 the level of any foe on their fist attack turn only.
7	**Motivated.** The foe has +1 to its Morale rolls.
8	**Higher Ground.** Foes fight with +1 to their L due to terrain elevation. As soon as foes are reduced below 50% of Life points or numbers, this bonus is negated.

23) Trapmasters's Den

In this dungeon, every time you roll an empty room, you find a trap instead. The level and damage of all traps found in this dungeon depend on the party's HCL. Feel free to describe the trap as you want. The basic mechanical effects of the trap are described below, but its exact workings and description are left to your imagination.

If the HCL is 1 to 4, the trap's level will be HCL+3 and the trap will inflict 1 damage on a failed save.

If the HCL is 5 to 9, the trap's level will be HCL+5 and the trap will inflict 2 damage on a failed save.

If the HCL is 10 to 14, the trap's level will be HCL+8 and the trap will inflict 3 Life damage on a failed save.

If the HCL is 15 or above, the trap's level will be HCL+10 and it will kill its target on a failed save.

At the end of this book, there are a Trap Save Variation Table and a Trap Target table. After determining the level and damage of the trap, roll on the Trap Target table to determine which of your char-acters must roll to save, and roll on the Trap Save Variation table to determine who gets a bonus when saving against that specific trap.

All rooms that contain a trap of any type may be Searched as if they were empty.

Any treasure protected by a trap is doubled.

24) Many Little Mysteries Leading to a Big Bad

This mission plays like a stan-dard dungeon crawl, with the following modifi-ers:

You can Search ANY room in the dungeon, not only those that are rolled up as Empty, and there is no -1 on Search rolls in corridors. However, a successful Search roll will yield only Clues. The Clues generated in this dungeon may be used ONLY during the current adven-ture. If you do not use them, at the end of the adventure any unused Clues are lost. You may mix freely Clues generated in this adventure with Clues that you gained in pre-

vious adventures. For example, if you have two Clues from a previous adventure, as soon as you gain 1 Clue in this dungeon you may spend the 3 total Clues to reveal a Secret.

You DO NOT get XP rolls for Secrets revealed during this adventure. However, every time you defeat a Major Monster (Boss or weird monster) you may gain 1 Clue instead of a treasure roll (if the foe has no treasure, you may still gain 1 Clue).

At the beginning of the adventure, generate one final boss for this adventure by picking a random boss from any table of your choice that is appropriate to your party's level. Increase its Level by 1 and its number of Life points by 4.

At any moment during the adventure, you may spend a number of Clues equal to the level of the Final Boss to find the boss in the next room. In addition, if you spend 2 additional Clues, you may take the Final Boss by surprise. If you do so, all your attacks and spell rolls during your first TWO turns are at +1 against that Final Boss.

25) The Curse of Tactical Rigidity

When entering this dungeon, the party is cursed by high priest of a god of battle. During the adventure, the characters may not change weapons unless their main weapon breaks or is stolen. Weapons found during the adventure may be picked up as loot but not used unless the character loses his main weapon. This includes magical and masterwork weapons. In addition, once the party has established its marching order, it may not be changed until character dies or an additional character joins the party. After moving through 10 rooms, a single character may perform an HCL+4 Save (wizards add+ L, clerics add + 1/2 L) to understand that a curse is affecting the party. If the Save is successful, the party may use a Blessing to remove the curse. At the end of the adventure, if the mission is completed, one character of your choice gets 1 Extra XP roll to learn an expert Skill of your choice from the lists in Four *Against the Abyss* or from other books you have. Even if the character did not reach expert level yet, the character may learn the Skill. Choose a Skill available for that character type.

26) Mysterious Codes

This dungeon plays as a standard exploration, using the room shapes and content tables from any book appropriate to your party's level. There is an important difference: all the doors are reinforced and locked, and the lock is a complicated mechanism that can be opened only by knowing a secret code. Hints for the code of each door have been disseminated throughout the dungeon. You may Search every room for Clues; however, you need to spend 1 Clue to open every door in this dungeon (you can go through openings without any problem, and you can bash down doors if you don't have or don't want to spend Clues. Assume that every door's level is HCL+3.

Gnomes may spend their gadget points as if they were Clues for purposes of unlocking doors.

Rogues may use their lockpicking skills to open the doors, but due to the complexity, they will be able to add only +½ L to the roll. Each rogue may try only once per door. On a natural roll of 1, either the rogue's lockpicks snap in the lock (no more lockpicking until the end of the adventure) or the lockpicking attempt triggers and alarm (roll a 4 in 6 chance of an encounter with wandering monsters).

In this dungeon, after the first five rooms you may spend 3 Clues to meet the final boss at any moment.

27) The Dungeon of Many Doors

Use the standard room shapes for this dungeon. There will be no openings: replace every opening with a door. Roll a 2 in 6 chance of every door being locked when you go through it the first time. The locks aren't particularly difficult, and the doors aren't very sturdy. For purposes of lockpicking attempts, the level of locked doors is HCL+2. For purposes of bashing down doors, treat the doors at L6.

In the room of the final boss, you may spend 2 Clues to find a secret door that leads you either to a hidden treasure (roll at +1 on any treasure table appropriate to your party's experience tier) or to another random dungeon of just 10 rooms (do not roll for a final boss here: TWO final bosses of the same type, rolled on the Boss monster table, will automatically be in the last two rooms) or straight outside of the dungeon with no chance of meeting wandering monsters.

28) Heavily Patrolled

In this dungeon, the chance of meeting wandering monsters when going through already-visited rooms is increased by 1 (so it will be a 2 in 6 chance in a standard mission). All Search rolls will attract wandering monsters on the roll of 0, 1, or 2.

The number of any minions encountered (both as wandering monsters and as room occupants) is increased by 1. Every group of 4 or more minions will have a leader. The leader will still count as a minion, but it will have 2 Life points and a 4 in 6 chance of one of the following (your choice):

1) A key that automatically unlocks the next locked door or negates the next trap encountered in this dungeon;

2) A scroll containing some vital information (count as 1 Clue or gain +1 on your party's first Attack or Defense rolls, your choice, during the first turn against the Final Boss);

3) The salaries and food of the minion group (1 Food ration and 4 gp per minion in the group). This is in addition to any treasure possessed by the minions.

31) Strong Guardians

In this dungeon, the chance of meeting wandering monsters when going through already-visited rooms is increased by 1 (so it will be a 2 in 6 chance in a standard mission). All Search rolls will attract wandering monsters on the roll of 0, 1, or 2. All wandering monsters encountered in this dungeon will be bosses or weird monsters (roll d6: 1-4 boss monster, 5-6 weird monster).

All the wandering monsters in this dungeon will carry treasure, as appropriate to their monster type.

