

*The Gathering of the Four*

# Buried Secrets



*A Solo Adventure for a Cleric  
In Four Against Darkness*

*Written by Victor Jarmusz*



# Buried Secrets

*A Four Against Darkness Adventure*  
Part of *The Gathering of the Four Campaign*

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## Buried Secrets

### Setting

This adventure takes place in the game world of Norindaal, the backdrop of the *Advanced Song of Blades and Heroes* line of books and all the other fantasy games published by Ganesha Games. You are within the Dorantian Empire, on the An-Mòr continent. Prior knowledge of the setting is not essential to play. However, you can find a summary on the Norindaal wiki:

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

### How to Play This Adventure

The *Four Against Darkness* book is needed to play. The adventure is for a single cleric, and is part of a campaign series called *The Gathering of the Four*. You can, however, enjoy this as a standalone game.

You will also need a standard deck of playing cards. Cards are used to track time and also as aids in randomizing parts of the adventure. You need a deck of 24 cards, consisting of the following:

- All the black cards numbered 2 to 10 (both suits),
- both aces (aces count as 1)
- both Jokers
- two black Kings.

Thoroughly shuffle the deck before starting.

### Introducing – Rubria

You play a 3<sup>rd</sup> level cleric, Rubria. She has the following equipment:

- Heavy Armor
- Two Handed Crushing Weapon (Warhammer)
- 1 vial of holy water
- 1 riding horse
- 30 gp

Rubria has 7 life.

In normal games of *Four Against Darkness*, we do not get into details about a cleric's religion. But in this adventure, we are adding the possibility to choose your deity. You may opt to use this in your future games.

### Religion

As a cleric, your calling is to spread your deity's influence. You have to choose which god to worship.

Each god provides a gift to their clerics, which manifests itself in the use of the Bless power. A Bless can be used as described *Four Against Darkness*, or instead, at any time, it can be exchanged for the powers described below. The gods you can choose from are:

#### Zoyas

Zoyas is the god of skies and lightning. Worshippers are usually shamans and spell casters who use spells to alter the weather or control

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electricity. They favor light blue or gray robes.

At any time, you can use the Bless power to cast a lightning bolt, exactly as the Wizard's spell described in *Four Against Darkness*. However, you cannot add your level to the result, unless you are using it against undead.

### Luura

Luura is the god of Sun, Light, and Healing. Worshippers are usually healers and paladins. They favor the colors white and gold, that remind of the positive qualities of sunlight and the white samites worn by healers.

At any time, you can use the Bless power as a Healing power instead. This means you could have up to 6 Healing powers each adventure.

### Tamas Zeya

Tamas Zeya is the goddess of Oaths. She appears as a winged lady holding a book of law. She is usually worshipped by law enforcement officers, magistrates and lawyers.

At any time, you can use the Bless power to add your level when fighting any monsters that have the word "chaos" in their name. The bonus lasts for the duration of a combat encounter. Remember that you must forgo an attack to cast the Bless.

### Law and Chaos

You are a pawn in a greater battle between the gods of law and chaos. The King (law) and Joker (chaos) cards in your deck represent this conflict. Whenever you draw one of these cards, apply their effect as described below. After working this out, draw another card.

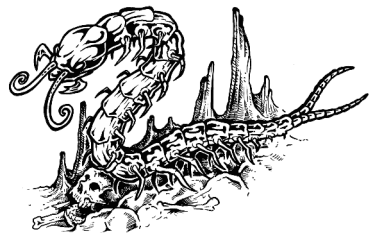
You must keep drawing until you get a numbered card, as the game entries require a number.

The only exception is the King card if it is the last card in the deck.

Some game entries will instruct you to ignore King or Joker cards when drawn. In this case, they have no effect - simply discard them.

**The King:** When drawn, you can look at the next face down card. If it is a Joker, you can discard it. If any other card, you can choose to leave it there, or move it to the bottom of the deck, face-down. If the King is the last card in the deck, treat it as a value 10 card.

**The Joker:** When drawn, roll on the *Chaos Table* below. Each event is unique; if rolled again, ignore, and roll until you get another event.



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### Chaos Table (roll d6)

- 1 **Disease.** You are affected by some unknown malady. Whenever you draw a card with a value of 8 or less, lose one life point. This disease is removed by an use of the Heal power, or when the next King card is drawn.
- 2 **Poltergeist.** As if thrown by an invisible hand, an object/heavy stone suddenly zooms towards you and tries to hit your head. Save vs level 5 dodge or lose two life points.
- 3 **False Memories.** You gain a false clue. This offsets one real clue, so your total clues will be one less. The false clue can be removed by expending one Bless power.
- 4 **Time is Short.** Discard the next card on top of the deck.
- 5 **Insect Swarm.** A cloud of stinging insects suddenly attacks you. They get into your clothes and armor, so you get no Defense roll. You lose one life, and then they disperse.
- 6 **Bad Luck.** Treat any card with a value of 9 or 10 as having a value of 1 instead. This predicament is removed by a Bless power, or when the next King card is drawn.



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### Back Story

A superior in your religious order has come to you with grave news. A foul sect of worshippers of the chaos dragon-god Ter-Za-Necht has recently been destroyed, along with their leader, by rangers working for the Dorantian empire. However, some followers escaped, including the necromancer Xi-Golog. She calls herself a concubine of Ter-Za-Necht. Xi-Golog has learned of a magical blue sapphire known as the Eye of Atlis. This was kept by an elder of your order, Zenobius.

However, Zenobius died recently, and was buried with the Eye in an unmarked grave in the town of Falzbend. Xi-Golog plans to find the Eye and rebuild the sect.

You must travel to Falzbend and retrieve the Eye before Xi-Golog gets to it. Your religious order does not have any temples nearby so you must arrange accommodation at the local Inn.

### Experience Rolls

Do not make XP rolls during the game, or record the number of minions encountered. You will progress to 4<sup>th</sup> level automatically upon completing the game.

### Use of Clues and Lighting

Gathering clues in this game does not entitle you to an XP roll (as in

*Four Against Darkness*). Clues are not retained at the end of the adventure.

All fights take place in enough lighting (including moonlight), so that you do not need to carry a lantern.

### Final Note

Do NOT read any entries in advance. This will ruin the fun and suspense of your game. Only go to an entry when instructed.

