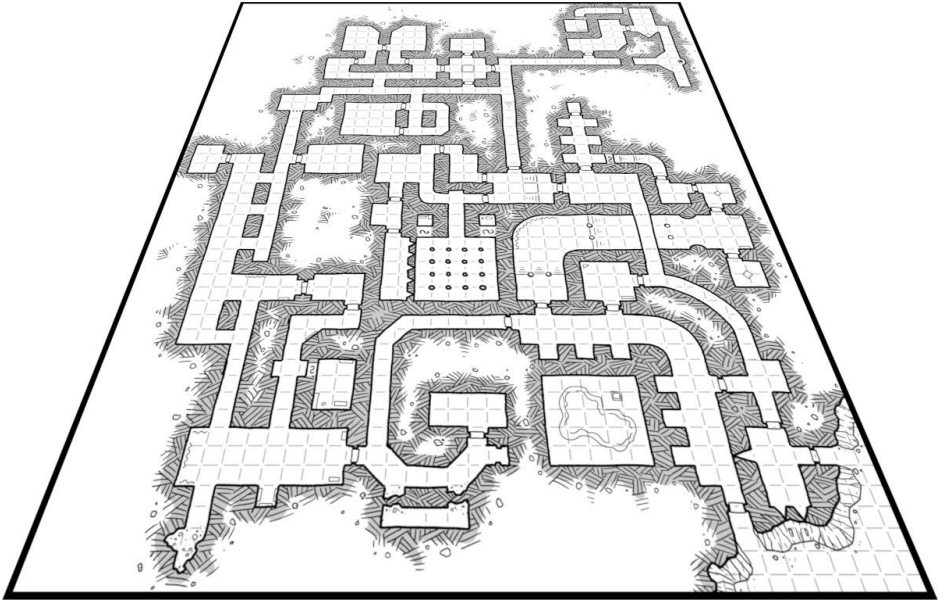


# DELVER'S FOLLY

An *Into The Dungeon* Adventure

for Four Against Darkness



By Brian Benoit

## How to use this adventure

You need the [Four Against Darkness](#) rules to play this game.

The first room of the dungeon is on the following page – Page 3. From there, the book will guide you through the dungeon. You will have the opportunity to make decisions along the way.

Place each room as it appears on the page. Do not rotate or flip it.

Dashed lines are doors. If there is no dashed line, there is a continuation of the hallway on the next page you turn to.

Write the room or corridor's page number on your map. If you get lost, or flip to the wrong page, you will be able to return to your last known page.

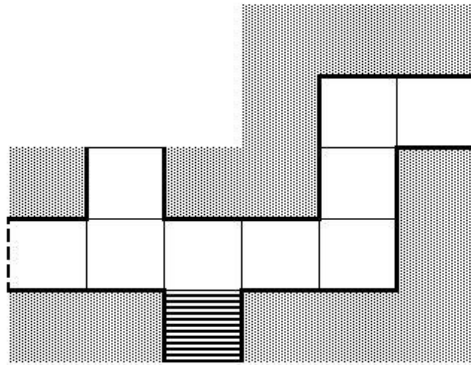
If you backtrack through the dungeon, don't forget to roll for wandering monsters!

If you are confused about how something should play, refer to the Four Against Darkness base rules.

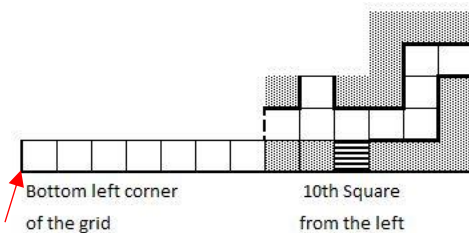
You may play the dungeon more than once. You may find more secrets, or find the dungeon plays a little differently on subsequent play throughs.

As you descend the steps into the dungeon, the lantern illuminates a corridor to the east and west. The worked stone is wet, and smells of mildew. A muted, far away scream echoes through the dungeon. Looking up and down the passage, you see an ironbound wooden door to the west, and two passages leading north - one stretches into darkness and you hear the sound of splashing water. The other appears to turn to the east, and you hear nothing, but it smells like feces and body odor.

- Go East, turn to [page 15](#)
- North, [page 23](#)
- Check out the door to the west, turn to [page 7](#)



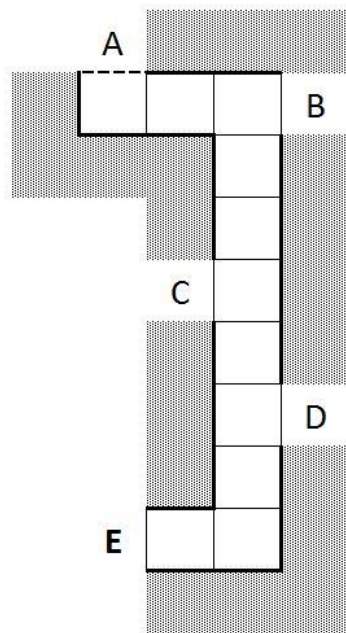
10th Square  
from the left



This hallway is empty. You may roll to search it, in case you may be missing something...on a 5-6, turn to [page 19](#). If you do not roll a 5 or 6, find your result on the Empty Room Search Table (4AD p 56).