If you defeat at least 5 major monsters (bosses or weird monsters) before meeting the final boss, it will be so impressed by the party's prowess that all Defense rolls against the final boss will be at +1 until the end of the encounter.
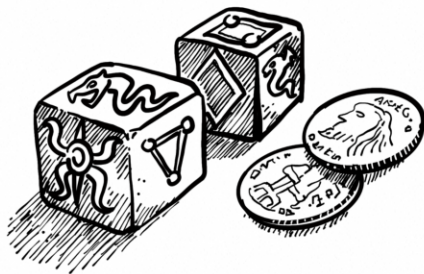
32) Small and Cozy Dungeon

Every time you add a new room to this dungeon, roll d6. On a 6, that room is the last room of the dungeon and it automatically contains the final boss if you haven't met it already.

Every empty room in this dungeon may be Searched at +1 and all monetary treasure (gold pieces and value of jewelry and gems) carried by monsters or protected by traps is increased by 20%, rounded up. The dungeon will have a minimum of 3 rooms.

33) Two Bosses in the House

Run this as a normal dungeon, but when you meet the final boss, there will be two different final bosses, each with its own treasure roll as appropriate. Just roll the usual d6 to determine if the boss is the final one, and if it is so, add another random boss from the same boss monster table that you used in the first place. You gain 2 XP rolls for defeating the 2 bosses. Before the combat starts, you may spend 3 Clues to reveal a secret that will make the two bosses fight each other. Invent some story reason and choose one of the following:

1) The two bosses quarrel and distract each other. This makes their attacks less powerful. You gain +1 to all your Defense rolls with all your characters until the end of the combat; or

2) The two bosses exchange blows, wounding each other, but then they realize that you tricked them and decide to put away their petty squabble until your party is dealt with. Apply 2 Life damage to both bosses and then play the combat encounter as normal.
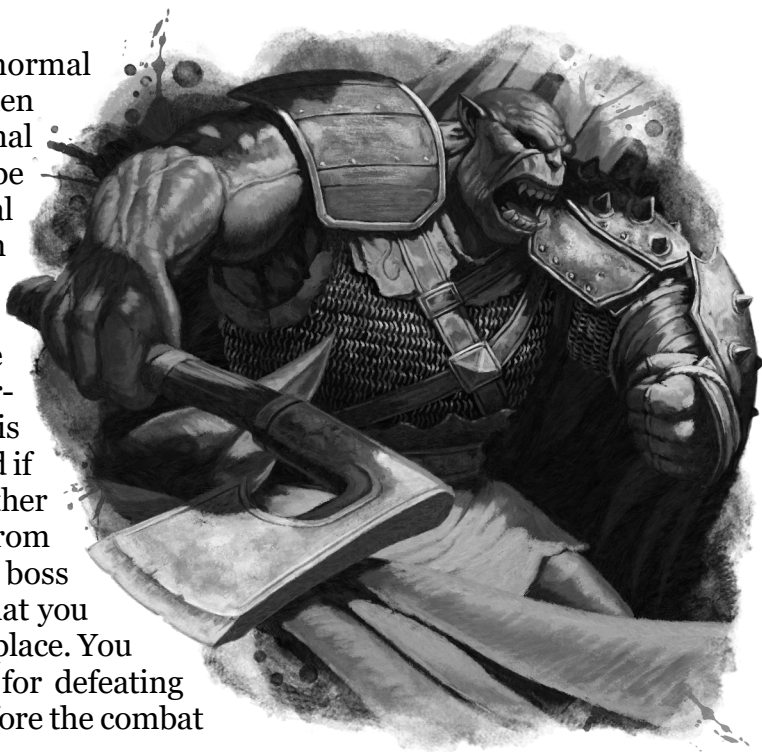
34) Double Boss Challenge

Play this delve as a regular dungeon, but there will be two different bosses in two separate rooms. Once you have met the first Final Boss, you continue to add the same bonus to the d6 roll to determine when you meet the second Final Boss.

Alternatively, if the first final boss is taken alive, you may interrogate it and learn the location of the second Boss. This will require spending 1 Clue in the room where you want to meet the second final Boss. If you do not have Clues to spend and the dungeon is completed (i.e., there is no more space to draw new rooms on the sheet of paper that you are using), you automatically meet the second final boss.

You do not get the XP roll for defeating the first boss until you defeat the second boss as well. You must apply these two XP rolls as two separate XP rolls as normal, e.g. not on the same character. Both bosses have the normal bonuses and treasure upgrades associated with Final Bosses.

35) Tougher Monsters

All major monsters in this dungeon do NOT lose 1 Level when they lose 50% of their life points. You gain 1 additional XP roll when you exit the dungeon, but you may use it only on a character that did not gain any level or skill in the current adventure.

36) Magical Library

Play as a regular dungeon, but any time you find magic treasure, you may automatically decide that you found a random scroll from any Scroll table from any 4AD book you own. The final boss will automatically have 2 scrolls in addition to any other treasure. You may at any moment spend 2 Clues to find 1 scroll with 1 random spell. The final boss, the guardian of the magic library, will have +2 Life points.

37) Hideout

The final boss in this dungeon is hiding. You may not encounter the final boss until you roll it (using the standard rules for determining which is the final boss) and you spend 2 Clues. You may Search for Clues any room where you defeat a major monster (boss or weird monster).

38) Mob Rule

In this dungeon, every group of minions met has a chance of being the final boss of the mission. Use the normal rules for determining which is the final boss, but roll on a d8, adding +1 for every minion, boss or weird monster encounter that you had so far. On a 8 or more, that encounter counts as the final boss. Increase treasure as customary for final bosses, even if a group of minions is the final boss. If a group of minions is the final boss, increase their number to the maximum possible and then DOUBLE it (example: if you meet d6+3 goblins, you will automatically meet 9x2= 18 goblins).

Roll normally the 1 in 6 chance of each major monster (boss or weird monster) being the final boss. Do not roll ONLY for minions.

41) Mob Rule 2

As the previous complication, but combine that result with the rules for dungeons of plenty (result 01 on this table).

42) Stalactites and Stalagmites

This dungeon is a cave system. Try to draw the room shapes in an irregular way. There will be NO doors in rooms, only openings.

In all room any Defense roll of 1 means a character has fallen into a stalagmite and loses 1 Life. After a character has taken damage like this, you may choose to have all your characters fight at -1 avoiding the stalagmites. Every time you run away from a combat, the personal characters get +1 to their Defense rolls to represent the difficulty of chasing them through the pointed stalagmites.

43) Mercenaries

A warband of mercenaries have add their services in this dungeon. Roll on an appropriate Minions table from any 4AD book you own to determine the nature of the minions. Every boss encountered in the game will be accompanied by d3 such minions. The final boss will be accompanied by d6+3 such minions. These additional minions count as half a minion encounter for XP purposes. This is in addition to take the XP provided by the boss. The minions will also carry some treasure. Increase the boss' treasure by d6 GP per minion if the minions belong to a type that has treasure. If the minions normally have no treasure (e.g., skeletons or zombies), do not add any treasure.

