

The CAVES of DESPAIR

A Dungeon supplement for the use of Village on the Border of Despair (v.1)

Use of this supplement requires both Village on the Border of Despair, written by Barteus, and Four Against Darkness, written by Andrea Sfiligoi. Village on the Border of Despair can be downloaded here: <https://boardgamegeek.com/filepage/158309/village-border-despair>

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*VBD- Village on the Border of Despair original supplement

Caves of Despair Room Contents Table

	<< If a Corridor	Roll D66 for room. Then roll 2D6 on Room Contents Table.	If a Room >>	
	(50% Locked	2	(50% Locked	

	Chance)Roll D6 Treasure Table		Chance*)Roll D6 Treasure Table	
If survive, roll D6 Treasure Table	Roll D6 Traps Table	3	Roll D6 Traps Table	If survive, roll D6 Treasure Table
Can Search	Empty	4	Roll D6 Special EventsTable.	
Can Search	Empty. Roll D6 Special Features Table	5	(Locked*) Empty. Roll D6 Special Features Table	Can Search
If win, roll D6 Treasure Table	Roll D6 Vermin Table	6	Roll D6 Vermin Table	If win, roll D6 Treasure Table
If win, roll D6 Treasure Table	Roll D6 Minions Table	7	Roll D6 Minions Table	If win, roll D6 Treasure Table
Can Search	Empty	8	Roll D6 Minions Table	If win, roll D6 Treasure Table
Can Search	Empty	9	Empty	Can Search
Can Search	Empty	10	Roll D6 Weird Monster Table	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table
If win, roll D6 for <u>leveling up</u> + D6 Treasure Table	Roll D6 Boss Table	11	Roll D6 Boss Table	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table
Can Search	Empty	12	The Inner Sanctum** (Boss Table)	If win, roll D6 for <u>leveling up</u> + D6 Treasure Table

*This door may have a 1-3 chance of being locked. A rogue may lockpick it (it's a level 3 lock). If there is no rogue, or if he fails, the door can be bashed (see page 60 in the Four Against Darkness book), in which case the door is treated as level 5. Remember that this might attract wandering monsters.

**The final boss is always a Cultist High Priest and always contains an Altar of Evil Despair.

Traps Table (D6)

1. Pupling of a Rust Armadillo. A small variation of a Rust Armadillo pops out and springs at the the first person in the marching order! The pup attaches itself either to a weapon (1-3 on a D6) or a piece of armor or shield (4-6 on a D6). Once the affected armament has been determined, roll D6, on a roll of 1-2, that piece deteriorates before the adventurer's own eyes and can no longer be used. If the affected weapon was not made of a metal, no effect happens. Likewise, if the adventurer has no armor, or his or her shield was on her back, then no effect also takes place.

2. Acid drips down from the ceiling. Roll a D6 to determine which party members are effected. On a roll of 1-3, the front two party members leading the party are the ones affected by the acid drops, on a roll of 4-6, it is instead the back two party members. Each affected member must make an Acid save against level 3. Any affected hero suffers 2 damage.

3. The Supreme Leader is Sensed. Something sinister in times past took place here. A dark vision befalls the party member with lowest health (if any members are tied with the lowest health, have a dice decide who is effected). They must make a courage save against 4 (Warriors may add a +1). If they do not succeed, that character has been touched by darkness. From now on, whenever this character comes in contact with any monster with the word "cult" in their name, the dark vision comes back and haunts them during the combat and

they receive a -1 to their attack against such monster. Only a Blessing will be potent enough to remove this dread of darkness.

4. Pit Trap. The floor underneath all the players opens up underneath all the players! Each hero must make a dash save against 4 or fall into the pit. If a Rogue did not try to disarm this trap, the Rogue may add his or her L to this save. Those inside the pit must now climb up the side of its walls to make it back to the top. Everyone attempting to climb must make a climb save verse 3, failure means that character has lost their grasp and has fallen back down into the pit and suffers 1 point of damage. If any player has a rope, this save may be a Climb save verse 2.