Use the letters on the map to determine where you go next.

- A: the door is locked. It is a level 5 door (4AD pg 63). If you unlock it or bash it down, turn to [page 37](#).
- If you take B: turn to [page 10](#)
- C: turn to [page 34](#)
- Hallway D: turn to [page 18](#)
- E: turn to [page 38](#)



You approach the statue to investigate further. Inscribed around the base of the statue's pedestal is the phrase, "Goodness above all, justice before all." Check your d6 result against the table below.

- 1-3: There is nothing more that is remarkable about the statue.
  - 4: You find a secret compartment in the statue's pedestal. It contains a scroll of Bless!
  - 5: You find a secret compartment in the statue's pedestal. It contains 2d6 gold pieces!
  - 6: You find a secret compartment in the statue's pedestal. It contains a magic crushing light hand weapon!
- 
- To go North, turn to [page 18](#)
  - To go South, turn to [page 23](#)

You run into the room with your weapons drawn, and begin kicking over candles. The grotesque man awakens from his trance with an otherworldly scream. "How dare you interfere with the works of the gods?"

The man is a Chaos Lord with no special powers. (4AD pg. 88)  
You may roll for a reaction, if you would like.

When the fight is over:

- To go north turn to [page 27](#), or
- Return to [page 3](#)

You approach the iron bound wooden door, and notice that it is gouged with claw marks. Gingerly, you try the door handle, but find it to be locked!

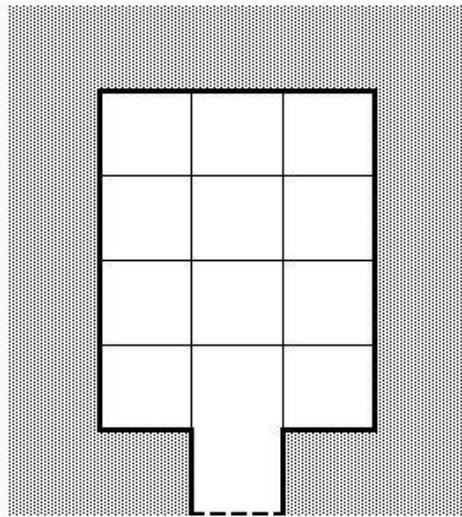
- If you decide to leave the door alone, return to [pg. 3](#)
- If you decide to try and open the door, it is a level 3 door. (See 4AD pg. 63) If you are successful, turn to [page 26](#)

The door to this room is heavy and bronze. It is locked from this side by a heavy wooden bar, which is inscribed with strange runes. You lift the bar, and lean it against the door jamb. "Ready?" you whisper to the other party members. Everyone nods. You throw open the door... and find that you were not ready. Not by a long shot. A terrifying creature from your nightmares launches itself at you.

Roll on the Weird Monster table, rerolling any Invisible Gremlin result. This monster always fights to the death, and also goes first in the fight.

After the fight, you can also search the room if you would like. Roll on the Empty Room table.

Then, return to [page 22](#).

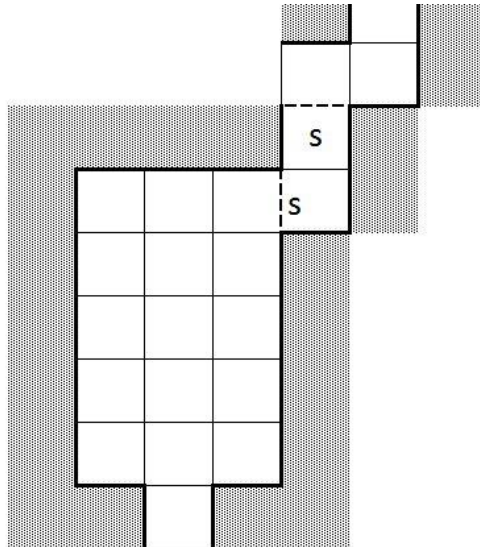




You enter a large room with pillars, benches, and an altar at the north end. A dead griffon lies on the altar.

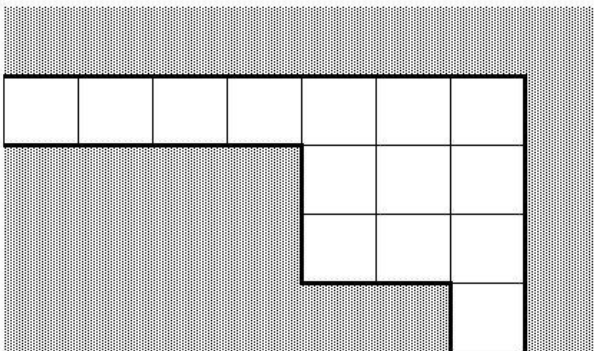
Suddenly, a grotesque man appears in the southern doorway, and a terrifying smoky shadow rises up behind him. Both look intent on doing you harm.