44) The Curse of Hunger

This dungeon has been cursed by Gro-khair, the god of ogres and hunger. Each party member must consume 1 Food ration every 3 rooms or lose 1 Life. The final boss of this dungeon is always an Ogre Champion of Gro-khair and all monsters encountered (except undead and artificial creatures) will have d6 food points in addition their treasure. Any halfling characters completing this dungeon gets 1 additional XP roll.

45) The Battle Curse

All monster rolls reactions in this dungeon are at +1, making it more likely that a violent reaction is rolled. This battle fury makes all monsters more dangerous. Increase all the damage inflicted by major monsters by 1 or their Life points by 3 (roll d6 for each monster: on a 1-3 increase their damage; on a 4-6, increase their Life).

All major monsters defeated have a 2 in 6 chance to have either a potion of healing or 1 scroll of healing (your choice).

46) Cursed Tunnels

An aura of bad luck and gloom spreads over the dungeon. All saves in this dungeon are at -1. Halflings are immune to this effect. This effect lasts until the final boss is defeated.

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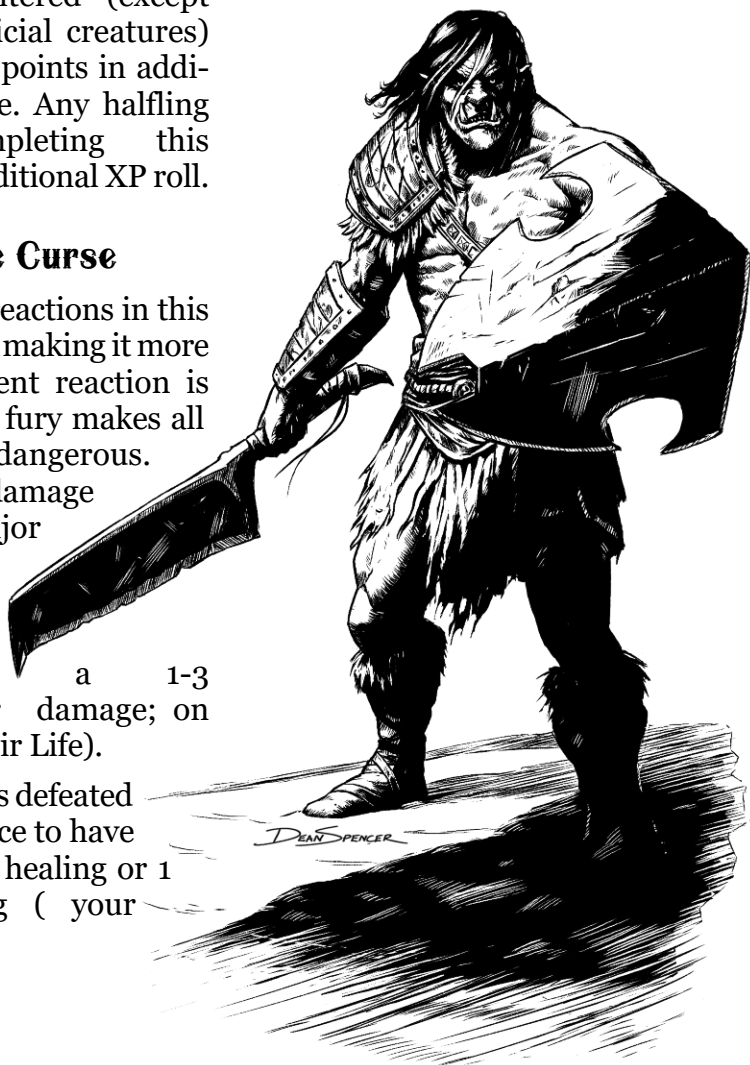
47) Masterwork Weapons (unique)

Every major monster defeated in this dungeon (even if normally it has no treasure) has a 2 in 6 chance of having a random masterwork weapon. Roll BEFORE the encounter: if the weapon is of a type that the creature could logically use, if will do so, and any characters rolling a 1 on the Defense roll will either have their shield destroyed or lose 1 additional life point.

Masterwork weapons are not magical. They increase by 1 the chance of scoring an explosion (for example, if you roll d6, they will cause an explosion on a 5 or 6). Masterwork weapons can be sold for (d6+4) times their basic price.

48) Teleportation Traps

You play this dungeon delve as a normal exploration, using all normal rules. In addition, every time the party enters a room, roll a 1 in 6 chance that the room is protected by an HCL+2 teleport trap that will send the party out of the dungeon (near the entrance, if that means something in the current mission). Each teleport trap will work only once, when the room is first entered. The trap works automatically unless it is detected first (see below).

Once out of the dungeon, the party has the option to abort the mission or to step back into the dungeon and continue, rolling for wandering monsters for every room they already visited.

Every time that the party is teleported out of the dungeon, roll a 1 in 6 chance that the characters will be ambushed by a random group
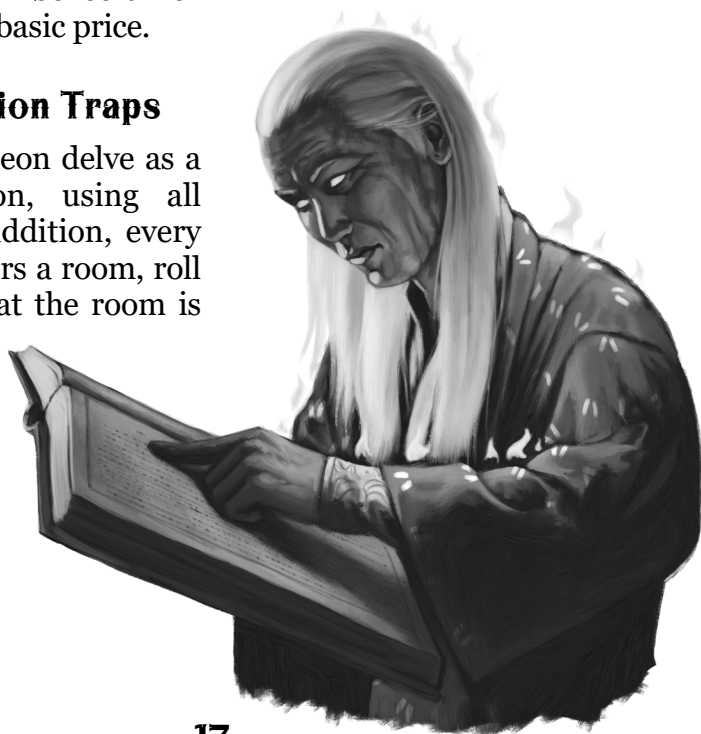
of minions appropriate to the terrain and the experience tier of the party. For example, if the entrance to the dungeon is known to be on a mountain path, you may roll a minion group from the tables in More Mountainous Mayhem; if the entrance is in a forested area, you may use minions from The Crucible of Classic Critters; and so on. The minions will have a 3 in 6 chance of surprising the party. Any spell-caster in the group will be so stunned by the teleportation that it will not be possible to cast any spell on the first turn of the combat unless the caster succeeds in a save vs HCL+4 confusion (add the caster's Level to the roll).

