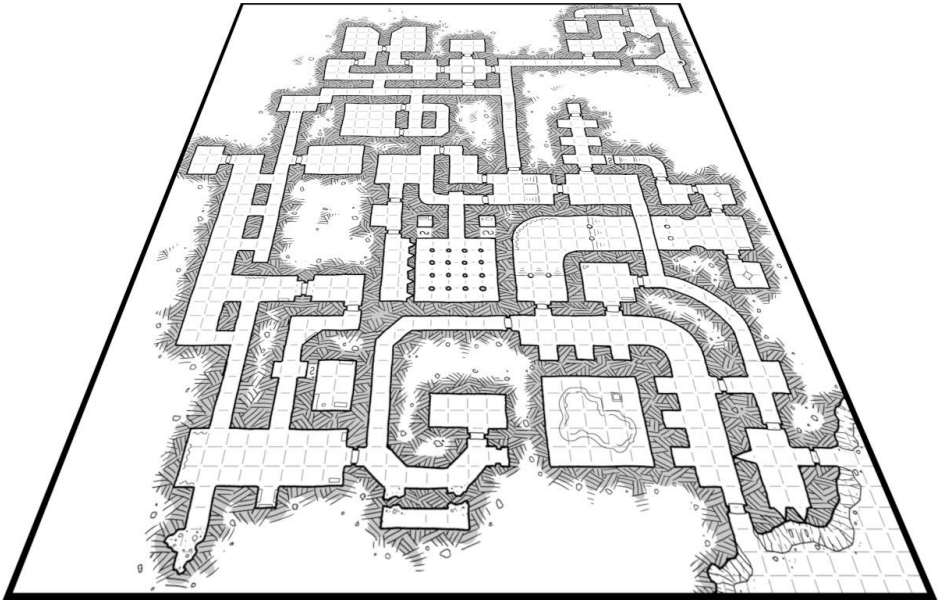


# TOMB OF THE THREE SISTERS

AN *INTO THE DUNGEON* ADVENTURE

FOR FOUR AGAINST DARKNESS



BY BRIAN BENOIT

## LEGALESE

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### THE HOOK

It is a frigid winter morning. The watery sunlight peeks through the clouds as you make your way to the market. Turning the corner into the busy square, you feel a tugging on your pants. Looking down, you see a dirty street urchin walking alongside you with a stack of papers in her hand. Looking up at you with wide eyes, she says, “I got a treasure map for sale. To the Tomb of the Three Sisters. Was just found last week. Still time to get there first. 10 gold.” She holds out a sheet of the parchment.

“Tomb of the Three Sisters.” The words echo in your mind. Rumors have it that untold riches can be found there. Rumors have it that adventurers go in, and never come out. Rumors also have it that the tomb doesn’t even exist. But hey, what’s 10 gold to an adventurer like you? And the girl looks like she hasn’t eaten in a while. Plus, you didn’t have any plans for the week, anyway. Maybe a trek into the nearby mountains chasing a rumor could be the big payoff you’ve been looking for. You reach for your money pouch...

## HOW TO USE THIS ADVENTURE

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

All INTO THE DUNGEON adventures use a grid that is 20 squares wide by 28 squares high, as recommended in the Four Against Darkness rules.

The first room of the dungeon is on the first page of the adventure – Page 5. 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.

If there is no door, 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.

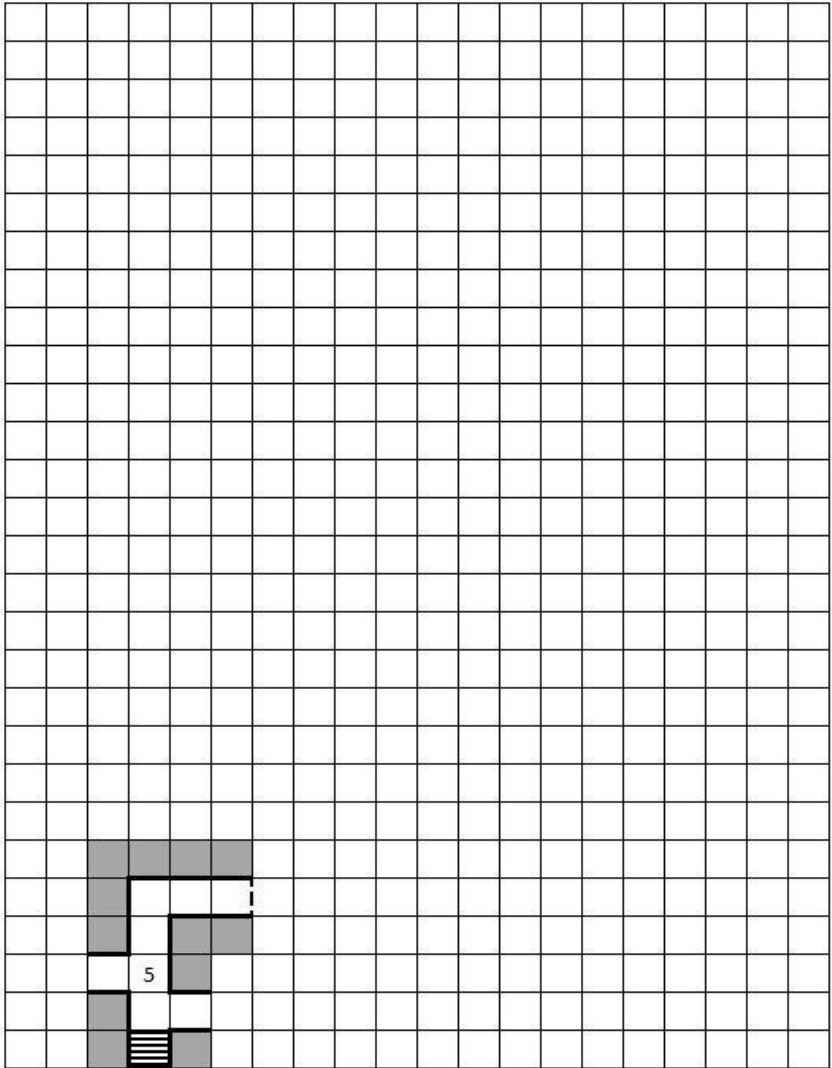
If you retrace your steps through the dungeon, don't forget to roll for wandering monsters.