1. All characters must save vs a level 4 fear attack, or be at -1 defense for the duration of this fight.
  2. The smoky shadow being is evil and unstable. It attacks a random character. It also has a 1 in 6 chance of attacking the grotesque man, and a 1 in 6 chance of attacking no one. Whoever is attacked loses 3 health automatically (no defense roll). The shadow then disappears.
  3. Fight with a Chaos Lord. He has no special powers. You may roll a reaction, if you wish.
- To search the Altar, roll a d6, and then turn to [page 33](#)
  - Go back through the secret passage, [page 4](#)
  - To continue south, go to [page 35](#)



This appears to be some sort of living area. Thick tapestries hang on the walls, and finely woven carpets mute your footsteps. Two easy chairs sit in one corner on either side of a reading table. A brazier in the middle of the room casts a flickering orange light, and tinges the air with smoke. Chests and bookshelves line the walls. You feel a breeze from behind two of the tapestries, and find that there are two passages leading out.

- If you would like to search the room, roll a d6 and turn to [page 39](#)
- If you do not search the room, but go south, turn to [page 18](#)
- If you do not search the room, but go west, turn to [page 4](#)



A man dressed in long black robes stands in the middle of the room, his face turned towards the ceiling. Arms outstretched, his palms upturned, fingers ending in long, yellowed fingernails. He is chanting something loudly in a language that you do not know.

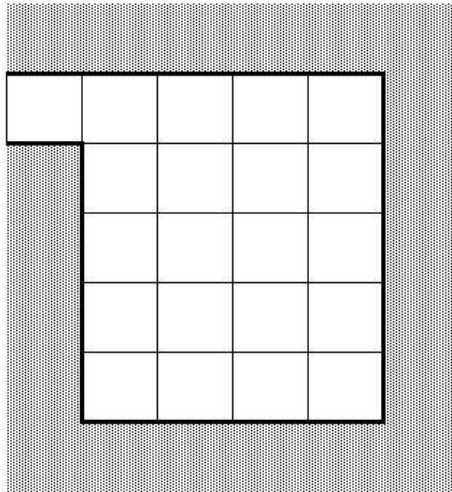
As the last syllable reverberates off the damp stone walls, the Chaos Lord steps out of the magic circle he was standing in, and appraises you with a sneer.

“How did you get past my apprentice?” he asks. “No matter! I will take care of you instead!”

### **FINAL BOSS**

Chaos Lord, Special power: hellfire blast, can roll for reaction.

If you would like to explore more of the dungeon, return to [page 37](#)

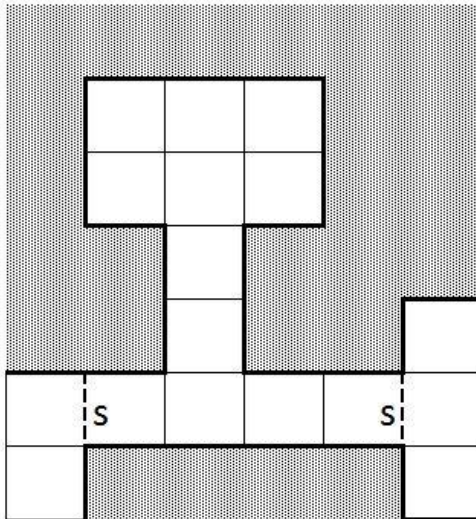


You quietly crawl north, and see that the tunnel opens into a cave-like room. A group of Fungi Folk are sitting around a fire, mumbling to one another. There is a small pile of bags in the corner. What treasure might they hold?

If you attack: 2d6 Fungi Folk. If you decide to attack first instead of rolling for reaction, then the monsters are at -1 level in the first round of combat, due to being surprised.

If you leave them alone, or after the encounter:

- To go west down the original tunnel, [page 10](#)
- To go east down the original tunnel, [page 30](#)

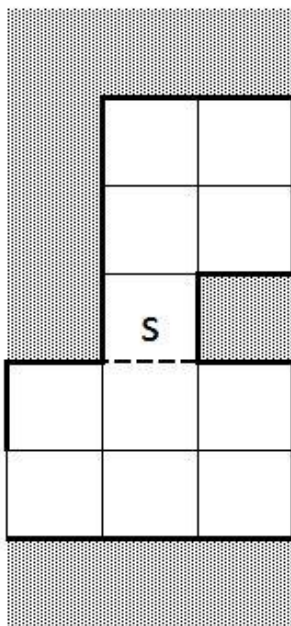


There is a gaunt man chained to the wall of this secret room. He appears half dead, and begs you for some water. No matter how hard you try, you cannot unlock or break the chains. He looks at you apologetically.

“The chains are magical,” he says, “but if you can find the key and release me, I will surely reward you. I used to be a powerful wizard, you know.” Then, he nods off into unconsciousness.

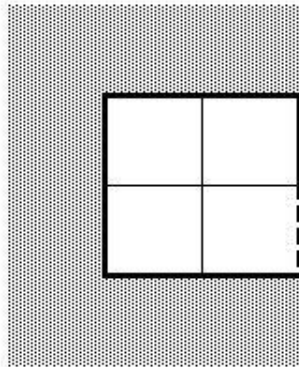
Reference the "Bring me That!" quest (4AD p 39). The final boss has the key, if you do not find it sooner. When you complete a quest, roll on the Epic Rewards table.