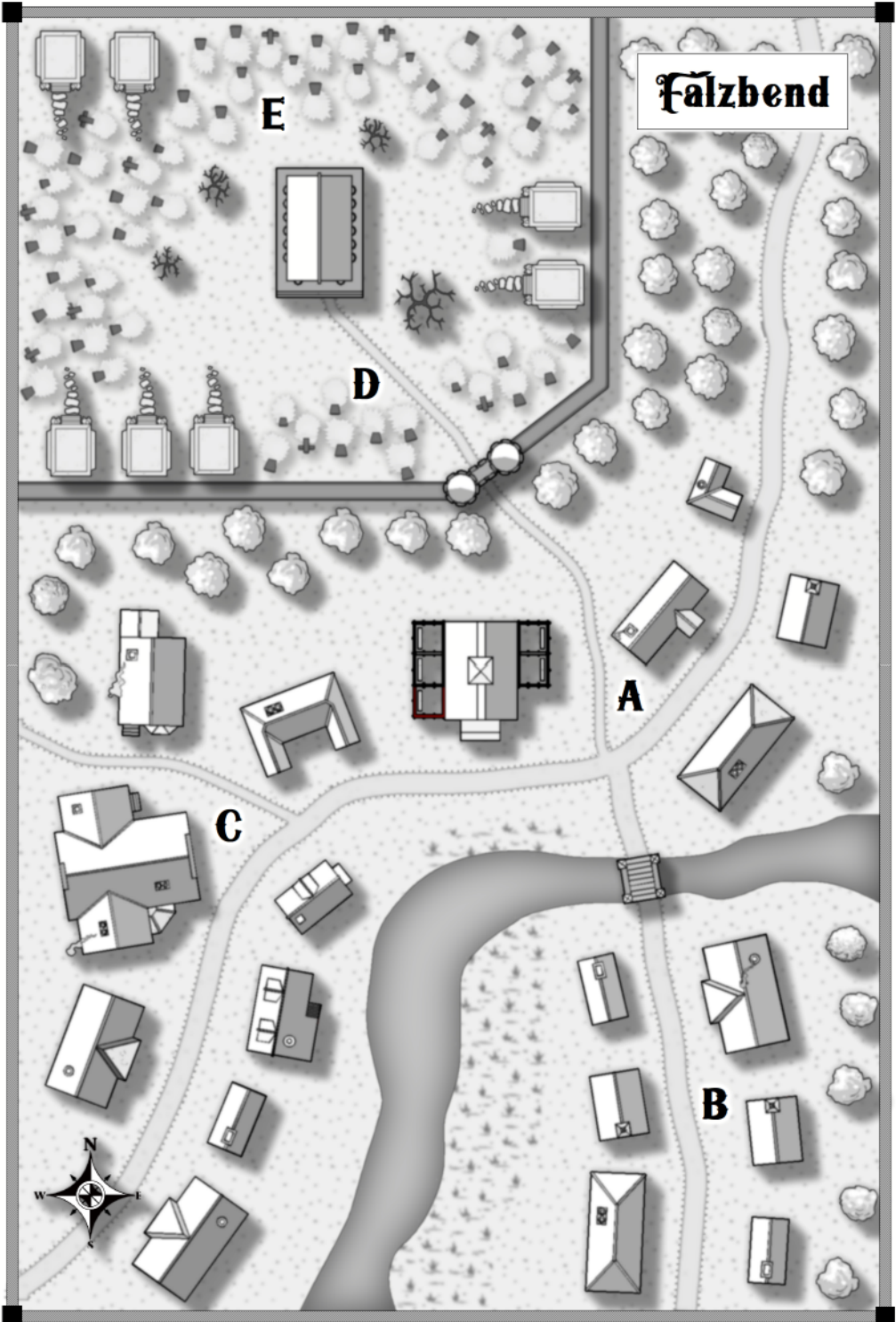
If Rubria fails or dies on this adventure, you should start again. You will now have some foreknowledge of things to come, but you have to succeed in this adventure for the series of linked games to work.

It is useful to write down the sequence of paragraph numbers as you play through, in case you lose your spot.

Start the game at Part 1. Only progress to Part 2 when instructed to do so.



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### Part 1: Falzbend

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#### How to Play this Part

A map of Falzbend is provided on p.7. It only shows the northernmost portion of the town. The map is broken down into 5 exploration areas, marked A to E. Think of each area as a tile, from where you can explore a number of places. As you move around, you may be asked to draw a card from the deck. Drawing cards marks the passage of time.

After exploring the town, you must return to the Inn, otherwise you cannot progress to the next part. When all 24 cards have been drawn, it is **After Dark**. In this case, you will roll a d6 as you have no cards left (so you cannot get 7+ results).

If a number has an asterix\* next to it, that means the place is unique and can only be selected once per game, and only before the darkness falls.

You start the game at Area A on the map. Proceed to **1** below....

---

~ 1 ~

After a journey of many days, you arrive at Falzbend. Tired and hungry, you see the welcoming sign of the Crossroads Inn, and enter.

The inn is owned by a halfling couple, Genryll and Esmerelda. You pay 10 gp for food and a room for two nights to Genryll.

*"Welcome to Falzbend!" he says, "Our founders had little imagination and named this town after being located at a bend on the Falz River!"*

You hear laughter from Esmerelda, who says *"But you love the obvious Genryll, isn't that why we called this place the Crossroads Inn?"* as she heads out to stable your horse.

You now eat a hearty meal. The halflings, seeing that you are a person of faith, mention that the last cleric in town was Zenobius, but he died recently. He lived in a cabin four leagues out of town, in the Kaarn forest. There is a servant who still lives there and sometimes comes into town for food supplies.

As you finish your meal, a party of cloaked rangers arrive at the Inn. They speak with Genryll and sit down for a meal. *"We won't be staying"* says one of them, *"there is a mighty storm coming from the West, and we must move quickly."* They notice you and start whispering. One walks over to you, holding a parchment. *"You are a learned cleric, perhaps you can help? We were traveling through the Kaarn forest and found this, but cannot decipher its meaning".*

If you help them, go to **18**.

Otherwise you leave the Inn to explore Falzbend. Go to **42**.



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### Part 1: Falzbend

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~ 2 ~

Draw a card, if the value is 1-2 (1-4 if after dark), go to **63**, Otherwise, go to **49**.

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~ 3 ~

Seeing that you are a cleric, Simeon tells you that his wife, Bonna, has a fatal disease. Simeon can no longer afford to buy drugs from the apothecary to keep her alive. Bonna is in the next room.

Do you offer to use a Heal power to cure her mysterious illness?

If you do, go to **38**.

Otherwise, return to area **74**.

---

~ 4 ~

A pack of FOUR WILD DOGS leap out from behind a building and attack you. They surprise you and attack first. They are level 2 minions and have no treasure.

If you survive, go to **74**.

---

~ 5 ~

Draw a card.