Do not make Final Boss rolls when you meet a boss monster – a Final Boss has already been placed somewhere in the dungeon.

Because this is a pre-generated dungeon, do not choose "Secret Door" when searching an empty room.

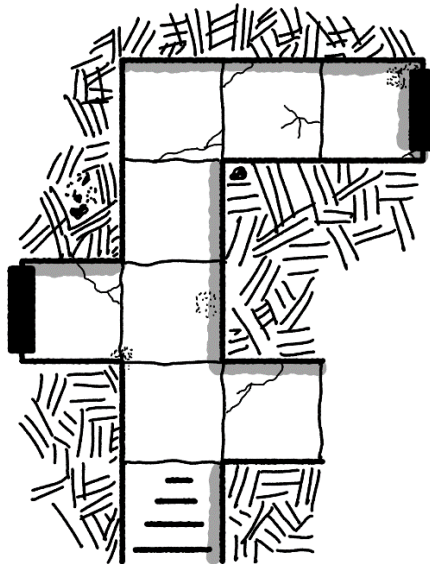
If you are confused about how something should play, refer to the Four Against Darkness base rules.

# PLACEMENT OF THE STARTING ROOM



The stairs into the crypt lead into a hallway. You notice flickering light in the hallway to the east. The hallway to the north turns right, and emanates a musty smell. There is a wooden door to the west that appears to have no handle.

- If you go east, turn to [page 12](#)
- If you investigate the smell to the north, turn to [page 28](#)
- If you try to open the door to the west, turn to [page 16](#)



As you move down the hallway, lantern held high to light your way, a gust of air suddenly extinguishes its light! A high pitched screeching and the soft flutter of wings signals the arrival of a swarm of Vampire Bats.

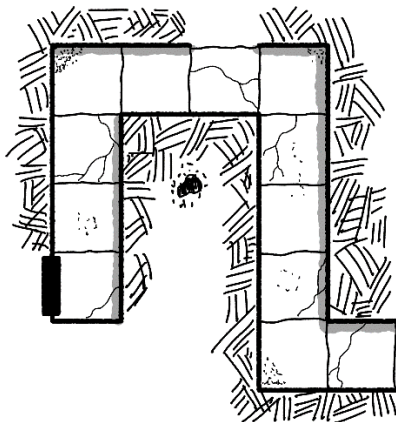
**Combat:** 3d6 Vampire Bats (4AD p. 35)

A party without a lantern has -2 on all Attack and Defense rolls and may not use ranged weapons. (4AD FAQ p. 70)

Re-lighting the lantern takes one action.

At the end of combat, roll a d6. Rogues and Elves have +1. If you roll a 5 or 6, turn to [page 41](#). Otherwise,

- If you go southwest, turn to [page 9](#)
- If you go north, turn to [page 35](#)
- If you go southeast, turn to [page 13](#)



Roll a d6 to investigate the statues:

**On a 1–3**, the wolf headed statue steps out of its alcove and attacks your party!

**On a 4-6**, you trigger a secret door in the northeast alcove. It swings open to reveal a passage that leads north.

**Animated Statue** (Weird, boss) Level 4, 6 life points. An animated statue is immune to all spells. No treasure. If you defeat the Animated Statue, a secret door in the northeast alcove swings open to reveal a passage that leads north.

- If you go through the secret door, turn to [page 33](#)
- If you ignore the secret door and go west, turn to [page 5](#)
- If you ignore the secret door and go east, turn to [page 22](#)

At the end of the hallway stands a stone door with an ornately carved face. Inspecting the carvings, you see a pastoral forest scene of some woods at the border of a lake, birds in the sky flying towards a sun which is carved into the wall above the door. There is no discernible handle to this door until you find a handle hidden in the carvings. You turn it, and it clicks, but the door does not open. It appears to be locked.

- You may resolve the Level 4 locked door (4AD p. 63), and then turn to [page 36](#)
- If you ignore the locked door, turn to [page 15](#).