Return to [page 25](#)



When you peek through the tiny barred window on the door, a filthy man dressed in rags runs to the window and screams at you. "LET ME OUT LET ME OUT!!"

- If you open the door to let him out, go to [page 40](#)
- If you leave the door locked and move on, return to [page 32](#)

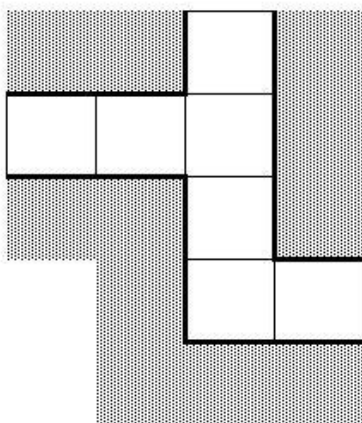


As you explore this corridor, you suddenly come across some monsters!

You encounter  $d6+1$  Orcs (4AD Minions Table, pg. 87)

After the fight:

- To go west, turn to [page 3](#)
- To go east, turn to [page 25](#)
- To go north, turn to [page 22](#)



As you search the room, you push one of the bookcases away from the wall, revealing a secret door in the middle of the northern wall.

- If you open it and go inside, turn to [page 13](#)
- If you leave it alone and exit the room, return to [page 25](#)



You find a large hole at the bottom of the wall behind a chest! It's too small to walk through, but if you get on your hands and knees, you could certainly crawl in...

You shine your lantern inside, and decide that it doesn't look unsafe. As you crawl through the secret passage, you notice another opening to the north.

- If you crawl west, you peek in the room and see a richly adorned living area. You don't notice any monsters. Turn to [page 10](#)
- If you crawl east, you peek in the room and see an Orc Brute sitting at a desk. Turn to [page 30](#)
- If you crawl north to explore the tunnel to the north, turn to [page 12](#)

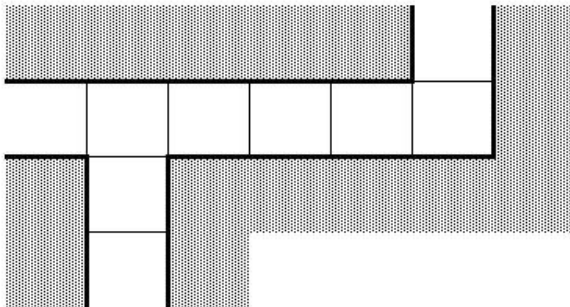
				s	15		s		28	
		8								

The hallway here branches in three directions. It appears to be empty.

You may roll to search it, if you would like - On a 5-6, turn to [page 31](#). If you do not roll a 5-6, use the Empty Room Search Table (4AD page 56).

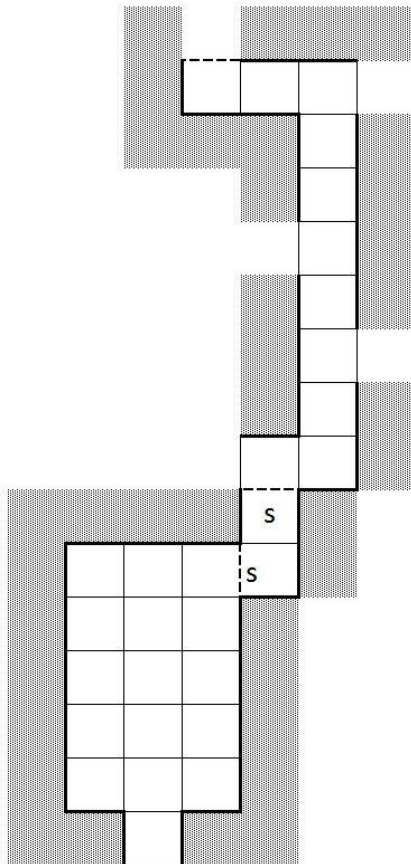
Now, hurry on, there is no time to lose!

- To go south, turn to [page 28](#)
- To go north, turn to [page 10](#)
- To go west, turn to [page 4](#)



You find an off-color stone in the wall, and push on it. The wall swings open – you found a secret passage!

- If you're coming from the altar room, turn to [page 4](#)
- If you're coming from the hallway, and the altar room is not on your map yet, turn to [page 9](#)
- If the Altar Room is already on your map, you may return through the two rooms, and then turn to [page 3](#)



You cup your hand into the fountain, and slurp up some of the water. It begins to fill you with warmth and strength.

Every character that drinks from this fountain heals 1d6 health. Each character may only drink from one fountain, one time, every time you enter the room. The party may return to this room and drink from a fountain again, being sure to roll a 1 in 6 chance for wandering monsters when returning to the room.