If the value is 1-2 (1-4 if After Dark), go to **41**.

Otherwise, go to **24**.

---

~ 6 ~

Draw a card.

If the value is 1-5, go to **39**.

If the value is 6-10, go to **75**.

---

~ 7 ~

These belong to wealthy families of the area. Their family names are engraved above the doors. One vault catches your attention. It just has a strange symbol above the door.

The door is locked. You may attempt to break it open by smashing into it with your hammer.

If you do so, draw a card. If the value is 1-3, go to **44**, if 4-10, go to **76**.

If you leave it alone, go back to **16**.

---

~ 8 ~

You find a sturdy, two handed axe in the water. Write the keyword AXE on your character sheet. Go to **35**.

---

~ 9 ~

Livia is intrigued by the arrival of a cleric. She shows you a small vial of dreaming potion made from rainbow lotus, saying *"This will reveal much when you dream, and may give you the answers that you seek"*.

If you buy it, spend 5gp and write the keyword RAINBOW LOTUS on your character sheet. Go to **24**.

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### Part 1: Falzbend

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#### ~ 10 ~

You still do not know where Zenobius's grave is located. You now resolve to travel to his cabin in the Kaarn Forest, and speak with his servant. This is only four leagues distant. You think you can easily cover the distance in the one day. Progress to Part 2 of this adventure.

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#### ~ 11 ~

The devout elves have their shop festooned with symbols of Elidra. They are all praying at a shrine dedicated to the goddess. Elidra has an aspect in common with your deity, as both are deities of light.

If you join them in prayer (you will pray to your own deity, not Elidra), go to **22**.

If you do not join them in prayer, go to **35**.

---

#### ~ 12 ~

Draw a card.

If the value is 1-2 (1-4 if after dark), go to **29**.

Otherwise, go to **16**.

---

#### ~ 13 ~

Molitor is panicking. "*Why me? Why me?*", he cries. Seeing that you are a cleric, Molitor tells you that he

recently purchased a very expensive vase, encrusted with beautiful topaz gems across the rim. But last night, a thief broke in and stole one of the gems!

If you have the keyword TOPAZ written on your character sheet, go to **52**.

If not, you cannot help. Return to **74**.

---

#### ~ 14 ~

Zekar is quite busy with a forge, and cannot deal with you. There is nothing more to do here. Go to **35**.

---

#### ~ 15 ~

You are led past the guards at the front door. They let you through. Inside, you are greeted by Baroness Eusebia Ceriali. Write the keyword LADY on your character sheet.

As Basilerius relates the story of you lifting the curse from Ufio, the Baroness expresses surprise, and is taken aback by your presence. "*Thank you for this wonderful thing you have done*" she says with a fake smile.

Draw a card.

If the value is 1-2, go to **73**.

If the value is 3-10, go to **50**.

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### Part 1: Falzbend

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#### ~ 16 ~

In this part of the graveyard, you have a choice to go to the following locations:

The stone vaults, go to **7\***.

The grave sites, go to **19\***.

The Pantheon of Light, go to **66**.

Area D, go to **2**.

*"We have heard that a necromancer might be in these parts"* says the ranger, *"perhaps she is closer than we think."* *"We must get to Mircella quickly"* yells another *"To horse!"*. The rangers leave and gallop off. There is nothing else you can do at the Inn. Go to **42**.

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#### ~ 17 ~

The burns miraculously heal and Zekar is grateful that you saved him. He gifts you an ornate dagger from his homeland (a light hand weapon), made with such quality that it counts as a hand weapon in attack (it does not have the -1 modifier normally given to light weapons).

If the last card you drew is 8 or more, the dagger is also silvered. In any case, it is an exquisite work of craftsmanship and can be sold for 45 gp. Go to **35**.

There are many graves, some over 200 years old. Draw a card; If the value is 1-2, nothing stands out. Return to **16**.

If the value is 3-10, go to **60**.

---

#### ~ 20 ~

You see the imposing, but unlocked iron gates that are the entry to the graveyard. The iron lettering across the top of the gates reads "Peace Upon Those Who Rest". You enter. Draw a card.

If the value is 1-2 (1-4 if After Dark), go to **63**. Otherwise, go to **49**.

---

#### ~ 18 ~

You look at the parchment and realize that it is an expended scroll. Most of the writing was burned away when the spell was cast, but you recognize its necromantic nature. The still readable borders, decorated in foul chaos script, suggest it was a spell to raise the dead.

---

#### ~ 21 ~

Dreaming potions made from the petals and roots of the rainbow lotus are well known in Dorantia. You drink the concoction before going to sleep. That night you have powerful visions of things past, present and future. You see the dead rise and



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### Part 1: Falzbend

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torrential rains falling upon the countryside. Gain 1 clue.

You now hover above your body and float to the road outside your room. You see a woman dressed in black, standing outside your window looking at you sleeping.

If you have the keyword LADY written on your character sheet, go to **58**. If not, go to **10**.

---

#### ~ 22 ~

You marvel at the statue of Elidra, which is decorated with blue Zircon gems. The elves gift you one loaf of elven bread. It can be sold for 10gp, or eaten to heal 3 life points.

Draw a card.

If the value is 1-2, go to **35**.

If the value is 3-10, go to **67**.

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#### ~ 23 ~

You walk amongst the graves.

Draw a card.

If the value is 1-2, you cannot deduce anything. Go to **49**.

If the value is 3-10, go to **70**.

---

#### ~ 24 ~

Out on the road, you have a choice to visit the following locations:

The Gladiator School, go to **37\***.

The Apothecary, go to **56\***.

The Woodcutters Hut, go to **43\***.

Area A, go to **77**.

You also notice a Manor, but do not venture there as protocol would demand you need an invitation.

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#### ~ 25 ~

You see six brightly dressed Dorantian soldiers drinking heavily. From their loud talk, they seem to be bragging about their romantic conquests.

You can either talk to them (go to **6**), or retire to your room for the night, (go to **47**).

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#### ~ 26 ~

You meet old Odric, who tends to the graveyard. Shovels and garden tools are stacked against the wall.

*"I am surprised to see a cleric here! I thought we have been forgotten by the religious orders!"* He rambles about the loss of the old ways, how the Baroness does not care, about vandalism in the graveyard, about all youth being crazy, and how there are no clerics anymore.

Draw a card.

If the value is 1-2, he keeps rambling and you leave, go to **35**.

If you draw 3-10, go to **45**.

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~ 27 ~

As by a miracle, Corius becomes rational and is thankful for your kindness. He gifts you two fine leather bottles which are perfect for storing holy water. Go to 74.