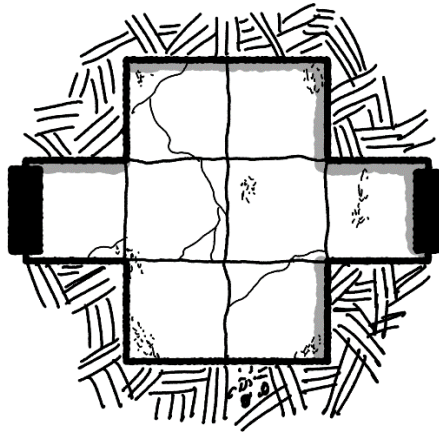


Standing in the middle of this room is a translucent, ghostly figure. Its clothing and hair are billowing as if blown by wind, but it is otherwise still.

If you would like to see what the ghost's reaction is before attacking, roll a d6 and turn to [page 39](#).

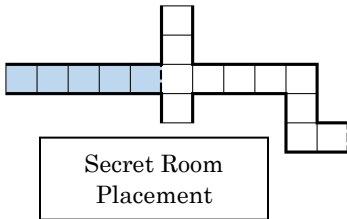
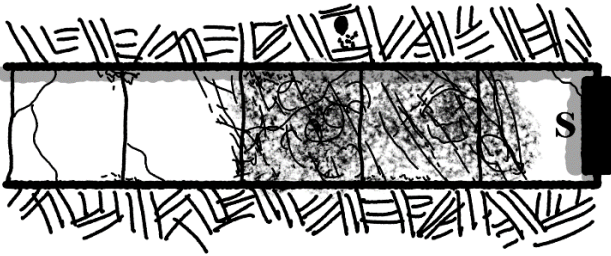
**Ghost:** Level 5, no treasure. Can be banished by a Cleric (d6+level), or will disappear if any spell is cast on it. Otherwise, the Ghost drains 1 life point from every member of the party, and disappears.

- To go west, turn to [page 21](#)
- To go east, turn to [page 6](#)



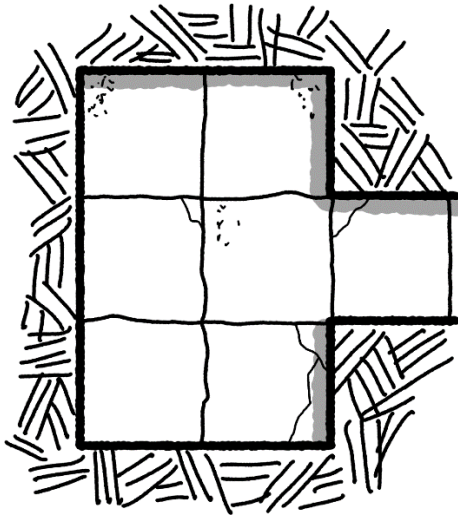
Your sense of something being off leads you to investigate the hallway more closely. After some searching, you find a secret door in the western wall. Your flickering lantern reveals that the secret passage beyond is choked with spiderwebs.

- If you go through the door and down the hallway, turn to [page 37](#)
- If you ignore the secret hallway, turn to [page 15](#).



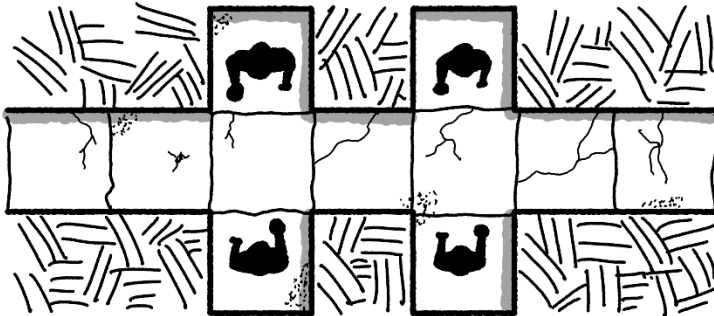
This room is full of trees, grass, a small stream, and the sound of buzzing insects. You could swear you're standing outside, and not in a dungeon. In the middle of the room is a coffin, laid in a patch of colorful wildflowers.

- If you enter the room to inspect the coffin, turn to [page 27](#)
- If you return back the way you came, turn to [page 18](#)



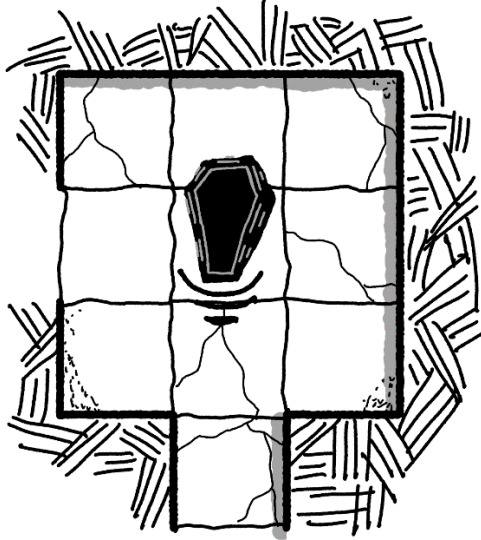
Four statues stand in small alcoves that line this hall. One resembles a man with an eagle's head. One resembles a woman with a wolf's head. The third, a stooped man with the head of a shark, and the fourth depicts a woman, but the head has been broken off. All four have one hand raised, palm outward, and the other hand holds a small bowl with a flame burning in it. The flames do not appear to have any fuel source.