When you are done drinking, go back to [page 23](#)

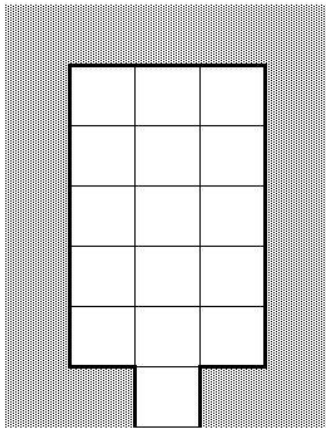
You enter a large room with pillars, benches, and an altar at the north end. A dead griffon lies on the altar.

Suddenly, the grotesque man who had been sitting in the magic circle appears in the southern doorway, and a terrifying smoky shadow rises up behind him. Both look intent on doing you harm.

1. All characters must save vs a level 4 fear attack, or be at -1 defense for the duration of this fight.
2. The smoky shadow being is evil and unstable. It attacks a random character. It also has a 1 in 6 chance of attacking the grotesque man, and a 1 in 6 chance of attacking no one. Whoever is attacked loses 3 health automatically (no defense roll). The shadow then disappears.
3. Fight with a Chaos Lord. He has no special powers. You may roll a reaction, if you wish.

After combat:

- To search the Altar, roll a d6 and turn to [page 33](#)
- To leave the altar alone and search the room instead, roll a d6. On a 1-4, find your result on the “Search Empty Room” table on page 56 of the 4AD core rules. On a 5-6, go to [page 19](#)
- Otherwise, retrace your route, and return to [page 3](#)

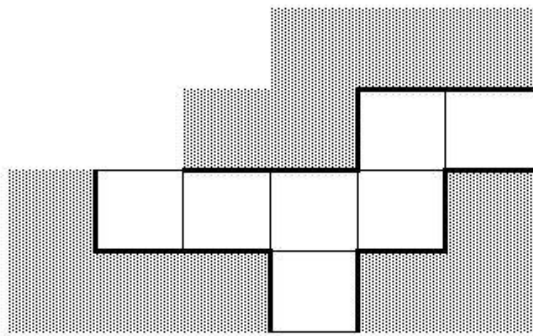


The stench of feces and body odor is getting stronger, and you hear another scream echoing down the hallway. It seems to be coming from the east.

This corridor is empty. You may not search it.

There is a solid bronze door up the passage to the north, and the passage also makes a jagged turn east and south.

- If you go North, turn to [page 8](#)
- If you go East, turn to [page 32](#)
- If you go South, turn to [page 15](#)

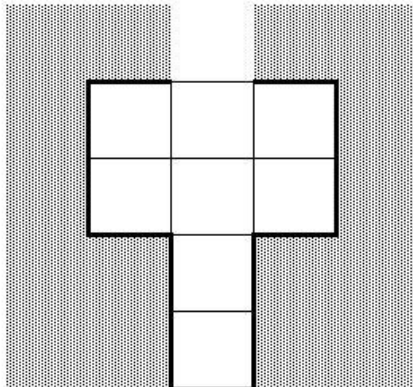


As you enter this room, you see where the sound of splashing water was coming from. On each of the east and west walls, there is a face carved into the stone. Water pours from their mouths and splashes into basins below. The fountains look identical. If you want to drink the water, each character may drink from one fountain. Choose before you turn the page! You may split the party, and have them drink from different fountains.

- If you drink from the west fountain, go to [page 36](#)
- Go to [page 20](#) if you drink from the east fountain

Or, you could just move on...

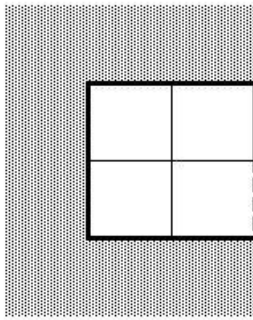
- To go North, turn to [page 28](#)
- To go South, return to [page 3](#)



You unbar the door, and go inside. This appears to be an empty prison cell – a small wooden bench is pushed against one wall, and straw litters the floor. There is a pile of dried feces in the corner.

You may search this room, and if you get a wandering monsters result, then use the Vermin table.

When you are done in this room, return to [page 32](#)



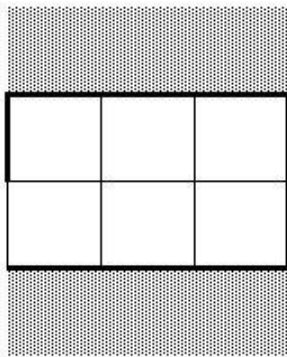


The floor of this room is littered with plaster, boards, and other debris. In one corner sits an armchair, with much of the stuffing ripped out. It is water stained and smells of mildew. A few sagging bookshelves line the walls, but there are no books on them. A rat squeaks, and runs behind a tilted, three legged table.

If you would like to search the room, roll a d6.