5. Mad Mage's Betrayal! If the company has already met the Mad Mage, it is at this moment that the item that was given begins to glow red, like emembers. The hero who was holding this item instantly takes 1 point of damage and that item is no longer of any use.

6. Paralyzed. All party members must make a Paralysis save against level 3. If anyone in the party is affected, they must roll a D6, the number rolled is the number of rounds that party member is froze in place. If more than one party member is affected, then one single roll on the D6 is all that is needed to determine the length of time. For each consecutive round, the party must roll on the Wandering Monsters table. If a Wandering Monster enters the room, the character(s) affected by the paralysis can not attack until their final round of paralyzation wears off. If this character is attacked, they suffer a -1 to their defense rolls. If the adventurer, however, is not wearing any armor, or carrying a shield, then it is an automatic hit.

Treasure Table (D6)

0 or less, no treasure found.

1 Your choice between a lantern or one small gem piece worth D6 gp

2 Your choice between 2 bandages or a normal ring worth 2D6 gp

3 May find 1 scroll with a random spell on it or one piece of ordinary armor or weapon.

4 You have found 2D6 x 5 gold pieces or you have found multiple pieces of either armor or weapons. The amount of these items can not exceed the worth of 36 gp.

5 You have found either 3D6 x 10 gold pieces or an Orc Warchest. Inside the warshest is the contents of a minor armory. Each party member may find up to 2 ordinary weaponry or armament. There is also a 1 in 6 chance that the chest contains an Orc Battleaxe. In such cases, **only** the Huge Battleaxe is found and nothing else. This huge two-handed axe can only be held by Warriors. With each hit, there is a 4-6 chance that 2 wounds are inflicted.

6 or better roll on Magic Treasure Table or may find 1 clue.

Random Spell Table (D6)

1. Blessing : Divine *yellow* light emits removing a curse from a character.

2. Detect Invisible : Detect Invisible Gremlins. Whenever Invisible Gremlins are rolled, the caster may cast this spell to see them outlining *grey* and is able to alert the party be on their guard so that nothing is taken. First, a D6 must be rolled to determine the level of the Gremlins. Once their level has been determined, the caster can now make a save against their level and may roll the D6. Failure means that the hero did not notice them quick enough and items are stolen as usual. Wizards and Elves may add their L to this roll.

3. Mirror Image : D3 identical images of the caster are created and remain at their side for a number of rounds equal to the caster's L*. The images are not real, and therefore cannot perform any tasks. A caster can forgo making a defense roll or a traps save, and instead, allow the attack to automatically hit one of these duplicates**. Once hit, the duplicate glows and then vanishes in a poof of *blue* smoke.

* If caster is not a Wizard or Elf, then only 1 identical image can be created for only 1 round.

**If a trap is rolled, Mirror Image must already be cast to negate any damage or effects.

4. Hold Person : Caster must make a roll against the monster's Level, adding his or her own L to the roll if cast by a Wizard or Elf. If successful, the caster's L equals the number of Monsters that become paralyzed inside glowing *gold* energy. If the caster is a Wizard or Elf, the level of the caster equals the number of rounds a Monster is held in place, otherwise, they are just held in place for 1 round. Each Monster held can not make an attack or defend against attacks. Each hit towards a held Monsters automatically kills it, if a Vermin or Minion, or deals 1 point of damage, if a Boss or Weird Monster.

5. Gaze Reflection : This spell may be cast right before making a save against a gaze attack. The caster may now add a +1 to their roll when making the save (and add their L to the save if caster is a Wizard or Elf). Once spell has been cast, that hero may not make an attack that round, as the spell is actively fighting off the process of petrification, causing the caster to remain in a deadlock of mental fortitude as the shiny *green* energy from this spell works to protect them from being turned to stone.