~ 28 ~

A mounted band of knights of Xichtul, the Chaos god, gallop along the road towards you. They wear thick furs with horned helmets. They wield huge swords and large iron spiked balls on the end of chains. Save vs level 2 or lose d3 life as they easily bash you aside. Go to 35.

~ 29 ~

You seem to have disturbed four grave-robbers. They lunge at you with heavy shovels and mallets, attacking first. They are level 2 minions, and carry 17gp. If you survive this encounter, go to 16.

~ 30 ~

Molitor is one of the wealthiest people in town. He owns the only mill, and that gives him some influence over the populace.

Draw a card.

If the value is 1-2, Molitor is talking to mercenary fighters, and you leave, go to 74.

If the value is 3-10, go to 13 instead.

~ 31 ~

The door is ajar, and the vault looks vandalized. Protective runes are scrawled across the walls, and garlic poultices are thrown across the floor. You may take a poultice if you wish. Go to 49.

~ 32 ~

Simion is an expert at fixing and making carts and wheels. There are numerous wheels strewn around the place. Simeon is currently working at a table fixing an axle. Draw a card. If the value is 1-2, he is very busy and yells "Come back tomorrow." (go to 74).

If the value is 3-10, go to 3.

~ 33 ~

Each river is controlled by its own spirit. If you take the time to set up a shrine to the local river spirit, go to 57. If not, go to 74.

~ 34 ~

The Bless has an immediate effect. Ufio stands proudly. Basilerius asks, "Do you want to meet the Baroness? We can go there right now!"

If you want to meet the Baroness, go to 15. If you do not, go to 24.

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### Part 1: Falzbend

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#### ~ 35 ~

Out on the road, you have a choice to go to the following locations:

The Smithy, go to **72\***.

The Bake House, go to **51\***.

The Grave Keeper, go to **26\***.

The Crossroads Inn (only if you've drawn at least 16 cards), go to **68**.

Search the bridge, go to **46\***.

Area B, go to **48**.

Area C, go to **5**.

Area D, go to **20**.

---

#### ~ 36 ~

You are swarmed by 9 rats. They are level 1 minions. If they wound you, there is a 1 in 6 chance to lose an additional life due to the infection carried by their bites. You attack first. If you win, go to **35**.

---

#### ~ 37 ~

A sign out the front says "Schola Gladiatoria". You are greeted by Basilerius. He once ran a gladiator school in Mircella, but had many enemies who bankrupted him. Basilerius now simply trains those who hope to compete in the arenas.

Draw a card. If the value is 1-2, he tries to convince you to become a gladiator, saying "*Listen kid, there's no money in being a cleric, you can*

*become rich in the fighting pits of Mircella!*" (go to **24**).

If the value is 3-10, go to **62**.

---

#### ~ 38 ~

Bonna awakes, fully cured. They are both ecstatic. "*I cannot repay you enough*" says Simion. You see a table full of herbs and potions. "*Here, we won't need this anymore, take it*". Simion hands you a potion in a small purple vial. He explains that it is a dreaming potion made from rainbow lotus. Write the keyword RAINBOW LOTUS on your character sheet. Go to **74**.

---

#### ~ 39 ~

You see SIX VERY DRUNK DORANTIAN SOLDIERS, who are looking for a fight. They draw weapons, and approach you. Genryll jumps in front pleading for them to be calm, but one of them hurls him across the room, knocking him unconscious. The other guests do not help but hide and take cover.

You attack first. The soldiers would normally be level 4 minions, but they are treated as level 3 for this fight due to their intoxication.

If you win, go to **65**.

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Part 1: Falzbend

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~ 40 ~

You kneel in front of the statue of your deity and chant. Draw a card. See the effect below:

1-2: Nothing happens

3-7: Regain one Bless or Heal power

8-10: as 3-7 above and you are also given the “destroy undead” power.

You cannot have more than one and the power can be used only once. Any undead minions you are fighting who are less than or equal to your level are automatically destroyed.

Go to 66.

---

~ 41 ~

“Whadda we have ‘ere?” you hear, as THREE HOODLUMS surround you. They demand 10gp. You can pay up and avoid a fight. If you fight, they are level 3 minions, and attack first. If you win, they carry 15gp that you can take. Go to 24.

---

~ 42 ~

Draw a card.

If it is not After Dark, and the value is 1-2, go to 54.

If it is After Dark, and the value is 1-4, go to 28.

On any other value, go to 35.

~ 43 ~

The hut looks to have fallen into a state of disrepair. The woodcutter, a solid fellow called Egrin, is sitting on top a pile of uncut wood, with his head in his hands.

Draw a card. If the value is 1-2, Egrin is not in the mood for talk. “Leave me be” he yells at you. Go to 24.

If the value is 3-10, go to 64.

---

~ 44 ~

The gravekeeper Odric, who has come up from behind, sees you doing this. “I never thought I would see a cleric of the Light engaged in such vandalism! What is the world coming to?” Embarrassed, you back away and return to 16.

---

~ 45 ~

You are able to discern enough useful information from his ramblings to gain 1 clue. Go to 35.

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~ 46 ~

Something glistening in the water caught your eye. Draw another card. If the value is 1-2, you find nothing (go to 35).

If the value is 3-10, go to 8.



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#### ~ 47 ~

Finally, you are securely in your room for the night. With rest and prayer, you regain all used Bless and Heal powers. You also naturally heal 3 life points if you suffered any wounds.

If you have the keyword RAINBOW LOTUS written on your character sheet, go to **21**. Otherwise go to **10**.

---

#### ~ 48 ~

Draw a card. If the value is 1-2 (1-4 if After Dark), go to **4**. Otherwise, go to **74**.

---

#### ~ 49 ~

In this part of the graveyard, you have a choice to investigate the following locations:

The stone vaults, go to **71\***.

The grave sites, go to **23\***.

The Pantheon of Light, go to **66**.

Area A, go to **77**.

Area E, go to **12**.

---

#### ~ 50 ~

She says "*a good deed from a cleric should not go unrewarded*" with a wry smile, gifting you a polished topaz. "*I bought this in another city, and didn't know what to do with it until now*". Write the keyword TOPAZ on

your character sheet. The topaz is worth 50 gp. You leave, going to **24**.

---

#### ~ 51 ~

This bakery is owned by a family of elves. It is a wonderfully decorated and maintained building. Draw a card. If the value is 1-2, the shop is closed (go to **35**). If the value is 3-10, go to **11**.

---

#### ~ 52 ~

You notice that the topaz you were given today exactly matches the missing piece. You hand it over.