- If you decide to investigate the statues further, turn to [page 7](#)
- If you leave the statues alone, and go east, turn to [page 22](#)
- If you go west, turn to [page 5](#)



In the center of this room stands a somewhat plain sarcophagus on a raised dais. The lid does not seem to budge, no matter how hard you push on it. Then, you notice a button hidden in the scrollwork on the side.

- If you press the button, turn to [page 40](#)
- If you exit the room to the west, go to [page 6](#)
- If you exit the room to the south, go to [page 22](#)



You decide to dive into the water, and try to pry the gem off the lid of the sarcophagus.

Choose one character in the party for this task. That character must make an Attack roll against this level 5 task. Because the character is underwater, they must use a light hand weapon, and the attack is at -1. (The -1 for being underwater stacks with the normal -1 for attacking with a light hand weapon, for a total -2 to the attack roll.)

For each failed attack, the character loses 1 life point, as they begin to drown.

When you complete this task, continue reading:

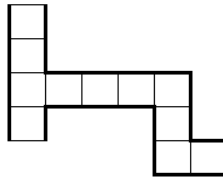
You finally break the surface of the water, shimmering blue sapphire in hand. It is worth 100 gold, and appears as though it will fit perfectly in one of the slots around the brazier.

- Return to [page 18](#)

Returning to the hallway, you continue to explore the tombs.

- If you go north, turn to [page 18](#)
- If you go east, turn to [page 8](#)

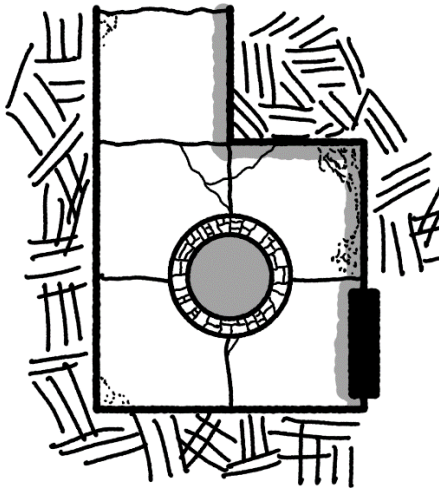
*(For reference only. Do not add this hallway to the map. It is a reprint of the hallway you already added on page 35.)*



In the center of this room stands a small well. A crudely painted wooden sign on the wall reads “WISHING WELL”

Holding your lantern over the opening and peering down the shaft, you see the far off glint of water hundreds of meters down.

- If you throw 10 gold into the well, roll a d6 and turn to [page 23](#).
- If you go east, turn to [page 5](#)
- If you go north, turn to [page 21](#)





You begin searching through the skeletons, looking for jewelry or usable weapons or even sellable clothing – anything of value. Behind you, you hear the rattling sound of bones tapping together. Turning slowly, you see some of the skeletons begin to rise up from the piles.

You are attacked by d6+2 Skeletons (4AD p. 36).

At the end of the combat, you find an Enchanted Bone.

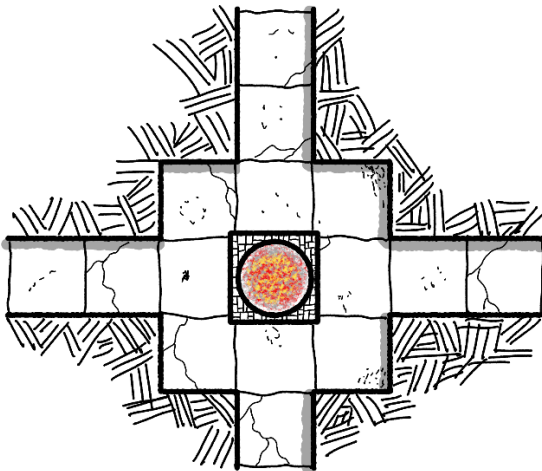
**Enchanted Bone:** This bone acts as a Magic Crushing Hand Weapon (+1), and also a wand of Healing with 2 charges. Non-clerics cast from the wand as a L1 cleric. When both of the charges are expended, the bone breaks, and becomes useless as a weapon or a wand.

- To return back through the secret passage, turn to [page 25](#)

Dominating the center of this room is a round stone pedestal. Resting atop the pedestal is a large copper bowl with a low fire burning. You poke through the coals with a dagger, but there doesn't seem to be anything else in the bowl. When you inspect the pedestal, you notice three shaped indentations around its circumference. You surmise that something might fit into these indentations, but you're not sure what, or for what purpose.

There are four exits to this room. One leads back the way you came in. The other three corridors are casting bright light onto the floor of the room – it almost seems like sunlight. But, of course, that's not possible.