6. Forgetfulness : Glittering *purple* sparkles flash before the monster's eyes. Reroll an Encounter result.

Magic Treasure Table (D6)
1. Salve of Healing. When spread over a bandage, the hero may apply a second bandage of healing around themselves during this adventure, instead of just once.
2. Scholar's Cap: When worn by a Wizard, the Wizard may add a +1 to all Puzzle saves.
3. Lantern of Incense: When held in the hand of a Cleric, incenses released from this lantern create such an aroma that any Protection from Good spell is negated and the Cleric can attack undead enemies as normal. What is more, for the cost of 100gp from a local Temple, a Cleric can buy a special candle and oil to put into this lantern. With this candle burning, for one adventure only, the Cleric can now Turn Undead. This allows a Cleric to change the result rolled on a Reaction die by 1 when concerning Undead enemies. If the undead enemies do not have a Flee option on their Reaction table, then a Reaction roll of 1-2 will make the Monsters Flee. To use its benefits, a Cleric must be holding the lantern. If the party does not have a Cleric, this Lantern works as an ordinary one.
4. Staff of Consecration: Only Clerics, Elves, or Wizards may use this light hand weapon. It is said that these relics were once in the possession of either saints or prophets. Before their deaths, their last spoken prayers were said to have etched themselves on the side of said staffs before their death. Perhaps it is because the wood was touched by the dying breath of one of these holy men that has given it its power. When acquired, roll a D3. That is the number of prayers of Consecration that have etched the sides of the wood. The holder of this staff may spend one of these Consecrations to automatically make their next save, prior to rolling. When the Consecration is used, white light glows around these words and heat emanates from staff until the words of the prayer dissipate. As soon as all the Consecrations have been used, the staff reverts back into a normal old wooden staff with no writing on its edges. Each time a Consecration is used, the caster must be holding the staff in their hand.
5. Quiver of Magical Arrows: Only Elves may use Magic Arrows. When cast from a longbow, these yellow energy imbued arrows of magic automatically hit 3 Vermin, 2 Minions, or 1 Boss Monster. The arrow automatically damages its target and cannot be blocked. Inside each Quiver are D3 Magic Arrows. These Arrows always glow yellow, therefore, whenever held in a bow, enough light is produced to see in the dark until the arrow is used. Once used up, the quiver is empty and is of no value.
6. Bruggo's Missing Bag of Thieving Tricks: Inside this bag you find all of the following items, which can only be used by a Rogue and can only be used once: Bruggo's Missing Lockpick Set: Adds +1 to any lock picking attempts. Fantastic Kit of Untrapping: Automatically disarms 1 trap. Cards of Cheating: Reroll any Encounter die. If found again, only one item is found, lost by another Rogue adventurer. Roll a D6 or D3 to determine which item was found.

Hidden Treasure Complication Table (D6)
1-2 An Alarm goes off attracting wandering monsters. Roll Wandering Monsters table.
3-5 A Stone trap is triggered. The value of the trap is the same as the number rolled on table (3-5). If you have a Rogue, he may try to disarm the trap. If he fails the trap hits him or her. If no Rogue, then the trap targets a random character. If the save fails, in incurs one health, if a

1 is rolled, then two life are taken.

6 An Assassin from the Rogue's Guild(D3 +1) protects this treasure. If party has a Rogue, he or she can surprise the Assassin before their ambush, rolling its level, if the Rogue succeeds, the Assassin is terminated, if not, or if the party has no Rogue, all members receive 1 damage from the Assassin's poisoned tipped knives.

Wandering Monster Table (D6)

1. Roll on the Vermin Table

2. Roll on the Minions Table

3-4. Roll on the Minions Table. Add +1 to how many are encountered.

5. Roll Weird Monster Table

6. Roll Boss Monster Table. If the Cultist High Priest is rolled, it is not the High Priest, but an ordinary high ranking Cultist Priest. Use the same stats found for Cultist High Priest.