*"A miracle!"* he cries, *"the stupid thieves must have dropped it by accident!"*

Molitor gives you a 20gp reward in gratitude. Go to **74**.

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#### ~ 53 ~

As you pick it up, you trigger a trap. Save vs level 3, with no modifiers. If you fail, you are hit by magical fire and lose d3 life points. It is a scroll with a Sleep spell. Go to **16**.

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#### ~ 54 ~

You are accosted by a beggar on the road, who asks for money. If you don't pay d3 gp, you must save vs a level 2 curse. A failure means that your character must re-roll the next

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successful roll (once only, and after that the curse dissolves). After this encounter, go to **35**.

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#### ~ 56 ~

This looks like a typical apothecary store full of various herbs, spices, and potions. It is owned by Livia, who appears engrossed in the book she is reading. The price tags of the potions and spices are quite high.

Draw a card. If the value is 1-2, Livia is too distracted to help, and you leave, going to **24**.

If the value is 3-10, go to **9**.

---

#### ~ 57 ~

You set up a little shrine to the local river spirit by the water, with the hopes that this clears the pollution. Write the keyword SPIRIT on your character sheet.

Draw a card. If the value is 3 or more, Clarya appreciates your help, and gives you some wolfsbane that she was using to counter the smells. “*I won’t need it anymore*” she says. Wolfsbane can be thrown at wolves, instead of performing an attack, forcing them to test morale. Go to **74**.

---

#### ~ 58 ~

You have seen her before. She is the Baroness. Go to **10**.

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#### ~ 59 ~

A powerful, pungent smell hits you as you enter the building. You see lots of skins. Corius, the tanner, has evidently gone insane after years of exposure to the chemicals.

Draw a card. If the value is 1-2, Corius is too busy talking to himself and does not notice you. Go to **74**.

If the value is 3-10, go to **78**.

---

#### ~ 60 ~

Some graves look like they have been recently dug up. The opened caskets inside are empty. This could be the work of Xi-Golog. Gain 1 clue. Go to **16**.

---

#### ~ 61 ~

Zekar is quite busy with a forge that has molten steel in it, and, as you walk in, it splashes up into his body. Zekar falls to the ground in pain.

If you save Zekar with a Heal power, go to **17**. If not, go to **35**.

---

#### ~ 62 ~

“A cleric?” asks Basilerius, “*maybe you can help*”. He explains that Ufio, his star pupil, has been cursed, losing the will to fight. You can see him sitting in the corner, looking dejected. If you use a Bless to lift the

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### Part 1: Falzbend

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curse, Basilerius promises to gain you an introduction to Baroness Eusebia Cariali, as she likes gladiators and is his patroness.

If you use a Bless power to lift the curse, go to **34**. If not, go to **24**.

---

#### ~ 63 ~

A ghost passes through you. Save vs level 4 fear or lose 1 life. You can add your level to this roll. Go to **49**.

---

#### ~ 64 ~

Egrin is in a state of despair. *"I am ruined"* he says, *"my axe is missing and I cannot afford another"*.

If you have the axe (you have the keyword AXE written on your sheet), or give him 15gp to buy a new one, write the keyword EGRIN on your character sheet. *"Somehow I will repay you"* he says. Go to **24**.

---

#### ~ 65 ~

With the bodies strewn across the floor, the other guests flee. Genryll wakes up and is fine. He starts cleaning up, but warns you that if their leader, Captain Droserius finds out who did this, he will surely seek revenge. Write the keyword SOLDIERS on your character sheet. You do not know why this has happened, but you thought you saw a cloaked figure on the road, outside

the window, looking in during the fight. You help then retire. Go to **47**.

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#### ~ 66 ~

The Pantheon is dedicated to the gods of light. Niches in the walls each contain a statue to a different god. There is Elidra goddess of Beauty and Music, Foryos god of Courage, Luura god of the Sun, Tamas Zeya goddess of Oaths, Zoyas god of Sky, Babas the Cat Lord, and Korimnos the Golden Stag. Do one of the following;

Move to area D, go to **2**.

Move to area E, go to **12**.

Pray to your Deity, go to **40**.

---

#### ~ 67 ~

The elves, seeing you appreciate the statue, also give you one of the gems. Write the keyword ZIRCON on your character sheet. Go to **35**.

---

#### ~ 68 ~

Draw a card. If the value is 1-2 (1-8 if After Dark), go to **39**. Otherwise, go to **25**.

---

#### ~ 69 ~

The Falz river has an abundance of leather fish, so called because of their tough skins. However, due to the

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### Part 1: Falzbend

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tannery dumping foul liquids into the river, the fish are dying.

Clarya, one of the local fishers complains, *"In Mircella there are laws stating that tanneries must be located out of town, but why not here? The Baroness does nothing!"*. Clarya then starts arguing with another of the fishers.

Draw a card. If the value is 1-2, she is too busy arguing and you leave, go to **74**.

If the value is 3-10, go to **33**.

---

#### ~ 70 ~

You notice that there is a door behind some overgrown vines on the graveyard wall. It connects Area D directly with Area C. Write the keyword PORTAL on your character sheet. Go to **49**.

---

#### ~ 71 ~

These belong to the wealthy families of the area. One vault catches your attention, the largest and most ornate. Engraved in large lettering above the door is "Cariali".

Draw a card. If the value is 1-2, the door is locked. The positioning of the chains seems like they are keeping something from coming out, rather than keeping intruders from going in. Go to **49**.

If the value is 3-10 go to **31**.

---

#### ~ 72 ~

Zekar is an old dwarf, originally from Kestar Kell, who came here for the quiet life. The smithy is full of half constructed farming tools, together with some weapons and armor. Draw a card. If the value is 1-2, go to **14**. If it is 3-10, go to **61**.

---

#### ~ 73 ~

You must make a save vs a level 3 curse or have a -1 on all your attack rolls. This curse lasts until it is removed with a Bless. You leave. Go to **24**.

---

#### ~ 74 ~

Out on the road, you have a choice to go to the following;

The Cartwright, go to **32\***.

The Tannery, go to **59\***.

The Fishery, go to **69\***.

The Mill, go to **30\***.

Area A, go to **42**.

---

#### ~ 75 ~

They are very drunk but say that their officer, Captain Droserius, is after the 500gp bounty for killing Xi-Golong. He is out hunting for her now. You retire, going to **47**.

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### Part 1: Fälbend

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~ 76 ~

The lock smashes open as you enter. The interior is very dusty and has not been disturbed for a long time. The vault must have belonged to a wizard. You see a table with a document upon it. If you pick it up, go to **53**. If you leave, go to **16**.