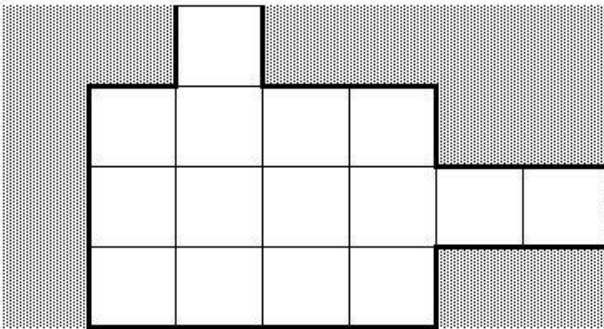
On a 1-5, turn to [page 29](#). If you roll a 6, turn to [page 16](#). When there is an Elf or Rogue in the party, add +1 to the roll.

If you do not search the room, return to [page 15](#).



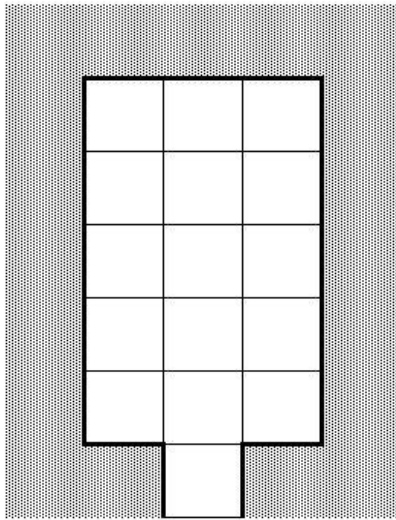
You enter a room dimly lit by a ring of candles in the center of the floor. In the center of the ring of candles, a grotesque looking man sits cross legged, apparently in some sort of a trance. Upon closer inspection, you see that the candles sit on a magic circle, which has been inscribed on the floor. The air hums with magical energy.

- If you sneak past without disturbing the man, turn to [page 21](#)
- If you try to interrupt the ritual, turn to [page 6](#)



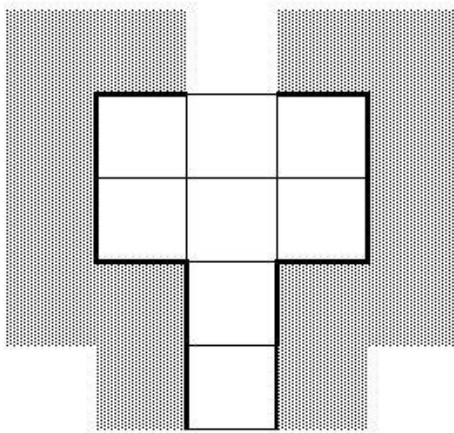
You enter a large room with pillars, benches, and an altar at the north end. A dead griffon lies on the altar.

- To search the Altar, roll a d6, and then turn to [page 33](#).
- To leave the altar alone, and search the room instead, roll a d6. On a 1-4, use the Search Empty Room table. On a 6, turn to [page 19](#). If there is an elf or rogue in the party, add +1 to the roll.
- To retrace your route, return to [page 3](#)



In the northwest corner of this room stands a statue. It appears to be a statue of an angel, with its wings outspread. One arm holds a sword aloft, and the other arm seems to have been broken off.

- If you search the statue, roll a d6, and turn to [page 5](#)
- If you ignore the statue and go North, turn to [page 18](#)
- If you ignore the statue and go South, turn to [page 23](#)



You spend several minutes rummaging through the debris scattered around the room. You spend some time reading graffiti scratched into the walls – it is written in orcish, and looks somewhat new. You come across a moldy old book that falls apart as soon as you pick it up, and when you flip the chair over, dust and mildew fill the air. Covering your mouth and coughing, you realize that this is nothing more than just an old, abandoned room.

You do not find anything of consequence in this room. Return to [page 25](#).

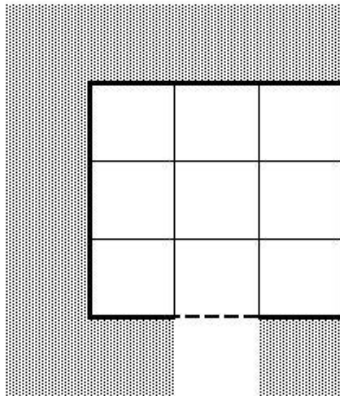
This room is lined with filthy sleeping pallets, and is littered with trash. The foul smell makes your eyes water. At the far end of the room, a huge orc sits at a table. He is carving something in it with a huge knife. When you enter, he looks up, and his face twists into an expression of rage. “Who you?” he bellows. “Why you here? Filthy not-orcs!” He jumps onto the table and leaps across the room towards you.

Encounter: Orc Brute (4AD pg. 88)

After you defeat the orc, you may choose to search the room. If you choose to search the room, roll a d6.

- On a 1, a group of orc guards arrive (4AD pg. 87 minions table result 4).
- On a 2-4, you find nothing.
- On a 5-6 turn to [page 17](#).

Otherwise, return to [page 32](#).



As you walk along the corridor, you bump into the wall and feel a loose stone jiggle. The party pauses, and you carefully remove the stone from the wall to reveal a small hole. You reach in, and pull out a heavy sack. It chinks with the sound of coins rattling against each other.