If you have a rogue or a wizard in the first or second position of the marching order, s/he may attempt to warn the party in time with a successful save vs. the trap's level. Add the character's Level to the roll. On a success, the character perceives the activation of the teleport spell and the party avoids the effect.

A wizard may sacrifice the Escape spell or any other spell that allows for teleportation to cancel the effect of one such trap.

The reason why these teleportation traps were installed in the first place is mysterious, but the previous inhabitants of the dungeon have left information about the location and the use of the traps. You may at any moment spend 3 Clues to discover a Secret: a diagram of the teleportation traps. Once you have revealed the diagram, you may automatically avoid the teleportation traps for the remainder of the game (or you may use them to escape the dungeon, if you wish!). If you reveal this secret and have a wizard in the party, when you return to town you may sell the information about the teleport traps to students of the occult arts for 25 gp.

51) Halls of the Prankster God (unique)

This dungeon has been cursed by Gobras, the mischievous court jester of the gods (and patron of goblins and gremlins). Gobras likes puzzles, pranks, games of chance, and boardgames, and has altered the dungeon to challenge the adventurers.

Every door in this dungeon has a 1 in 6 chance of being locked. However, the lock is not a typical lock and key combination, but a complex puzzle of moving clockwork parts. These doors are sturdy (HCL+5 to bash down) and complicated to open (HCL+5 to lockpick). No lockpicks are needed to attempt to open these doors. All characters may try. Gnomes and rogues add +L. Wizards add +½ L. One attempt per character is possible. If all characters fail, the door may not be open and must be bashed down.

All Clues found in this dungeon will be so complex that they can be used ONLY within this dungeon. When the party exits the dungeon, all unused Clues gained during this adventure are lost.

Whenever you roll an event that includes meeting someone, like a travelling merchant, a healer or another non-player character, you will meet a travelling boardgamer instead. S/he will challenge the party to a game, betting HCLx5 gp on the outcome of the game. The party may accept or refuse. If the party refuses, nothing happens. If the party accepts, a single character will have to play a single game. The game consists in a save vs. HCL+6. Wizards, druids, necromancers, and gnomes add +L. Dwarves and halflings add +½ L. On a failure, you lose the ante. On a success, you win the ante.

All treasure found in this adventure, including treasure in the possession of major monsters and minions, has a 3 in 6 in of being in a puzzle box. The puzzle box is HCL+3 and can be opened with a successful save. Each failed attempt causes 1 damage to the character trying to open it. Rogues, gnomes, and wizards add +L, clerics of Gobras add +½ L. You may decide not to try your luck with the puzzle boxes and take them out of the dungeon to be safely opened at the Guild of Savants, but they will take a 20% cut on the value of anything found in the puzzle boxes. In any case, no character will be able to carry more than 2 puzzle boxes.

The treasure of the final boss is tripled, but it is found in a HCL+5 puzzle box. Any failed attempt to open the box will cause the death of the character! The party will know about this and may decide to carry the box out of the

dungeon and bring it to a Guild of Savants for them to open it. This operation will be automatically successful, but the Guild of Savants will keep 20% of the total value of the treasure, rounded down.

You may spend 4 Clues to find a key for the final puzzle box but only if you have disarmed at least another puzzle box over the course of this adventure. If you open the final puzzle box with the key, you still have to roll to succeed, and every failed attempt will still inflict 1 damage upon the character. However, the puzzle box key will work until the end of the adventure.

Instead of whatever treasure is rolled for the final boss, you may choose to find three scrolls of Blessing and a puzzle box key that will give you a permanent +1 to solve any puzzle in the game if used by a character of level 1 to 4, +2 if used by a character of level 5 to 9, +4 if used by a character of level 10 to 15, and +6 if used by a character of level 16 or above. This key is NOT magical; it is a contraption created combining goblin and gnomish clockwork technology and may be used by any character.

52) Love and Peace

The atmosphere in this dungeon, probably thanks to some sort of divine intervention, makes combat less likely. You may subtract 1 from all Reaction rolls. Any roll of 1 or less, no matter what the original reaction table is, can be considered a Peaceful reaction. The creature will simply ignore the party.

In addition, all attempt at peaceful actions like Wooing are at +1 and all Bribe amounts are reduced by 10% (round up). The rules for the final boss are unchanged: it will still fight to the death.

53) Trial of the Weapon Maker (unique)

All the bosses in this dungeon have been given powerful but experimental weapons built by a gnome who wants to corner the weapons market. Every time you meet a Boss that uses weapons (your call, but in general all humanoid creatures will use weapons), roll d6. On a 1, the special weapon is ineffective, and all your characters gain +1 to Defense rolls against that boss. On a 2 to 3, nothing happens. The weapon looks unusual but confers no special modifiers to the boss. On a 4 to 6, the weapon makes the

Boss more dangerous; increase its Level by 1. You may increase it by 2 if your HCL is 5-9, by 3 if your HCL is 10 or more. This is your choice. When you defeat that boss, you gain a magic weapon of your choice with an Attack bonus equal to the level modifier that you applied to the boss. If you have no character in the party that can use that magic weapon, you may gain a masterwork weapon instead. This weapon will increase by 1 the chance of scoring an explosive result on an Attack roll. Its reselling value will be d6+4 times the basic value of that weapon.

54) The Forbidden Library

Run this dungeon as a standard, randomly-generated dungeon using the core book's appropriate to your party's level. However, every time you find a treasure of 30 gp or higher, you can choose to find a random scroll instead. If at any point in the adventure you roll any vermin with the word " rat" in their name, every scroll found from that moment on has a 1 in 6 chance of being damaged. Do not roll this chance when the scroll is found, but make a note that the scroll may be damaged. Roll d6 when you use the scroll; on a 1, the spell does not work.

The treasure of the final boss encountered in this dungeon is always 6 scrolls. Of these, 3 are random and 3 are of spells your choice.

When you find a scroll during this adventure, you may decide that it contains some written information (count as 1 Clue) instead of 1 spell.

55) A Thousand Little Mysteries (Unique)

You can Search every room in this dungeon. The Clues that you generate in this adventure and you do not use by the end of the adventure are lost. You may, however, mix them freely with other Clues generated in previous adventures. For example, if you have 1 Clue from a previous adventure and you find 2 Clues in this dungeon, you can use them to reveal a Secret.

You do not get an XP roll for Secrets revealed during this adventure.

You may gain 1 Clue every time you defeat a major monster (boss or weird monster) INSTEAD of rolling for its treasure (even if the monster has no treasure, you may still gain 1 Clue).