---

~ 77 ~

Draw a card. If it is not After Dark, and the value is 1-2, go to **36**.  
If it is After Dark, and the value is 1-4, go to **28**.  
On any other value, go to **35**.

---

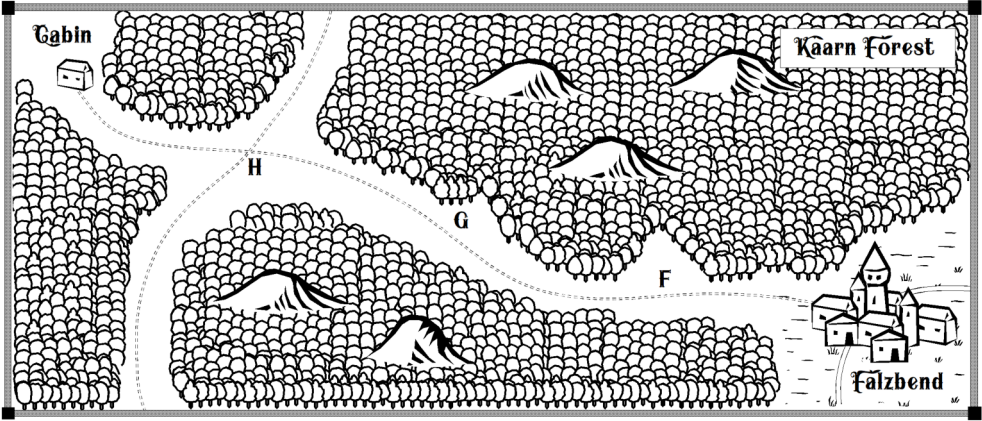
~ 78 ~

You fear that, unless you help, Corius may not last much longer.  
If you use a Bless power on Corius go to **27**.  
Otherwise, go to **74**.



## Buried Secrets

### Part 2: To Kaarn and Back



#### How to Play this Part

You start in the Falzbend space of the above map. You aim to visit Zenobius's cabin, gain more clues, and then return to Falzbend.

If a number has an asterisk\* next to it, that means the encounter/location is unique and can only be selected once per game.

Take your 24 cards and reshuffle them all. The deck starts new again. **If you run out of cards before finding the Eye, Xi-Golog has found it first and you lose the game.**

Proceed to **101** below...

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~ **101** ~

The rangers were right. Setting off from Falzbend, you notice the skies have darkened as a storm rolls in from the west as you advance into the Kaarn forest...

Draw a card. If the value is 1-2, go to **124**. If it is 3-10, go to **135**.

---

~ **102** ~

Draw a card. If the value is 1-5, go to **129**. If it is 6-10, go to **145**.

---

~ **103** ~

If you have the keyword SOLDIER on your character sheet, go to **126**. Otherwise, go to **158**.

---

~ **104** ~

Draw a card. If the value is 1-2, go to **148**. If it is 3-10, go to **160**.

---

~ **105** ~

d3+2 zombies appear. You attack first. They are level 4 undead minions and never test morale. If you win, go to **125**.

## Buried Secrets

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### Part 2: To Kaarn and Back

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#### ~ 106 ~

It's raining. Draw a card.  
If the value is 1-2 go to **167**.  
If the value is 3-10, go to **128**.

---

#### ~ 107 ~

Draw a card.  
If the value is 1-2, go to **119**.  
If the value is 3-10, go to **138**.

---

#### ~ 108 ~

Draw a card.  
If the value is 3-10, you are rewarded by your deity for the good act, and you can regain one bless or heal power. Go to **129**.

---

#### ~ 109 ~

It is full of hunting gear. Draw a card.  
If the value is 1-2 go back to **128**.  
If the value is 3-10, go to **164**.

---

#### ~ 110 ~

Fallen trees, covered in prickly brambles, lie across the path, knocked over by the storm. This slows you down.  
Draw a card. If the value is 1-2, lose 1 life point from the stinging thorns. Go to **135**.

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#### ~ 111 ~

The door is locked. If you leave it alone, go back to **158**. If you want to bash it open with your hammer, draw a card. If the value is 1-4 go to **133**. If the value is 5-10, go to **154**.

---

#### ~ 112 ~

Draw a card. If the value is 1-2, they just waste your time (go to **135**).  
If the value is 3-10, go to **146**.

---

#### ~ 113 ~

You have heard of treemen in legends, but have never seen one. It talks to you. If you use a Bless power, the treeman will see that you are good and will help and carry you towards Falzbend (go to **159**).  
If you don't, go to **162**.

---

#### ~ 114 ~

The rain is getting heavier. You see a cabin with some statues to your deity. This must be Zenobius's. You hear screaming come from within, but you can't discern the words. Something is obviously wrong. Do you:  
Approach the cabin slowly, and peer through the window? Go to **157**.  
Rush up and enter? Go to **139**.

## Buried Secrets

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### Part 2: To Kaarn and Back

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~ 115 ~

Draw a card. If the value is 1-2, you see nothing, and go to **162**.

If the card is 3-10, go to **113**.

---

~ 116 ~

Your hear loud maniacal laughter from behind you. Turning, you see a woman with long black hair. She is covered in tattoos -- not simply body decorations, but ungainly swirls filled with Chaos symbols. You finally meet Xi-Golog.

*"Fool! I knew you would find it for me! Ha ha ha. ..."*. The laughing stops. Xi-Golog begins chanting using a low tone in the corrupted chaos speech. Scales form on her skin, claws grow from her fingers, and her face contorts into a bestial grimace.

Do you attack her immediately (go to **134**), or wait to see what happens (go to **127**)?

---

~ 117 ~

Draw a card. If the value is 1-6, go to **153**. If the value is 7-10, go to **130**.

---

~ 118 ~

The rangers throw you a heavy bag. You open it, and it's full of Dorantian golden crowns (add 500gp to your possessions on your character sheet).

---

*"That is the reward offered for her head."* They ride off.

You continue on, but you can't shake off the uneasy feeling that something else more sinister exists in that town.

THE END

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~ 119 ~

As you approach, some people flee, and you see nothing at the grave. Go to **130**.

---

~ 120 ~

D3+1 zombies stagger up to you. You attack first. They are level 3 undead minions and never test morale. If you survive this encounter, go to **158**.

---

~ 121 ~

It is morning. You wake up in the Inn after collapsing there in exhaustion. You gather your things and leave. Outside the Inn there's a scene of devastation. Even though the storm has ended and the waters receded, flotsam from the flood is strewn all over, as are the bodies of zombies. Townspeople are cleaning up. Most stop to look at you in awe and clap in appreciation for saving them from the evil necromancer.