Quest Table (D6)

1. Rescue the enslaved villagers. During the night, a raiding party from the Caves of Despair captured several of the villagers. You are asked to rescue them. Whenever you battle a group of Minions, roll a d6. For every two previous Minion encounters, add +1 to the die. If you roll 7+, these Minions are the ones with the villagers. If you win the battle, you have rescued them. However, mere Minions could not have orchestrated such a raid. When exiting the Caves, encounter the Boss who was the mastermind (roll on the Boss table). Because your party is distracted with caring for the villagers, the Boss gains surprise (goes first).*

*This boss does not count as the final boss, however, it still gains the benefit of having 1 additional life and 1 additional level, however, it does not enjoy the extra attack the final boss. Defeating this boss only grants 1 XP roll and the normal treasure that monster gives..

2. Investigate the evil cult: Gain three clues while exploring the caves. After defeating a monster with "cult" in the title, make a free clue roll with success on 5-6. After gaining the third clue (you may not spend them), the next room contains an altar of evil despair (see the special features table) and the cultist cleric (see the Boss table). Boost the cleric per the "final

boss” rules.*

Is not the final boss of the dungeon. Defeating the Cultist Cleric only produces 1 xp and the normal treasure the Cleric gives.

3. Eliminate the evil cult: You are asked to eliminate this evil threat of the cult once and for all. When you encounter the final boss, it will be the Cult Supreme Leader. Use the Cultist High Priest from the Boss table, but level 6, life 10, 2 attacks (do not further use the “end Boss” boosts). He has a personal bodyguard of d6+3 Skeletons (see the Minions table). Allocate your party between the two groups. Earn 2 XP rolls for finishing this quest. Always the final boss.

4. Approached by the Thieves Guild: The knight is a member of the thieves guild in disguise! Usually, the trap is to lure adventures closer for the promise of a quest, and then loot them and leave them high and dry, but something about your party intrigues this false knight, instead, he strikes up a bargain. He claims to have in his possession a famed Magical Item of Legend, and is willing to make a trade. Weapons of Legend and Yore, you see, are hard to sell on black market stalls (everyone’s a skeptic these days, where did the trust amongst thieves go?), therefore, if you can procure and collect all 6 magical items from the Caves of Despair and bring them all back, unused, to this spot, then the impostering knight will gladly make the exchange. Before accepting your return, he will spend some time inspecting all the magical items making sure that they were never used by the adventurers. If ever a hint of use is suspected, the deal is off! The items do not need to be gathered in this one adventure. Adventurers may come back to this cave and deliver these magical items (following the rules in Four Against Darkness for returning to a dungeon), however, you can not give each item individually. They must all be traded in at one time.

Once all items have been uncovered and returned, read the following:

The Knight takes a while inspecting the items. Once he deems you to have been true to your word, he makes one rash attempt of betrayal (he is a member of thieves guild after all, what did you expect?). Every party member must make a Betrayal save against 3 or suffer 1 wound. Afterwhich, he runs off leaving behind an Epic Reward.

5. Elven Bread. Elwyn, the villages Elven baker, was taken on the most recent village raid. He was able to bribe his captors while being lead to the slave pens with his famed elven bread, and made his escape. Fearing that the waft and scent of his bread may alert monsters of his presence, he used his keen Elven senses to find hidden catches throughout the cave, put there long ago and long forgotten. He finally made his escape, but alas, empty handed with no bread. Not wanting his Elf bread to go to waste, as ever the good Elf, he has put an award in place for his bread to be recovered. If accepted, whenever the party is allowed to find a secret passage, they may forgo finding the passage to instead find one of these hidden catches where 1 loaf is held. There are six such loaves to found throughout the dungeon. If the dungeon has been complete, then each room and corridor may be revisited and a search roll may be performed until all loaves are recovered (don’t forget Wandering Monsters). The party is free to eat one of these loafs, which will restore 1 life point. However, in doing so, the Quest can never be completed and no more hidden catches of Elf bread will ever be found.

6. Marcus the Illusionist Needs Help: Marcus is the Knight’s friend and seems to have gotten lost in a Magical Labyrinth somewhere below Despair. This spot seems to be the doorway to the Labyrinth, however, the Knight does not seem to know how to open it. The party notices that around the door or 6 odd colored symbols with little circular openings under each. If you are able to deduce what the symbols mean, read on, or if you have a Wizard in your party. Otherwise, come back to this doorway when you have solved its riddle.