- If you have found the three specific items for the pedestal, and would like to put them in their sockets, go to [page 29](#).
- If you go west, turn to [page 11](#)
- If you go north, turn to [page 34](#)
- If you go east, turn to [page 31](#)



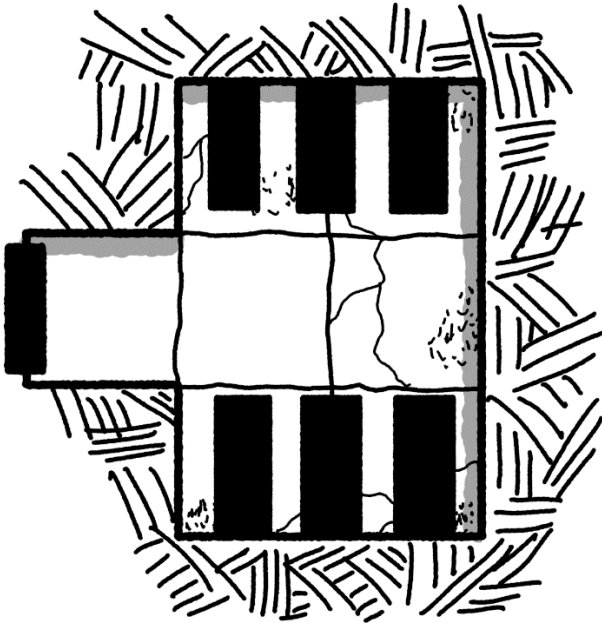
You push open the plain stone door leading into this room. Three stone biers line each wall, and on each bier is a mummified body wrapped in linens. They look to be in various states of decay.

This room is empty.

You may search this room. If you get a Wandering Monster result, use Zombies on the minions table (4AD p. 36).

When you have resolved the combat:

- Return to [page 22](#), but this time, the party is ready for the Cursed Gargoyle Faces.... All characters have a +2 to their Save roll.



If you rolled a 6, a secret door opens up. Go to [page 33](#). Otherwise, you find nothing.

- To go west, turn to [page 9](#)
- To go north, turn to [page 35](#)
- To go east, turn to [page 13](#)

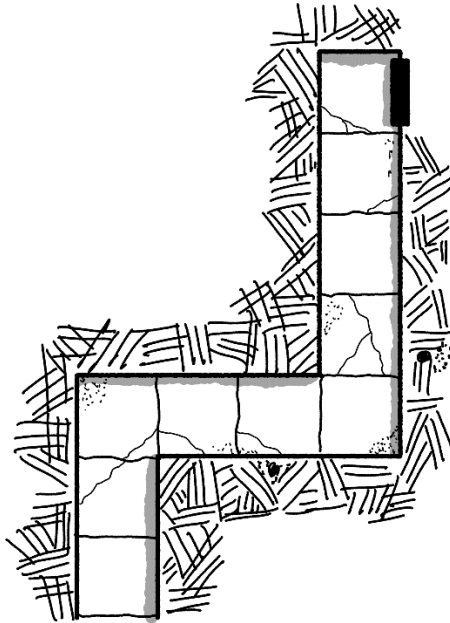
This hallway is trapped!

As you make your way down the hallway, a tripwire is stretched across the floor.

A rogue leading the marching order may attempt to disarm this level 5 trap.

If the trap goes off, the second character in the marching order must make a successful Defense roll against a giant stone that falls from the ceiling or lose 2 life. The bonus from armor counts, but the bonus from a shield does not.

- To go north, turn to [page 9](#)
- If you would like to go south, turn to [page 16](#)

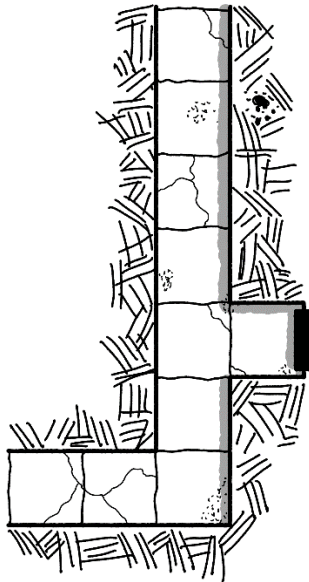


The walls of this hallway are lined on both sides by grotesque carvings of smiling gargoyles. As you continue down the hallway, a sense of creeping dread overcomes you...

The party has set off a level 5 trap. A Rogue leading the marching order may attempt to disarm this trap. Otherwise, all characters in the party must make a Save of 4, or be cursed. Wizards and Clerics have a +1 to the Save.

All characters that are Cursed have -1 to all Defense rolls. A Blessing spell can remove the Curse on a character.

- To go west, turn to [page 12](#)
- If you decide to go east, turn to [page 19](#)
- To go north, turn to [page 13](#)



Your gold clatters as it falls down the well, and you hear a distant splash. Check your d6 roll below:

**1-3:** You wait for a bit, and nothing happens. It looks like you've been tricked.

**4:** A ghostly voice echoes up the well, whispering information that you've been seeking. Gain a clue.

**5:** A stone falls out of the wall revealing a hidden niche. Roll on the Magic Treasure table.

**6:** A ghostly voice echoes up the well. Gain the Secret "True Name of a Spiritual Entity" from 4AD p. 59

- If you go east, turn to [page 5](#)
- If you go north, turn to [page 21](#)

You pause and look around, searching for the source of your unease. A low moaning echoes off the walls, and the sound of shuffling feet precedes several hunched figures that lurch around the corner.