Go to **136**.

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### Part 2: To Kaarn and Back

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#### ~ 122 ~

You learn that Zenobius never had the Eye, it has always been “hidden in plain sight” in the Pantheon of Light. Gain 1 clue. If you have the keyword ZIRCON, gain another clue, as you link things together.

Write the keyword IOLLO on your character sheet. Go to **143**.

---

#### ~ 123 ~

It is a scroll with a Magic Mist spell. It creates a mist, allowing you or a party to flee an encounter without the monsters getting a free hack in return. Go to **160**.

---

#### ~ 124 ~

You encounter five goblins (treat them as level 3 minions). If you have the keyword EGRIN on your character sheet, go to **166**. Otherwise you must fight. The goblins have a 1 in 6 chance of surprising you and attacking first. They carry a total of 10gp, that you can take if you defeat them. If you survive this encounter, go to **135**.

---

#### ~ 125 ~

You are in the Pantheon of Light, and can now search for the Eye. Draw a card. If the value is 9-10 (ignore King and Joker cards -- simply draw another card if you first draw a Joker

or King), then go to **142**. Add +2 to the card value for every clue you have. If your modified card value is not 9 or better, then go to **105**. The clues are not spent if you fail, but you can re-use them for more attempts.

---

#### ~ 126 ~

Before you in the thunderous rain stands Captain Droserius. *“Ha! I finally found you! Did you think you could slaughter my men like sheep and get away with it?”*

He draws his sword; you must fight the Captain. He is a level 5 boss, with 3 life points. He has a 3 in 6 chance of attacking first on the first combat exchange. If you win, you may take the jewelry he wears (worth 50gp), and go to **158**.

---

#### ~ 127 ~

You have heard that Ter-Za-Necht clerics can transform into hideous half-dragon hybrids, but did not believe it. Your fascination has cost you dearly as the misshapen, dragon-like creature now confronting you breathes a cone of dark blue fire. Save vs level 4 dragon breath or lose 1 life. Go to **134**.

---

#### ~ 128 ~

You are in Area G. You may examine a shed behind some trees (go to

## Buried Secrets

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### Part 2: To Kaarn and Back

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**109\***). Alternatively, you may move to Area H (go to **104**), or, if you have the keyword IOLLO, visit Area F by going to **162**.

---

#### ~ 129 ~

If you have the keyword SPIRIT, then go to **140**. If not, you must face d3+2 zombies. You attack first. They are level 3 undead minions and never test morale. If you survive this encounter, go to **145**.

---

#### ~ 130 ~

You are in area D, and have a choice to visit the following locations:

An open grave (there seem to be some activity near it. To explore it, go to **107\***).

The Pantheon of Light, go to **168**.

Area A, go to **102**.

If you have the keyword PORTAL written on your character sheet, you can move to Area C (go to **132**).

---

#### ~ 131 ~

You enter the Grey Wolf Inn. Draw a card. If the value is 1-2, the occupants are unfriendly (go to **160**). If the value is 3-10, go to **151**.

---

#### ~ 132 ~

Draw a card. If the value is 1-5, go to **120**. If it is not, go to **158**.

---

#### ~ 133 ~

You burst in and see a room full of people seeking shelter from the zombie attacks. The Baroness yells out sarcastically, "*Wonderful! Just as we think it could not get any worse, in steps a bumbling cleric who breaks down the one door protecting us!*". They start repairing the door, nailing some planks to it. Go to **120**.

---

#### ~ 134 ~

You attack. She is level 4 boss (a chaos necromancer) with 7 life. There is a 2 in 6 chance each round that she will breathe fire. If this happens, you must save vs level 4 dragon breath or lose 1 life.

Once you inflict at least 4 wounds on her, go to **147**. If you somehow kill her outright (as it may happen with dice explosions), go to **121**.

---

#### ~ 135 ~

You are at Area F. There is a camp of colorfully dressed gnome rovers. They travel through the lands with trinkets for sale, and are often accused of stealing. If you talk with them, go to **112\***. Otherwise, move to area G, **106**. If you have the keyword IOLLO, you can move to Falzbend by going to **159**.

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Part 2: To Kaarn and Back

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~ 136 ~

You are now some distance from Falzbend, and a group of rangers ride towards you. "Rubria?" one yells out, seemingly recognizing you. They stop, "Well done! You have stopped a great evil!" Somewhat reflective, the ranger says "You know that we clerics and rangers have something in common - there are too few of us and there is too much work to be done. You have seen this truth with your own eyes."

If you killed Xi-Golog, go to **118**.

If she escaped, go to **163**.

---

~ 137 ~

You encounter a pack of four wolves. They are level 3 minions and have a 2 in 6 chance of attacking first. If you survive this encounter, go to **128**.

---

~ 138 ~

You surprise 3 chaos acolytes. They are level 4 minions. You attack first. They have -2 on morale rolls.

If you defeat them, you see a dead body on the ground they were talking to, next to an expended scroll. It must have been a vile spell allowing the user to speak with the dead.

It is Zenobius. He begs that you bless him. If you do so, go to **156**. Otherwise, return to **130**.

---

~ 139 ~

You rush in and confront 4 chaos acolytes with thick matted hair and covered in tattoos. Due to the noise you made, you do not manage to surprise them and they get the first attack. Write the keyword RUSHED on your character sheet. Go to **152**.

---

~ 140 ~

A large wave leaps up from the river, sweeping the zombies into the water. Riding atop a wave is a Naiad (river spirit), who winks, thanking you for the shrine. The zombies thrash about in the turbulent waters, but they can't swim and soon sink into the river.

Go to **145**.

---

~ 141 ~

Draw a card. If the value is 1-2, go to **150**. If the value is 3-10, go to **114**.

---

~ 142 ~

The statue of Elidra has a tiara with blue zircon gems on her head. To the discerning eye, one is slightly different. It's a sapphire!

You take the sapphire. Go to **116**.



## Buried Secrets

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### Part 2: To Kaarn and Back

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#### ~ 143 ~

The rain is now torrential. Xi-Golog is on the verge of finding the Eye. You must get to the Pantheon of Light to retrieve it. You set off.

Draw a card. If the value is 1-2, go to **148**. If the value is 6-10, go to **160**.

---

#### ~ 144 ~

The man dies. You must be able to find something, anything! There are scattered papers, that the acolytes were searching.

Draw a card. If the value is 7-10 (ignore King and Joker cards -- just draw another card if you draw a Joker or a King), you find useful information (go to **122**). If you do not get 7-10, keep drawing cards until you do. If you run out of cards, your adventure ends here..