Read once the riddle is solved:

The party deduces that each symbol represents 1 magical spell and that each circular opening would fit a single scroll. Of course, being magic in nature, magic would be required to open the doorway! If the party are able to collect all 6 Magic Scrolls, found within the Caves of Despair, they may come back to this spot and place all 6 within their appropriate slots. These scrolls must be unused, however, no party member may have ever cast the spell from this scroll or unraveled it to memorize its contents to add to their repertoire. Adventurers do not need to find all 6 spell scrolls in this adventure and may return to this Knight in between adventures (following the rules for doing so in Four Against Darkness). Once this Quest has been accepted, whenever the party encounters a Minotaur and becomes Lost in a Maze, one random Spell Scroll is also lost in the maze and may not be recovered.

Once all 6 scrolls have been placed in their key holes, read the following:

All symbols glow the magical color associated with it, as soon as they do, white energy replaces the stone fixture of the doorway. Within a second later, Marcus quickly dashes out of the portal, diving onto the ground. Another second later, a Minotaur appears, trying to make his way through the portal! Instantly, the knight, drawing his sword, swings into action and slices the oncoming Minotaur's arm. It reels in pain, and in a moment later, the portal closes shut. Leaving an arm spewed across the floor. Marcus quickly gets up and kicks the arm away. It is at that moment that you see Marcus holding onto a strange weapon you have never beheld. In thanks and gratitude, Marcus offers up this weapon, which he found in the Labyrinth, as a token of his thanks. Roll on Epic Rewards table. What is more, whenever the party finds a Blessing Scroll, the party may instead choose to find the **Magic Mist** Scroll.

Magic Mist: When cast, azure colored mist begins to fill the room or corridor up to the height of each party member. When cast, all party members may freely escape or flee the area. What is more, if the location is a room, and there is a door on the other side, all party members may make attempt to escape through that door. Each character must make a Withdrawal roll. The mist dissipates after one round.

Epic Rewards Table (D6)

All items may only be found once

1 Magical Bow of the Ranger: Elves Only. This finely crafted gold-tinted wooden longbow has the appearance of having no string. However, simply pull your fingers back through the air, and if any arrow be in its shaft, it flies through the air as if fired by the most skilled of a bowman. However, when a Magic Arrow is held in its shaft, yellow magical energy emanates from the arrow forming a string and makes the entire bow glow with almost diven looking light. Elves in the possession of this wonderous bow automatically begin an adventure with D3 Magical arrows. Whenever a Quiver of Magical arrows are found, the Elf in possession of this bow always receives **1 addition arrow** in the quiver. Magic Arrows are never needed to be drawn when using this bow. Simply move your fingers back with the invisible bowstring and the Magic glowing Arrow will already be loaded. If a rope is in possession, 1 Magic Arrow may be used to automatically succeed in either a climb or jump save.

2 Magical Shield of the Cavalier: Warriors only. This golden shield of the griffon's head hums with power whenever in the hands of a Warrior of true courage. This large shield can be held in 1 hand and acts as a 2 handed weapon dealing +1 to attacks by bashing into enemies.

What is more, the magical properties held within may help the Warrior in various ways. All of which may only be used **4 times** per Adventure:

Deflect Magic: Whenever a magical attack touches the face of this shield, the Warrior may add +2 bonus to his or her save.

Protection from Traps: Negate 1 damage incurred from a trap.

Diameter Sphere: A magical sphere emanates from the shield enclosing the nearest enemy or character in sight. The sphere can only wrap around 1 Minion or 2 Vermin. The monster is held within the dome for 6 rounds minus their level. Inside, this creature may not attack or be attacked. The sphere may also be cast around the character next in marching order to the Warrior. For 6 rounds, this hero is protected from any damage, however, this character cannot attack or cast spells. The sphere may dissipate at the start of a round of the Warrior's choosing, or if the Warrior dies. Lastly, the Warrior may enwrap himself inside the sphere. If so, this hero may not attack, but negates all damage. Can not be used during a trap.