As soon as you defeat the Final Boss (or otherwise complete the adventure, if the overall mission is different), you discover a secret

document/map/scroll letting you do one of the following:

1) Play the next dungeon exploration with the Dungeons of Plenty rule (result 11 in this book); however, you will have to roll d88 and apply also THAT complication. In the room where you meet the final boss, in addition to the normal treasure for that boss, you may spend 2 Clues to find a hidden gem, a legendary diamond worth 500 gp. If you do not have 2 Clues, you will find some information about this legendary diamond, and you will be given another chance of finding it, spending 2 Clues for it, in the room of the final boss in the next dungeon exploration you play. This process will continue until you spend the 2 Clues and finally find the legendary diamond.

2) You find a large book, the handwritten Diary of Wirgal the Sage, that connects a lot of information from all over Norindaal with unusual theories. This is not a magic item, just an obscure, dense tome with plenty of forbidden or "alternative" information. Choose a character to read this book. That character gains 1 Madness, but the next 6 secrets that you reveal in your adventures will cost each 1 fewer Clue than normal (so 2 Clues for Secrets normally costing 3 Clues). If the original reader of the book dies, you may have another character read it and gain 1 Madness and the ability to reduce the cost of the next few Secrets revealed. In any case, once 6 Secrets have been revealed at reduced cost during the campaign, the Diary of Wirgal the Sage will no longer have any effect. If your characters are part of a Guild, you may decide to leave the Diary in the Guild library so that your next party will be able to benefit from it. You may decide to sell the Diary for 180 gp, but you will lose its benefits if you do so (if you read it, the Madness point will remain).

56) The Bronze Portal

The entrance to this dungeon has a very heavy bronze portal that automatically shuts close once the characters are inside. It will not be possible to open the portal and get out of the dungeon until the final boss has been defeated and a master key has been found on its body.

57) Infection

As they enter the dungeon, the characters are forced to wade through brackish waters. The foul liquid spoils the party's medical supplies. Bandages may not be used in this adventure.

After visiting the 10th room in the adventure, each character should roll d8. If the number rolled is LOWER than the wounds suffered by the character, the character's wounds are infected. The character will be at -1 on all Attack rolls until a Healing spell or healing potion is used on him/her, or until the end of the adventure. The infected character will automatically lose 1 Life every 6 rooms.

58) Alchemical Spill (unique)

The dungeon has been used as an improvised lab by a mad alchemist. Alchemical powders and gases have spread throughout all rooms and corridors, and they corrupt any alchemical substance carried. All potions used in this dungeon have a 1 in 6 chance of failure. Roll when the potion is imbibed. In the treasure of the final boss, if desired, the party can find the remains of the alchemical lab instead of the monster's normal treasure. It will be possible to find 10 potions of your choice (use any potion from any 4AD book with a maximum cost of 200 gp), but each of them has a 1 in 6 chance of counting as poison when imbibed. The imbiber will have to roll a level 8 save vs. poison (halflings add +L) or immediately take 2 damage.

61) The Infinite Dungeon

The characters have found an entrance to the Endless Maze, a vast underground labyrinth that is rumored to extend for thousands of miles in the bowels of Norindaal. There is no final boss in this dungeon. You use a normal 21x28 squares sheet of paper to draw the map of the dungeon. When your map reaches the edge of the paper, you just add another sheet of paper. The goal of this mission becomes to map as much as possible of the labyrinth and return home with an accurate, even if incomplete, map.

For every 20 rooms or corridors mapped, you receive 1 XP roll.

You are allowed to rest once for every sheet of paper that you use to map the dungeon. Each of your characters will also need to consume 1 Food ration per every sheet of paper used.

You may not perform rescue missions in this maze if some of your characters get lost, turned to stone, or otherwise incapacitated in a way that would require a rescue mission later. When you return to the maze, you will find out that the entrance has caved in and it is impossible to remove it.

62) Mosquito Invasion

The damp dungeon has been invaded by large, aggressive mosquitoes. Unless the party has acquired an insect repellant from an alchemist (1 gp per character - after this complication is rolled, you may purchase it between adventures), every time a character attempts a delicate action, the character must roll a d8 and on a 1, the action will automatically fail. Delicate actions include:

- Lockpicking
- Disarming traps
- Reading scrolls
- Casting spells
- Stealth rolls

Trolls, turtlefolk, lizardfolk, insectfolk, elephantfolk, and non-living (undead, artificial, elemental) characters will be unaffected by mosquito bites.

63) Unnatural Fog

Visibility is scarce in this dungeon due to a thick, unnatural mist that permeates the rooms. All ranged attacks are at -1 until the end of the adventure or until a druid alters the weather to dispel the mist. This includes ranged attacks performed by foes (in that case, the characters' Defense rolls will be at +1).

64) Foul Weather

During their travel to the dungeon, the party is showered by a big storm. The characters enter the dungeon soaking wet. No black powder weapon may be fired, and even bow attacks are at -1 until the party uses a Rest period to light a small fire and dry up their tools and clothes. However, lighting the fire will cause the party to roll for wandering monsters in the next three rooms/areas they visit.

65) The Collapsing Dungeon

As the characters travel through the dungeon, every time you roll a special event one of the already explored rooms (pick one at random) will cave in. If the entrance room collapses, the party will have to spend 3 Clues to find a secret passage that leads out of the dungeon (you may do so from any room, but once out, you may not return to the dungeon as the secret passage will collapse). If the room is occupied (for example, by a creature that you bribed or that has helped the party or by a creature that has assigned a quest to your characters), roll d6. On a result of 1-4, those creatures have succumbed and you may dig out their treasure (but you will have to roll twice for Wandering mon-

sters if you do so). On a 5-6, the creatures have moved to a random nearby room.

The second time that a special event is rolled, TWO rooms will collapse. The third time, THREE rooms will collapse. If there are no more rooms available, the room where the party is will collapse and the party will be destroyed unless they have a mass teleport/escape spell or similar means of transportation.

66) I'm Sure I had it in my Pocket!

Select a random character. That character forgot to take one important item from its play sheet. Select at random what was left home. If it is not easy to assign equal chances on a convenient die size to all the objects carried by the character, you can just roll a die for every item, re-rolling ties. The item with the lowest roll was left home. Include magic items in the roll. Do not roll for a character's main weapon, lantern (unless the character has 2 or more lanterns), armor, or shield.

If the selected character has no carried items, select another character.

67) A Few Drinks Too Many

Select a random character. That character had a few drinks too many before leaving for the adventure. The character will be unsteady on his/her feet and will waste an action every time s/he rolls a 1 on a Defense or Attack roll. If the character rolls a 1 on any Save roll, the character also falls down and hurts his/her head, losing 1 Life.

The effects of alcohol will disappear and the character will sober up as soon as one of the following happens:

- The character takes 3 or more damage in a single encounter or from a single source of damage;
- A Blessing or Healing spell is cast on the drunk character;
- Another party member, animal companion, or hireling dies.