Zombies attack the party! Use the Minions table (4AD p. 36).

Once the combat is resolved:

- If you go north, turn to [page 18](#).
- If you decide to go south, turn to [page 6](#)
- If you go east, turn to [page 8](#)



As you make your way back through the secret passage, you are attacked by spiders!

**d6 Spider Swarms** (vermin), level 3, no treasure.

Any character wounded by a spider swarm must save versus level 3 poison or lose 1 additional life. Barbarians and Halflings have +1 to this save. In addition, if you roll a 1 on this save, you get stuck in the webbing that fills the hallway; before this character can attack or retreat, an action must be spent to cut them out.

**Treasure:** None **Reactions:** 1 flee, 2-3 flee if outnumbered, 4-6 fight.

- After the combat, turn to [page 15](#) to exit the secret passage.

There seems to be no obvious way to get to the cloud where the coffin is floating. It is too far to jump, there is nothing to fix a rope to, and even if you could fly, the winds seem very strong.

This is a Level 5 puzzle.

Choose one character to solve the puzzle. Wizards add their level to this roll. For every failure, that character loses 1 life, as they step out into open air, fall, and land with a THUD in the hallway at the back of the marching order.

When you have solved the puzzle, continue reading:

You realize that to get across to the coffin, you must jump from cloud to cloud. You finally arrive at the coffin, and pry the diamond out of it. It is worth 100 gold, and looks as though it will fit perfectly in one of the slots around the brazier.

- Return to [page 18](#)

You enter the room, and approach the coffin. Suddenly, the earth beneath your feet shakes, and a loud “crack” echoes off the walls. A huge gash opens up in the floor, threatening to swallow you.

This pit trap is level 5.

If a rogue is leading the marching order, roll to notice the trap before it opens beneath your feet. A successful roll means the party is warned in time, and does not need to save vs. the trap.

If a rogue is not leading the marching order, or if the rogue did not warn the party in time, the entire party must Save vs. the level 5 trap. Elves and Rogues have a +1 to this save. Any character who does not successfully save loses 2 life points.

Once you extricate yourselves from the fissure in the floor, you manage to get the coffin open. Inside is a desiccated corpse clutching a large emerald, worth 100 gold. It appears that this jewel will fit perfectly in one of the slots around the brazier.

- Return to [page 18](#)

The corridor ends, and before you stands an ornately carved wooden door. The base of it is partially rotted, and covered in white mildew. You try to open it, but the door is locked. The lock is level 5.

- To leave the locked door alone, return to [page 5](#).
- If you want to open the door, use the rules in 4AD for locked doors (p. 63). Once the door is open, turn to [page 32](#)

You place the three gems in their slots around the base of the brazier. In a blinding flash of light, they are consumed. The fire in the copper bowl flares up to the ceiling, heating your face, and causing you to shield your eyes. Suddenly, a creature made of pure fire steps out of the brazier!

**Fire Elemental (boss, final\*):** Level 6, 6 life points, 4 attacks, +1 to morale roll. Immune to the Sleep spell, the Fireball spell and any other attacks with “fire” in their name. When a character damages the Fire Elemental with a melee attack, that character must make a Save (4). On a fail, the character loses 1 life.

**Treasure:** Fireball Wand with 1d6+2 charges and a Fire Opal (jewel) worth 6d6x10 gp. **Reactions:** Always fight to the death.

\*The Fire Elemental has already been adjusted to be the Final Boss, per the rules in 4AD p. 43

- If you have defeated the Fire Elemental, turn to [page 38](#).

You place the Fire Opal at the ghost's feet. It stoops down, and turns the gem over in its hands. Standing back up, it clasps the gem to its chest, and slowly fades away. As it disappears, it whispers a secret to you.

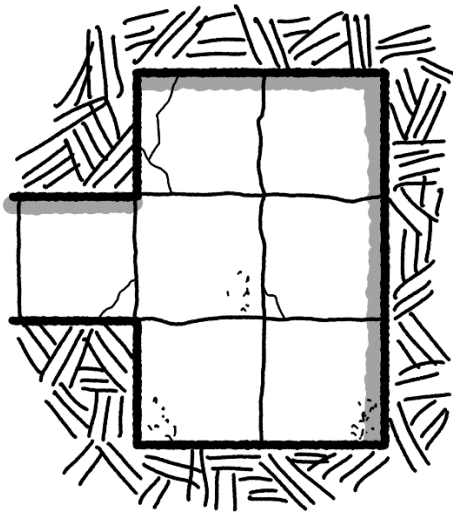
One of the characters makes an XP roll and learns a Secret (4AD p. 58).

There is no roll on the Epic Rewards table for completing this Quest.

Continue retracing your steps out of the tomb, rolling for wandering monsters in every room or corridor.