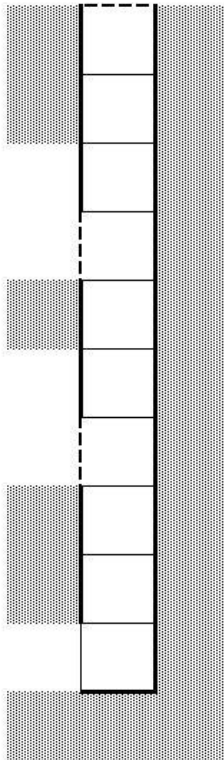
You found a secret treasure! Roll 3d6x3d6 gold pieces.

There is also a level 5 alarm inside the treasure's hiding place. A rogue can disable this alarm with a successful check (see "Disarming Traps" on pg 63 of 4AD). If the alarm is not disarmed, wandering monsters find you!

When you are done with this encounter, turn back to [page 18](#) to determine where you go next.

This corridor is empty. There are two heavy wooden doors with tiny, barred windows. The doors are barred from the hallway side, and you could easily open them if you want to. Moaning is coming from the north west door. You don't hear anything or see anything at the south west door.

- If you would like to investigate the moaning, go to [page 14](#).
- If you would like to investigate the south west door further, go to [page 24](#).
- If you go through the north door, go to [page 30](#).
- If you follow the corridor to the south, then turn to [page 22](#).





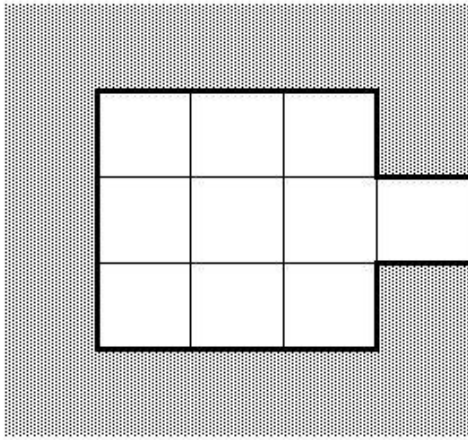
As you search the altar for anything of interest, you notice some runes on the front panel begin to glow. A dark, smoke like energy begins to seethe from the top of the altar. Suddenly, the room is filled with an otherworldly screeching – you cover your ears in horror, but that does little to dampen the noise. You feel as though your head is about to explode.

Every member of the party in this room must make a save 2 vs. the altar's attack. Wizards have a +1 to this save. Characters that fail this save will die.

Any character that does not die sees a tunnel of color, and then blacks out. When they wake up, they find that they have been magically transported somewhere else. Turn to [page 41](#).

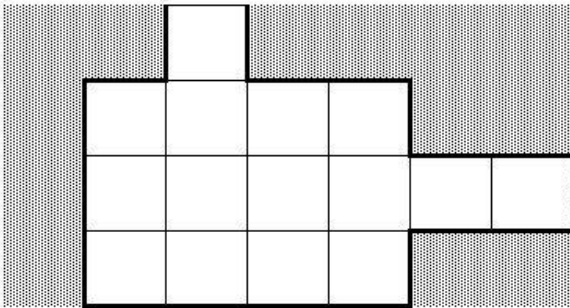
The walls of this room are lined with shelves that hold magical reagents and various dried herbs and animal parts in glass jars. A small bookshelf holds texts on necromancy and dark rituals. In the center of the room stands an empty table with manacles attached to it. There also appears to be dried blood on it.

- If you decide to take some time to thoroughly search this room, roll a d6 and turn to [page 43](#).
- If you do not search the room, and turn back the way you came in, return to [page 4](#).



In the center of the floor, a ring of burnt out candles sits on a magic circle, which has been inscribed on the floor. The room is otherwise empty. To the east, there is a door that is locked from this side.

- To unlock the door and go through it, turn to [page 3](#).
- To return back the way you came, go to [page 9](#).



You cup your hand into the fountain, and slurp up some of the water. Suddenly, you feel a sharp stabbing pain in your stomach. Your legs feel weak, and as you fall to the floor, you begin to retch.

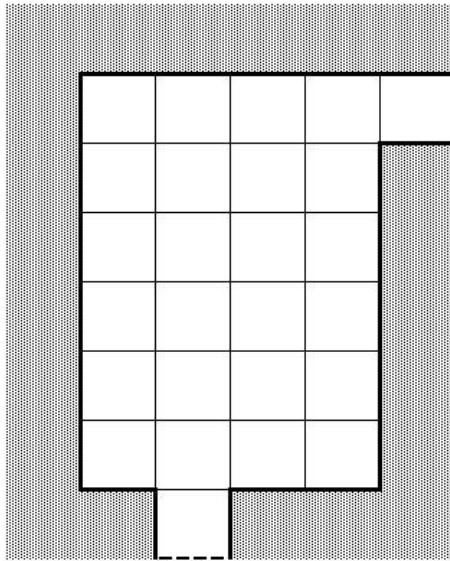
Every character that drinks from this fountain is poisoned, and loses 1d6 health. Barbarians and Halflings only lose 1d3 health. Each character may only drink from one fountain, one time, every time you enter the room. The party may return to this room and drink from a fountain again, being sure to roll a 1 in 6 chance for wandering monsters when returning to the room.