3 Javelin Staff: Thieves only. This green glowing javelin can magically expand up to 20 feet, 2 tiles, or 1 inch. It can not be broken. Once deployed by a Thief, he or she may attack with it like a quarterstaff (2 handed, crushing, but is treated as a 1 hand weapon for attack purposes giving a +0 attack bonus). However, the Thief does not gain the benefit of Sneak Attack while using the Javelin. In addition to its uses in combat, the stick may be elongated allowing only a thief to be able to jump extraordinary distances. **4 times** per Adventure, a Thief may successfully leap across any source of water or chasm 20 feet in length.

4 Hat of Many Spells: Wizards only. This green pointy Wizard's hat seems ordinary for all intents and purposes. However, whenever a Wizard takes it off and reaches his or her hand inside of it, the innermost regions of this hat glow with blue magical energy. Up to **5 times** per Adventure, a Wizard may spend an action to reach inside this hat and pull out any item worth 100 gp or less. Whenever an item is summoned, the Wizard must roll a D6, on a 1, the item pulled does more bad than good and hampers a random character on their next roll, then vanishes from sight. The hampered character receives a -1 on their next roll. Wizards may summon conventional items as well, such as a lock pick. If such conventional items are used, they are rolled at -1, as the Wizard is not trained in such skills. Wizards may also pull out the needed sum for a bribe. This and all other item types can only be pulled out once per Adventure. For example, only 1 lantern may be pulled, 1 bribed sum, or 1 heavy weapon. No magical scrolls may be pulled or magical items. If still around by the adventures end, the item summoned disappears back into the hat. The same will happen if the Wizard is killed.

5 Cloak of Invisibility: Halflings only. This purple Halfling cloak is as light as a feather. Once its hood is pulled over its occupant's head, a Halfling becomes transparent. Whenever encountered by an enemy, the Halfling must roll an invisibility save against the monster's level. If the Halfling beats it, then that halfling may take two attacks that round, keeping the best result. Each consecutive round, the Halfling must continue to make invisibility saves to keep this benefit. This same benefit is granted to defense rolls, too. As soon as that save fails, the cloak becomes visible to the eyes of monsters and the Halfling will need to pull the hood off to be able to use the cloak again. The hood may only be pulled over a Halflings head **4 times** per adventure.

6 Thunder Club: Barbarians only. This large 2 handed wooden club is sworn by all Barbarians to be not magic. How else would they would be able to use it, right? Its effects, however, can only explained as extraordinary. **3 times** per Adventure, a Barbarian may slam this great club onto the ground causing a small grey earthquake to emanate forward. On a successful attack, this club will deal 2 points of damage. These points may also be spent to clear the path of a cave in or smite a falling rock from a trap. This earthquake ability may not

be used in conjunction with the Rage ability.

* *NOTE* * Because all of these items are magical in nature, they are not susceptible to Rust.

Addendum of Special Features and Events

Special Features

2 Hobgoblin Toll Bridge*

* If any 6 is rolled during an attack, you have hurled or kicked one of these Hobgoblins into the chasm. Their cries echo out across the dungeon. On a roll of 1 during a defense, Hobgoblins have teamed up on the party member and have attempted to push him or her down into the gap. For that character's next turn of combat, they must forgo fighting and instead must spend that turn trying to pull themselves up the cliff's edge so as to rejoin the fight. When rolling Morale, decrease the number rolled by the number of Hobgoblins who were cast down the chasm. The echoes of their fallen comrades bring out their true colors and the Hobgoblins flee as fast as possible before they too are cast down into Despair's depths!

Special Events

6 Escaped Healer*

* If a 6 is rolled again on the Special Events Table, the party has instead come across a Wandering Cleric. She will instead sell you 1 Blessing Scroll for 75 gp.