As you stand on the threshold of this room, you seem to be looking out onto the open ocean. Water laps against the threshold and the smell of seawater punctuates the calls of seagulls far off. Looking down into the water, you see a sarcophagus resting on the sea floor. Set into its lid is a large blue sapphire, sparkling like waves in the sunlight.

- If you try to retrieve the gem, turn to [page 14](#).
- If you return back the way you came, turn to [page 18](#).



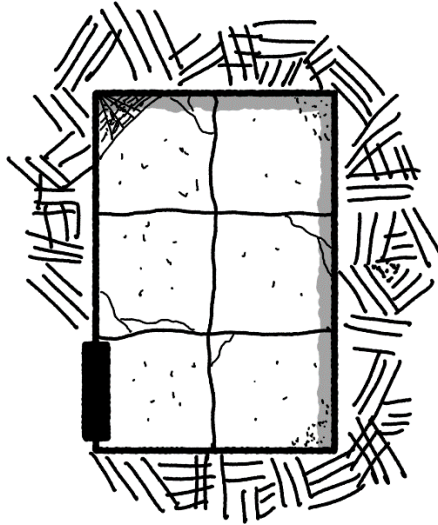
This room is furnished like a sparse bedroom. It has a moldy bed, a rotting footlocker, and a desk covered in cobwebs and dust. In fact, the entire room looks as though it has not been used in a very long time. If you would like to search the room, roll a d6 and check your result below:

**1-2:** Wandering monster (roll on the Vermin table)

**3:** Nothing

**4-6:** Treasure

- When you are done in this room, turn back to [page 5](#).



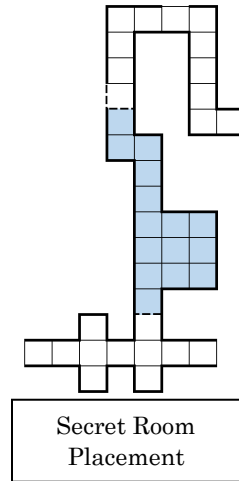
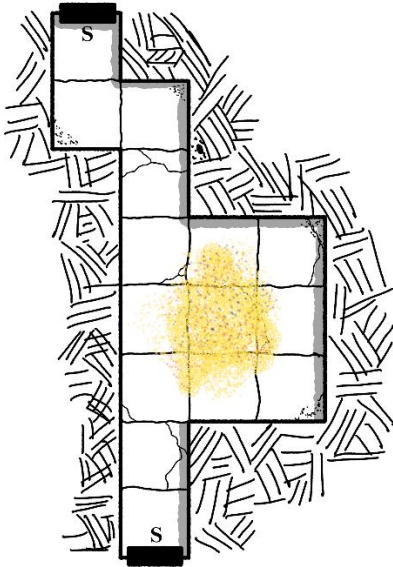


You follow the secret passage just a short way before your lantern's light catches the glint of gold and jewels scattered all over the floor. However, before you can pick anything up, the treasure undulates and coalesces into a vaguely humanoid shape.

**Treasure Golem (boss)** Level 5, 5 life points, 2 attacks, While the Treasure Golem is still in combat, characters may use an action to collect 3d6xd6 scattered gold instead of attacking. Dwarves must use this as their first action in combat. The Treasure Golem will spend its attacks on characters gathering gold before attacking other members of the party.

**Treasure:** 5d6 x 10 gold and d6 gems worth 1d6x10 each (roll each gem separately). **Reactions:** 1-3 Bribe (120 gp); 4-6 Fight to the death

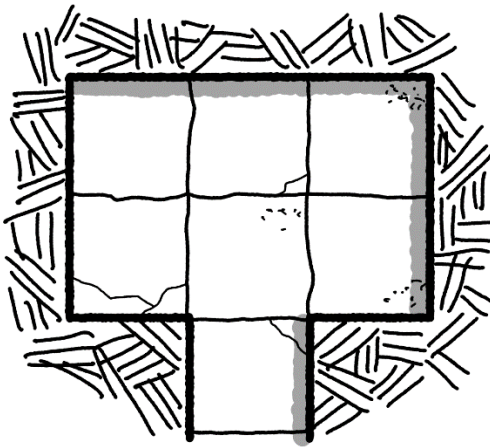
- To go North, turn to [page 6](#)
- To go South, turn to [page 12](#)



The hallway leading to this room ends, and you are standing on the threshold looking out into open air. Looking up, down, and side to side, you see only sky. Clouds float lazily by, and in the distance, you see a hawk wheeling in a circle.

There is a coffin floating on a cloud, not too far off. A diamond is set in its side, catching the sunlight, beckoning you closer.