When you are done drinking, go back to [page 23](#)

This room is full of statues. The faces of all the statues are grimaced in pain or fear.

If you would like to search the room, roll a d6. On a 6, turn to [page 42](#). Otherwise, you do not find anything further of interest in this room.

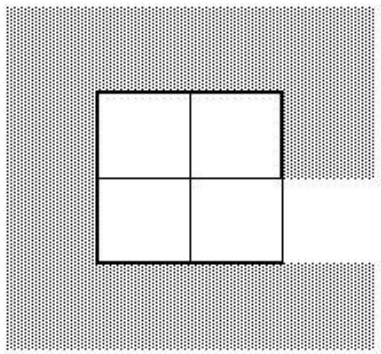
- To return back the way you came, turn to [page 4](#).
- To continue on, turn to [page 11](#).



The walls of this room are lined with weapons racks.

You found an armory! Armories are outlined on page 32 of the 4AD core rulebook.

When you are done in the armory, return to [page 4](#).



You decide to spend some time searching through these living quarters. Check your d6 roll against the list below.

1: You find nothing of consequence

2-3: Searching through a chest pushed against the wall, you come across something in a velvet bag. You find a hidden treasure, with a treasure complication (4AD pg. 58)

4: One of the cabinets in the room is locked with a complicated, arcane lock. This is a Puzzle Room (4AD p32)

5: You check the drawer in the reading table, and find a journal. Flipping through it, you come across a Clue.

6: Turn to [page 17](#).

When you are done in this room, you may:

- Go south, turn to [page 18](#), or
- Go west, turn to [page 4](#).

You open the door, and let the prisoner out. He's very happy, and hugs each member of the party, then runs off, laughing with joy. Once he's gone, you realize that he stole some things from the party.

Roll d3+2. You must surrender that number of objects from any of your characters in this order of preference: coins (in bundles of 10 gp each), gems, potions, scrolls, weapons, magic items.

After the man runs away, you may go into the room. It appears to be an empty prison cell – a small wooden bench is pushed against one wall, and straw litters the floor. There is a stinking pile of wet feces in the corner, and flies fill the air with buzzing.

You may search this room; if you get a wandering monsters result, use the Vermin table.

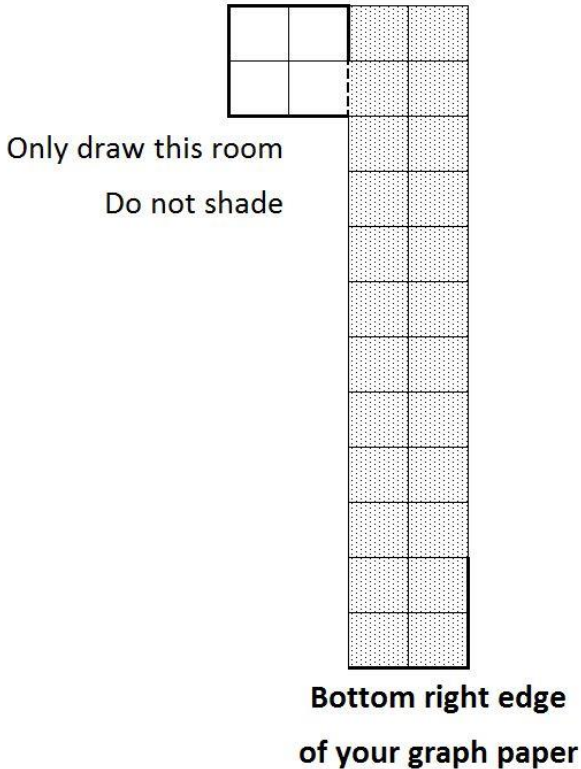
When you are done in this room, return to [page 32](#).



You find yourself in a tiny jail cell. You may search this room. If you get a wandering monster result, roll on the vermin table. The heavy door is locked. If you do not use magic or a rogue to unlock the door (i.e., the barbarian bashes it down), turn to [page 32](#), and Orc Minions are waiting for you (4AD p. 87); you made a lot of noise when you broke the door down, so they are ready for you. They get first attack.

Otherwise, turn to [page 32](#).

*(When you turn to page 32, this room is the southern door on the west side of the corridor.)*



In the southwest corner of the room, you find a statue of a medusa. She seems to have been turned to stone by her own magic somehow. You also find a Clue inscribed on the statue's pedestal. If you would like to fight her, you could cast Blessing on her...

- To return back the way you came, turn to [page 4](#).
- To continue on, turn to [page 11](#).

You take some time to search the laboratory for anything of value. You dump out jars, flip through the books, and open drawers and cabinets.

Check your d6 roll against the table below.

1-2: There may be something valuable here, but you can't find it.

3-4 You find a chest that is locked shut by magical runes. Puzzle Room (4AD pg. 6)

5-6: You find a magical item! Roll on the Magic Treasure table. (There are no hidden treasure complications for this result)

When you are done searching this room, return to [page 4](#).