68) No Pets Allowed

Due to some obstacles or unforeseen circumstances left to the player's imagination, characters may not bring their mounts and animal companions to this adventure. The animals are assumed to be left in a safe place, maybe with a hireling just outside of the dungeon.

Reroll this complication if there are currently no mounts or animal companions in the party.

71) Lair of the Iron Eaters

Play this adventure like a standard dungeon crawl, but every major foe encountered in this adventure, except the final boss, has a 2 in 6 chance of being a major iron eater instead of whichever monster you rolled.

Major Iron Eater: HCL+2 Weird Monster, 5 Life, 3 attacks, no treasure. Defense rolls against the major Iron Eater do not enjoy the bonus from heavy armor, but shields and light armor count. If the monster hits, the character takes no damage but loses his/her armor, shield, main weapon, or 3d6 gp, in this order. Magic and masterwork weapons are normally affected, unless their description says otherwise.

Reactions (d6): 1 Flee, 2-3 Bribe (you may distract the creature by throwing d6 gp or a metallic weapon at it, but you cannot use Fools Gold), 4-6 fight. Note that the Iron Eater will automatically walk away if the party has NO metallic treasure whatsoever.

If you find an armory in this dungeon or pick up cheap weapons from defeated opponents, assume that these weapons are non-metallic in nature (clubs,

flint-tipped spears, stone tomahawks, wood-and-obsidian swords, wooden mauls, or two-handed clubs, etc.) as the local dungeon dwellers are well aware of the menace of the iron eaters.

72) Kingdom of the Zombies

Every monster (major or minor) encountered in this adventure has a 3 in 6 chance of being an undead version of the same monster type. Just add the Undead rule to any creature rolled and assume that the creature's brain will follow the same behavior patterns that it followed in life, so the creature's Morale rolls and Reactions are unchanged. Any "true" undead encountered will have +1 to their Level. Come up with a reason why this happened.

You must roll for content in the first room, but you can Search it after dealing with it if you want.

All minion, vermin encountered in this adventure will automatically be the largest number possible on the table. For example, if you meet d6+3 goblins, you will automatically meet 9 goblins.

The third room you enter will automatically have a random group of minions if you didn't encounter any.

The last room will not be a corridor (reroll the shape if you roll a corridor). It will automatically be the lair of the final boss. Roll d6:

On a 1-3: The final boss uses a random vermin group as a watchdog. This group will have the largest possible number of vermin creatures. You must destroy all the vermin before you can attack the boss.

73) Seven Rooms

The dungeon is smaller than usual. It will be of exactly seven rooms including corridors. Any doors or openings leading to unexplored rooms will be considered dead ends or false doors once you draw your seventh room.

If you take more than 4 turns to destroy the vermin, the boss will flee in a secret tunnel. You will be able to pursue the boss and catch up with it, attacking it at +1 as it tries to escape through the tunnel, only if you spend 1 Clue to understand how the secret tunnel works. If you do not have the Clue available, you may not chase the final boss, and it automatically flees. In any case, once you have spent the Clue to find the tunnel, you also have found a way out of the dungeon.

On a 4-5: the final boss is protected by a group of minions. Use the same rules as 1-3 above, but in addition you may target the boss with ranged attacks and spells if you have any, even before you have dealt with all the minions. Like in 1-3 above, if you do not get rid of all the minions by your 4th turn, the final boss will flee through a secret door and you have the option to chase it.

On a 6: the final boss is protected by a random trap. The trap's Level is HCL+3. Roll on the Trap Save Variation table and on the Trap Target table at the end of this book to generate the trap.

The first character to attack the boss will trigger the trap on himself/herself. If a rogue is in position 1 or 2 of the marching order, the rogue will get a chance to detect and disarm the trap before it is triggered. If you have two rogues, choose one to try, and if if s/he fails, the other can try as well. Roll the rogue's die +Level vs. the trap's Level. On a success, the trap is disarmed. On a failure, the trap is triggered as normal.

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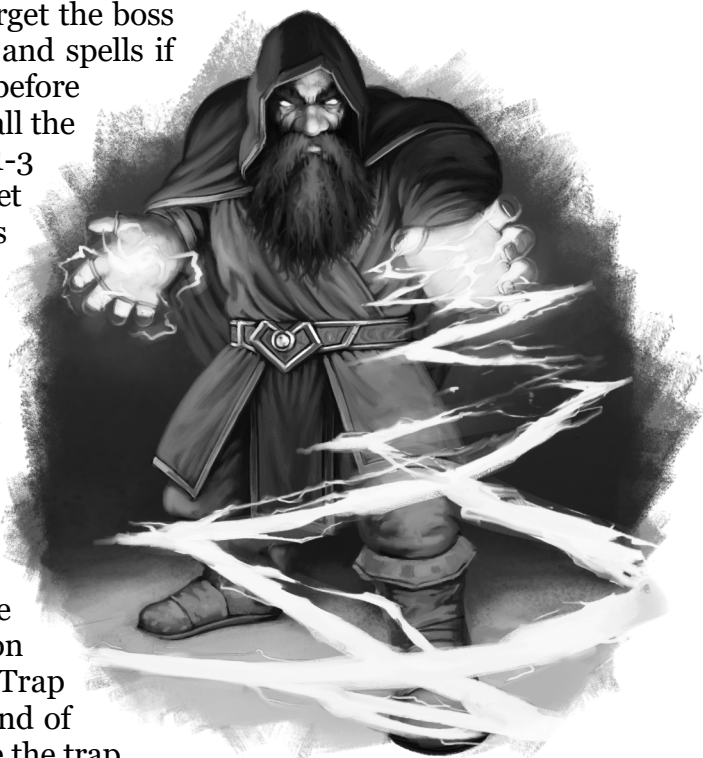
74) Spawning Pools of the Fragulanti

Every room (not corridors) in this dungeon has chance of being a spawning pool for the Fragulanti, a type of frog people. Every time you roll an encounter with minions, roll d6. On a 1-2, it is an encounter with a random minion from the book you are using, as appropriate to your party's experience tier. On a 3-6, the room is a spawning pool, and you meet 2d6 frog people guarding d6 egg sacs. Each egg sac is worth 5 gp if sold to the Guild of Savants. Every character may carry a maximum of 5 sacs. Trolls, ogres, moosefolk, and other ogre-sized characters can carry up to 10 egg sacs each.

2d6 Fragulanti Frog People: level 4 minions, no treasure. Frog people are immune to acid attacks. At the beginning of a combat, half the frog people, rounded down, will spit acid once. Each attack will be aimed at a random party member. Acid spit inflicts 1 damage on a failed defense roll. A shield wearer may sacrifice his/her shield to avoid the acid spit altogether. Characters with magic shields are automatically immune to the acid spit.

The frog people have +1 to morale rolls if the party has already collected any egg sacs. In addition, if the party has any sacs and you decide to flee, the frog people will chase the party.