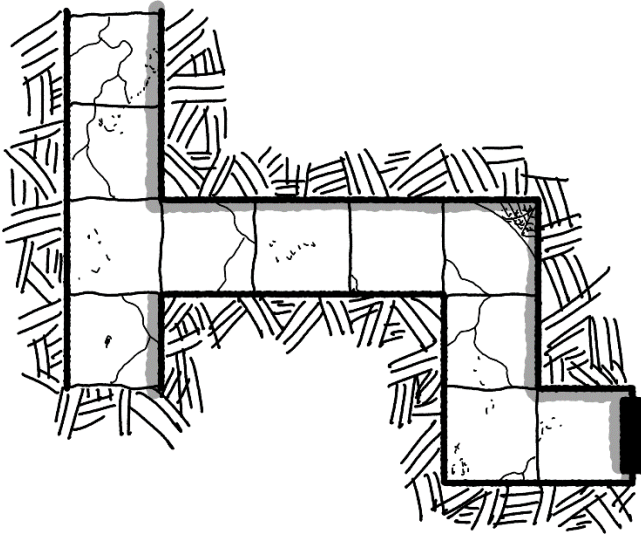
- If you try to get the gem, turn to [page 26](#)
- If you go back the way you came, turn to [page 18](#)



As you continue down the hallway, you notice that the walls are becoming smoother, and there is a flickering light to the north. A creeping sense that something is not quite right begins to raise the hair on the back of your neck.

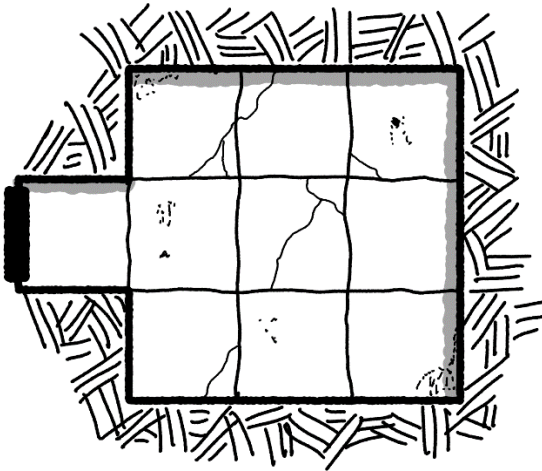
Roll a d6.

- If you rolled a 1-4, turn to [page 24](#)
- If you rolled a 5-6, turn to [page 10](#)



This room is completely empty. You see marks on the floor as if there used to be a sarcophagus here, but it is no longer in the room. You can roll to search if you would like. Use Skeletal Rats on the Vermin table for a Wandering Monster result.

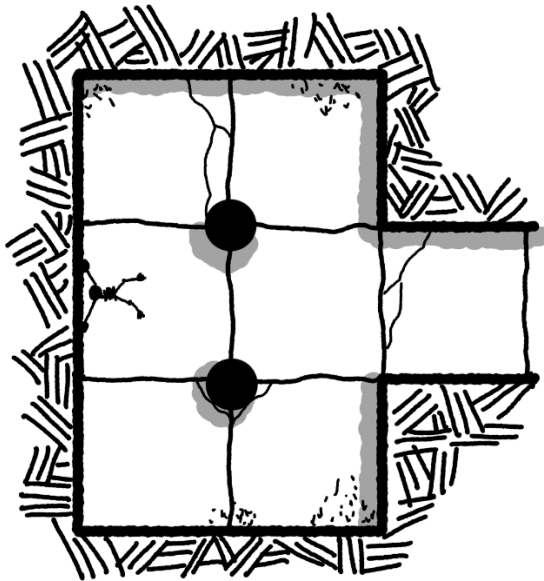
- To leave the room, turn to [page 15](#)



You fight your way through the cobwebs, and come upon a room at the end of the secret corridor.

This chamber is littered with bones and skeletons. Many of them are in rotting clothing, but you are unable to tell whether the clothes are fine or those of peasants. There is a skeleton manacled to the far wall.

- If you search the room more thoroughly, turn to [page 17](#).
- If you go back the way you came, turn to [page 25](#)



The fire in the brazier suddenly goes out, and the embers fade to black coal. The chamber is quiet once again. A Fire Opal sits in the nest of coals, and a wand is resting on the pedestal next to the brazier.

You must now retrace your way to the entrance of the dungeon, or continue exploring.

- If you retrace your way out, simply use the Retracing Your Steps rules (4AD p.41)
- If you continue exploring, retrace your route to the last room you have mapped with an unresolved exit or encounter.

You pause to see if the ghost will notice you.

If you rolled a 6, the Ghost attacks! Turn back to [page 9](#) to resolve the combat.

If you rolled a 1-5, the ghost has a quest for you.

“Find the Fire Opal, and return it to me. Then, my soul can rest.”

- If you go west, turn to [page 21](#)
- If you turn east, turn to [page 6](#)
- If you have the Fire Opal, and would like to give it to the ghost, mark it off your character sheet, and turn to [page 30](#).

The button makes a soft click, and the lid of the sarcophagus slides open with the sound of stone grinding against stone.

You have found a Hidden Treasure!

Roll a d6 to determine your complication from the Hidden Treasure Complication table (4AD p. 58). If you get the Wandering Monster result, a Mummy rises up out of the sarcophagus!

Once your complication is resolved, roll 3d6 x 3d6 for your Hidden Treasure reward.

Then, return to [page 13](#)



As you investigate the gap in the wall where the Vampire Bats came from, you find a secret door. It is located at the southwestern tip of the passage, leading south.

- If you go through the door, turn to [page 33](#).
- Otherwise, turn back to [page 6](#).