---

#### ~ 145 ~

You are in Area A, and have a choice to visit the following locations:

You see someone drowning. If you want to save them, go to **108\***.

Area C, go to **132**.

Area D, go to **117**.

---

#### ~ 146 ~

They have goods to sell. You can buy a snake charming flute for 5gp

(forfeit an attack to force one snake to take a morale test), or a protective talisman for 10gp (you can re-roll a failed save vs a curse, but you get one use only). Go to **135**.

---

#### ~ 147 ~

Instead of an attack, she casts a Magic Mist spell and flees. You do not get a free hack at her. You can pursue her if you want. If you do, draw a card. If the value is 1-2 (ignore King and Joker cards) she gets away (no more pursuit). If you draw a 3-7, you can keep pursuing (draw another card). If you draw 8-10 you inflict 1 wound, and can keep pursuing (draw another card). It doesn't matter if you run out of cards as you have won the game! Go to **121**.

---

#### ~ 148 ~

A giant snake rises up and hisses at you. Treat it as a level 5 minion.

You can either attack first or wait for a reaction (roll d6, on a 1-2 it attacks, and on a 3-6 it leaves you alone). If you have a snake charming flute, you may use it by forfeiting an attack and forcing the giant snake to take a morale roll.

Whenever it hits, you must save vs level 3 poison or lose another life. If you survive this encounter, go to **160**.

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### Part 2: To Kaarn and Back

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#### ~ 149 ~

You got to him just in time. Iollo will survive and is grateful that a cleric of the order has finally arrived! He talks. Go to **122**.

---

#### ~ 150 ~

You stumble into a bear trap. If you have the keyword TRAP written on your character sheet, you will avoid it. Otherwise, you must roll a save vs level 4. On a fail, you lose 1 life and are at -1 on attack and defense rolls until that damage is healed. Go to **114**.

---

#### ~ 151 ~

A dwarf, Kvarik, approaches you. Kvarik came upon a campsite that was recently used by some weird sect, finding a scroll there. Kvarik is willing to exchange it for a vial of holy water. If you do exchange, go to **123**. Otherwise, return to **160**.

---

#### ~ 152 ~

They are level 4 minions, and have -2 morale. If you defeat them, you will see a man (Iollo), lying in a pool of blood after being attacked by the acolytes. He is Zenobius' servant.

Draw a card, if the value is 1-7 (or if it is 1-2 if you have the keyword

RUSHED on your character sheet) go to **161**. Otherwise, go to **149**.

---

#### ~ 153 ~

You see d3+3 zombies stagger up to you. You attack first. They are level 3 undead minions and never test morale. If you win, go to **130**.

---

#### ~ 154 ~

Someone opens the door before you bash, and yells "*They are behind you!*". Some guards leap out and kill a group of zombies. You see the people are barricaded in for protection. Go to **158** to complete your mission.

---

#### ~ 156 ~

As you use as bless power to remove the vile spell, he tells you of a hidden compartment in his grave. It contains an amulet. It is one use only, and adds +1 to your saves against all fire based attacks for one encounter. Return to **130**.

---

#### ~ 157 ~

Inside you see four chaos acolytes, with thick matted hair and covered in crude tattoos. They are torturing a man who is screaming in pain. The front door is unlocked. When you enter the cabin, you gain the first attack. Go to **152**.

## Buried Secrets

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### Part 2: To Kaarn and Back

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#### ~ 158 ~

You on the main map (in *Part 1*) in area C. The Falz river has burst its banks, and area B is flooded. You have a choice to go to the following locations:

The Baroness' mansion, where you see lights on and activity (go to **111\***).

Area A, go to **102**.

If you have the keyword PORTAL written on your character sheet, you can visit Area D by going to **117**.

---

#### ~ 159 ~

Close now. Draw a card. If the value is 1-3, go to **120**. If the value is 4-10, go to **103**.

---

#### ~ 160 ~

You are in Area H. There is an Inn that you can visit by going to **131\***. Alternatively, you may keep traveling to the cabin (go to **141**), or move to area G (go to **165**).

---

#### ~ 161 ~

You will need to use a Heal power to save him. If you do, go to **122**. If you do not want to use a Heal (or have none left), go to **144**.

---

#### ~ 162 ~

Something apparently moved through the trees. You may investigate by going to **115\***. Otherwise, draw a card. If the value is 1-4, go to **110**. If the value is 5-10, go to **135**.

---

#### ~ 163 ~

The rangers say *"We are tracking Xi-Golog now. Very evasive that one, but she won't get far!"* They throw you a bag. *"That is reward for your help"*, and ride off.

You open the bag, finding a handful of Dorantian golden crowns (add 100 gp to your possessions). You continue on, but cannot shake the uneasy feeling that something sinister exists in that town.

THE END

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#### ~ 164 ~

You meet Rilmir, a wood elf hunter. He warns you about some traps he laid nearby. Write the keyword TRAP on your character sheet. Go to **128**.

---

#### ~ 165 ~

Draw a card. If the value is 1-2 go to **137**. If the value is 3-10, go to **128**.

---

~ 166 ~

"Ah, my friend!" You see Egrin come out from some trees. "Watch out, there are some goblins further up the path".

He takes you on another track past them. "I said I will repay you!".

Go to 135.

---

~ 167 ~

You see a tree with weird dolls hanging off the branches. As you walk closer to investigate, you realize the dolls look more and more like you, and you feel your head spinning! Save vs level 3 magic or be cursed. If you are cursed, you will have -1 on Defense rolls until you break the curse by expending a Bless. Go to 128.

---



~ 168 ~

Draw a card. If the value is 1-6, go to 105. If it is 7-10, go to 125.





# Rubria the Cleric – Play Sheet

Level	Life	Deity	Attack bonus	Defense bonus	Clues
<p style="text-align: center;"><b>Class Abilities</b></p>					
<p style="text-align: center;"><b>Keywords</b></p>					
<p style="text-align: center;"><b>Equipment</b></p>					
<p style="text-align: center;"><b>Treasure</b></p>  					

**A Chaos sorceress is on the loose.  
Dark clouds gather over the countryside.  
Undead monsters are everywhere.  
And there's a buried treasure that must not  
fall into the wrong hands.**

***Buried Secrets* is a *Four Against Darkness*  
adventure for a cleric. It is part of the  
*Gathering of the Four* campaign -- a series  
of five scenarios, four to be played as  
stand-alone adventures with a single hero,  
and the last to be played with the four  
heroes united against a common enemy.**

**Written by Victor Jarmusz, author of  
*Knight of Destiny*, *Fiendish Foes*, and  
*Treasure Hunters of Charlemagne*.**