The frog people have no treasure other than their egg sacs.

Reactions: 1 peaceful, 2-4 bribe (2 Food rations each, plus the party must leave here any egg sacs they have gathered), 5-6 fight. Roll at +1 if the party are carrying any egg sacs.

Every time you roll an encounter with a major monster, perform the check to determine if that is the final boss, as usual. If that is the final boss, ignore the monster you rolled and use the following encounter instead.

The final boss in this dungeon will always be the Royal Couple, a Frog Queen and Frog King accompanied by a giant frog that acts like a bodyguard. You may not attack the Queen and the Kind, except with spells and ranged attacks by unengaged characters, until you have killed the giant frog. The king will fight at +1 to its L if the queen is hurt, but it will automatically surrender if the Queen is brought to 3 or fewer Life points.

Giant Frog Watchdog: HCL+2 weird monster, 8 Life, 2 attacks. Every character attacking the

giant frog in melee will have his/her weapon snatched from his/her hands on an Attack roll of 1. The weapon will stick to the giant frog's tongue, and may be recovered only by performing a successful bare-handed attack at the creature. This attack will inflict no damage but will recover the weapon.

The giant frog is weakened by fire-based attacks. Every time a fire-based attack inflicts any damage on the giant frog, lower the monster's L by 1.

The giant frog has no treasure and will fight to the death.

Fragulanti Queen or King: HCL+3 boss, 6 Life. Frog people are immune to acid attacks. Every turn, as long as the party fights the giant frog, both royals will spit acid at the party (same rules as per the frog people, but their acid inflicts 2 damage per hit, and may be used once per turn). The frog royals have no treasure rolls, but in their chamber you can find 5d6 egg sacs. The Frog King has a golden scepter worth 50 gp and the Queen has a diamond-encrusted crown that can be sold for 200 gp. A character wearing both the crown and the scepter (which may also be used as a blunt hand weapon) may automatically have a peaceful reaction from any frog people encountered.

This counts as an encounter with three major monsters and yields 3 XP rolls.

75) Berserk Mushroom Cave

Certain mushrooms growing in this dungeon may be eaten fresh to induce a berserker frenzy. Every time you conduct a successful Search, you may find d6 doses of mushrooms. These may be eaten to gain a non-cumulative +1 to all melee Attack rolls for the duration of an encounter.

Keep track of how many doses a character takes. At the end of every encounter where the character enjoyed the +1 bonus, the character who ate the mushrooms must roll d6. If the result is LOWER than the number of doses taken, the character suffers a mild stroke and loses 1 Life per dose taken. There is no limit to how many doses a character can take during an adventure, but each time they are used, the character risks getting a stroke.

Any mushrooms picked during this adventure may also be used in the next, but they will lose their properties after the next game. They may be sold, but for just 2 gp/dose, due to their short expiry date.

76) The Icy Tomb

The dungeon is carved out of ice. Its floors are slippery, and characters rolling a 1 on a Defense roll will fall and must use their next action to stand up.

In addition, fire-based attacks and spells will hit at -1 during this adventure.

77) The Bell (unique)

Raiders have stolen a bronze bell that was supposed to be delivered to a local church. The party begins to explore the creatures' hideout to recover the bell. The local authorities have promised to pay 100 gold if the bell is delivered and have given the party a cart to carry the bell to town. Determine randomly the type of creatures that have stolen the bell by rolling on any minions table from any book appropriate to your party's experience level. All encounter with minions will be with the raiders. Roll d6 every time you meet raiders, adding +1 for every previously encountered group. On a 6, you find the group with the bell. These will be automatically the maximum number of minions possible for that type. For example, if you meet d6+3 goblins, you will automatically meet 9 goblins. Increase these minions' Level by 1. They will fight to the death. Upon carrying the bell out of the dungeon, you gain 1 XP. Do not use the rules for final boss in this dungeon. You may meet boss monsters and weird monsters normally, but defeating a boss will NOT end the adventure – your party's goal is to recover the bell.

78) Clean Up Mission

You have been hired to clean up a necropolis that has become inhabited by evil humanoids and foul beasts. Play as a standard dungeon, but you do not consider the adventure completed if you kill the final boss (who will NOT have increased treasure in this adventure). You get an XP for cleaning ALL the rooms. If you leave any rooms unexplored, you may not claim the XP roll for completing the mission. The dungeon must have a minimum of 10 rooms. As you return to town and deliver a complete map of the place to the locals, the authorities will reward you with 1 healing potion or Sleep spell scroll per character (your choice), and a payment of 50 gp per character.

81) The Prisoner

Someone (feel free to invent the name of some notable NPC) has been taken prisoner, and you must free him/her. Roll a d6 every time you meet a major monster, adding +1 per every major

monster encountered so far in the adventure. On a 6+, you find the jailer and the prisoner. You may pay a ransom of 50 gp to the creature (that will automatically accept the bribe) or fight. As soon as the prisoner is carried to safety out of the dungeon, you gain 1 extra XP roll.

82) Wandering Werewolf Hunters

As soon as you roll an event in the current dungeon, ignore that event and apply this encounter instead. The party meets a group of werewolf hunters that are selling silvered weapons and wolvesbane bunches at 25% off. If you buy any, the final boss of this adventure will automatically be a werewolf (use the following profile from 4AA, but reduce its Level to 6 and Life to 5 if your party is not of Expert level).

Werewolf: Level 8 weird monster, 8 life points, two attacks, treasure +1. Silver weapons strike the werewolf at +1. Bunches of wolvesbane thrown at the creature cause the werewolf to perform a morale roll (if the monster is a final boss, this will not cause the monster to flee, but will reduce its Level by 1).

Any character wounded by a werewolf must save vs. a L5 curse or be infected. Roll once per wounded character at the end of the encounter. See Lycanthropy in 4AA.

Reactions: always fight.

83) Gnomish Clockwork Factory

The dungeon complex used to be a clockwork factory where a community of gnomes produced devices and instructed the young. A few months ago the factory was invaded by foul creatures and the gnomes driven out. The invaders have destroyed most of what they couldn't understand. It is too late to recover the facilities and return them to their previous owners, but still bits of gnomish clockwork technology and knowledge can be found in the invaders' treasure. All gnomes that complete this dungeon get an additional XP roll when the final boss (the leader of the invasion force) is defeated. Any magic item found in the monsters' treasure can be swapped for a one-use item that works like the gnomish gadget abilities. The item will be found with clear instructions so even non-gnomes may be able to use it, albeit for just one time, after which the item will be useless.

84) Cave—in

As soon as the party enters the second room in the dungeon, there is a cave-in and the ceiling of the first room collapses. Only a portion of the entrance room remains accessible, and the way to the exit is blocked by rubble. It will not be possible for the party to exit the dungeon except by using a teleport-type spell from the first room or by spending 3 Clues to find a secret passage out of the dungeon. Alternatively, the party may dig their way out if they have picks, but this will require 12 rolls for wandering monsters.

85) Mana Abundance

This dungeon was built in an area overflowing with magical energies. This makes life much easier for wizards.

All spellcasters gain one additional Life point to represent their increased awareness and the power surging through their veins. In addition, every time a spell is cast, the caster has a 3 in 6 chance of retaining it, or a 4 in 6 chance if the caster is Level 5 or above. However, on a roll of 6, the caster suffers 1 life damage.

Example: Drak the sorcerer casts a Fireball at a group of goblins. Before deleting the spell from the play sheet, the player rolls d6. The result is a 3, so Drak does NOT erase the spell from the play sheet.

This effect does not apply to spells cast through magic items or scrolls.

86) Mirror mirror on the wall…

The dungeon belonged to an ancient speculomancer (a wizard specializing in the use of magic through reflecting surfaces), and it contains a series of magic mirrors. Roll a 1 in 6 chance of a mirror being in any room, but not in corridors. If the party has at least one spellcaster (not counting clerics), the party may use a mirror to automatically teleport to another known room with a mirror. The mirrors stop working if they are removed from the wall or they are damaged. The party may use the mirror teleport to automatically evade from combat. A medusa (or any other monster with a stone-turning gaze attack) fighting in a room with a mirror has a 1 in 8 chance of turning itself to stone every turn. If this happens, the party does not gain an XP roll for defeating the medusa.

87) Swarming Critters

In this dungeon, every time you roll an encounter with a group of vermin creatures, increase the number encountered by 1. This is cumulative; each following encounter with vermin increases by an additional +1. In any case, the maximum number encountered will be DOUBLE the maximum number of vermin that can be rolled.

> *For example, if the entry says "d6+3 rats", you cannot encounter more than 18 rats.*

All encounters with vermin count for XP purposes in this adventure. In other words, count them as minions.

88) Shooters Everywhere

All the minions and boss monsters encountered in this dungeon will have ranged attacks of some sort (bows, slings, or javelins as appropriate). In general, if the characters pick up their weapons, they will count as cheap, light ranged weapons (so they have -1 on their Attack rolls and they break on any roll of 1 on the Attack roll). Exception: weapons by hobgoblins, dark elves and dwarves/gnomes of any type will never be cheap weapons. The ranged weapon of a final boss has a 2 in 6 chance of being a masterwork weapon. In the hands of the boss monster, it will simply increase its Level when attacking by 1. In the hands of the characters, it will count as a masterwork weapon (so its chance of scoring an explosive result increases by 1). A masterwork weapon is not magical and can be used by barbarians as well.

Giant Spider Table (d6)

1	**Maneating Spider:** HCL+4 weird monster, HCL+2 Life, 3 attacks, normal morale and treasure. *Reactions (d6): 1 flee, 2-5 fight, 6 fight to the death.*
2	**Floating Spider:** HCL+3 weird monster, 6 Life, 4 attacks. 2 in 6 chance of surprising the party. Lightning spells hit the floating spider at +1, but it is immune to Sleep. Normal morale, treasure +1. *Reactions (d6): 1-2 flee, 3-6 fight.*
3	**Fire Eating Spider:** HCL+3 (minimum 5) weird monster, 8 Life, 2 attacks. No damage by fire-based spells and attacks. Normal morale and treasure. *Reactions (d6): 1-3 bribe (a lantern), 4-6 fight.*
4	**Spider with a Thousand Eyes**: HCL+2 (minimum 4) weird monster, HCL+1 Life. 4 in 6 chance of surprising the party. Normal morale. Its treasure will always be 1 scroll or 1 potion of your choice. *Reactions (d6): 1-2 flee, 3-4 bribe (1 scroll or potion), 5-6 fight.*
5	**Spear-Throwing Spider:** HCL+1 (minimum 4) weird monster, 5 Life. Before the combat, the spider will throw 4 spears at the party, each at a random target. In melee, it will perform 2 attacks per turn. Normal morale and treasure. *Reactions (d6): 1-2 special: fights for 1 turn and then flees UNLESS at least one target is killed; if that happens, it will run away with the character's body; 3-5 fights; 6 fights to the death.*
6	**Gargantarach Giant Chaos Spider**: HCL +1 (minimum 4) weird monster, 12 Life, 2 attacks, Morale +1, Treasure +2. The gargantarach's bite inflicts 2 damage and excruciating pain as the monster injects its chaos-infested eggs in its victim. The Gargantarach will not inject its eggs more than once per target, and once two targets are inseminated, the creature has no more eggs to inject. Every turn until the eggs are expelled, an infected victim must roll a 1 in 6 chance that the eggs will hatch. If the eggs hatch, the victim takes 6 Damage as a swarm of gargantarach young crawls out of the victim's mouth and nose to attack the party. Treat the swarm as a L2 horde* with 4 Life. Before they hatch, the eggs may be expelled by casting a Healing or Blessing or excised with an edged weapon (this inflicts 3 Damage on the victim but kills the spider young). *Reactions (d6): 1-2 bribe (sacrifice a horse, mule or other large animal); 3-6 fight.*

* A vermin horde is a large number of creatures treated as a single entity. Consider it a major monster with 4 Life. Every character receives one attack per turn by the horde until the horde is destroyed or scattered (on a failed Morale roll). In game terms, the Gargantarch young also count as vermin for purposes of any spell or attack type that affects vermin creatures.

Trap Save Variation Table (d8)

1	Strength-based. Barbarians, trolls, and ogres add +L to the save vs. this trap. Warriors, orcs and dwarves add +1. Elders, halflings and wizards subtract -1.
2	Reflexes based. Swashbucklers and rogues add +L, elves, satyrs and halflings add +1.
3	Endurance based. Barbarians and trolls add +L. Dwarves add +1.
4	Intelligence based. Wizards add +L. Elves, conservationists and succubi add +1.
5	Luck based. No class adds any bonus, but halflings may spend 1 Luck point to automatically avoid the trap.
6	Defense based. The target must not roll a save, but must perform a Defense roll instead, using the trap's level as the level of an attacker.
7	Electricity. If a spellcaster uses a Lightning or other electricity based spell to absorb the electrical discharge, the effect of the trap is avoided altogether.
8	Fire. If a spellcaster uses a Fireball or other fire based spell to absorb the trap's fire blast, the effect is avoided altogether.

Trap Target Table (d6)

1	All characters must save, in any order chosen by the player.
2	All characters must save, in reverse marching order.
3	Only the first character in the marching order is targeted.
4	Only the last character in the marching order is targeted.
5	A random character is targeted.
6	The first two characters in the marching order are targeted.

Never venture in the same old dungeon again.

Twisted Dungeons is a supplement for *Four Against Darkness*, suited for all levels of play, that will change your dungeons forever.

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Requires only the Four Against Darkness rulebook.