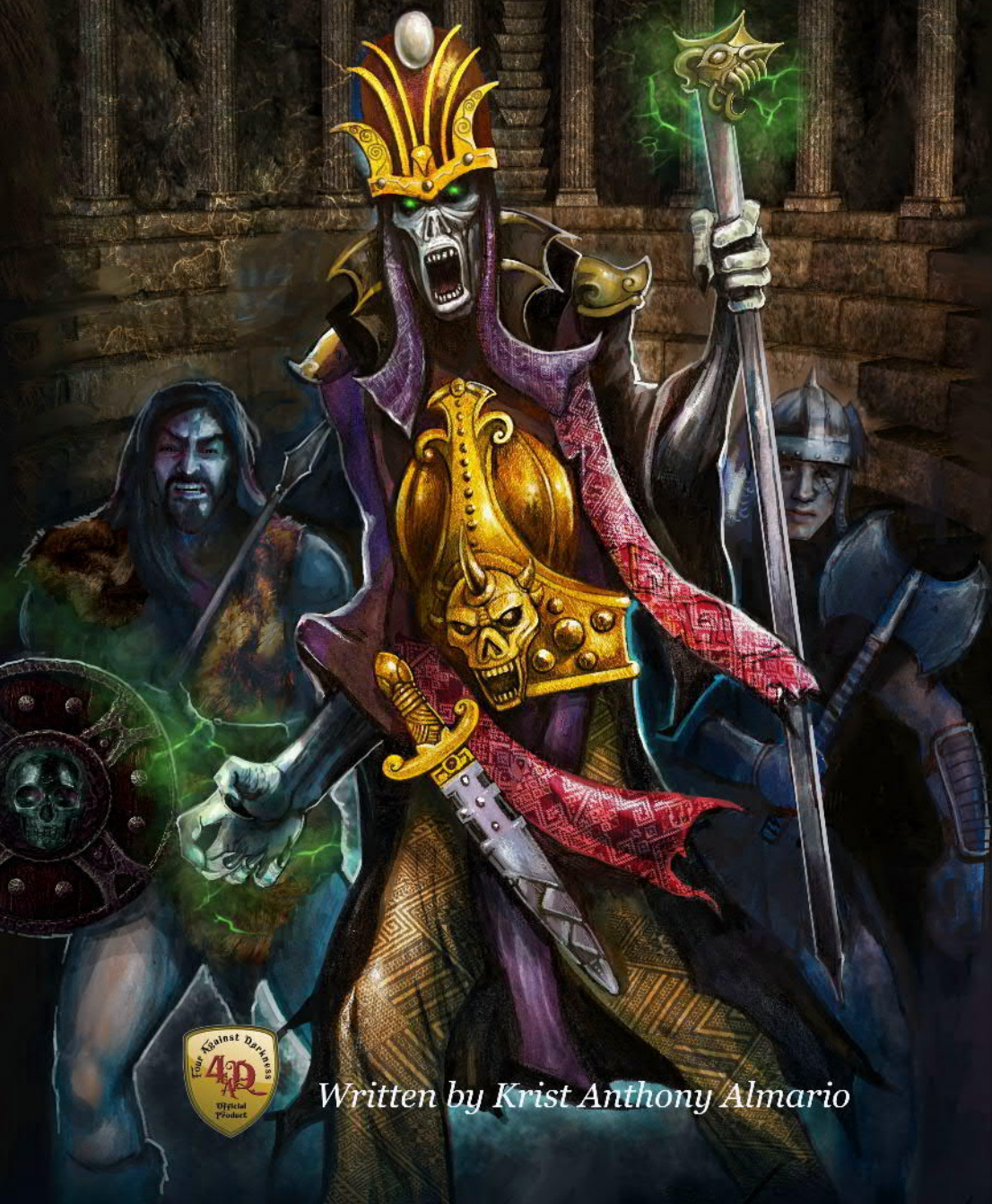


Tournament of the Undead Viscount

A *Four Against Darkness* adventure
for characters of all levels



Written by Krist Anthony Almario

Tournament of the Undead Viscount

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for characters of any level



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Things You Should Know

Tournament of the Undead Viscount is an adventure for *Four Against Darkness* (4AD) designed for four characters of any class and level. Your adventurers will be participating in a combat tournament organized by an undead overlord, with challenges to overcome and bountiful rewards.

All the rules from 4AD apply, with the following exceptions:

- No map is drawn, as the adventure doesn't occur in a random dungeon.
- There are no random monster rolls. You roll to generate an opposing team instead.
- XP rolls are acquired by winning tourney tokens when defeating opponents in the tournament. 3 tourney tokens give you 1 XP roll.
- To complete the adventure, you must win the tournament. You will follow the entries in the *Book of Secrets*, until you reach the *Epilogue*.

Introduction. This short scene tells how the adventure begins.

Chapter 1: Tournament Rules. This section explains how the tournament works.

Chapter 2: Generating Opposing Parties. This section explains how to generate your opponents in the tournament.

Chapter 3: Fighting Rules. This chapter introduces the rules for fighting in each round of the tournament.

Chapter 4: Rest Day Rules. This chapter shows what your party can do on your rest days and which locations you can visit.

Chapter 5: Miscellaneous Rules. This chapter covers character injuries, mental disorders, recruitment mechanics and some optional rules.

Chapter 6: Book of Secrets. Scattered throughout the adventure, there are events that send you to these numbered entries. When instructed to do so, read the appropriate entry. Do not read them in advance.

Appendix: The appendix contains the tables and character profiles for the adventure.



Introduction

“Thanks for coming” bellows the elderly rogue as his eyes dart left and right to both sides of the alley. His face is covered by a dark green hood. “I come bearing a message from Viscount Visfefan himself.”

Your eyes widen at the mention of that name. The great Viscount, ruler of Espergy city, up in the De'ramak Valley. A man who has overcome death with the combination of alchemical and necromantic means, who

lived over a millennium, who has ascended from mindless zombie to legendary being, has sent a message to your party.

The rogue reaches into his knapsack and pulls out a yellow parchment fastened by a red ribbon. There is a wax seal on the tie of the ribbon: a red skull with a candle on its forehead. You take a moment to gaze at the scroll, but the rogue quickly snaps you out of your thoughts.

“Put that away!” You tuck it into your backpack. “Travel through the Plunderers Pass, then North into the Everglade Trail,



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and into De'ramak Valley.”

“As soon as you enter Espergy City, present that scroll to the city guards, and they will take care of you. They will tell you what to do next.”

You ask what is this all about. The rogue again turns left and right as if expecting some assassins to be lurking in the shadows of the alley. He finally answers.

“Mention of your exploits and achievements have spread all across Norindaal. The great Viscount is inviting you to his city for a special event. He is hosting a tournament. A competition of combat skill of the greatest adventurers all across the land. The reward is rulership of one of the towns under the Viscount’s control, the merchant town of Gadiel. If I were you, I would not refuse an invitation from him.”

He then lifts his hood, revealing a rotting face of a zombie. His eyes are yellow with two worms crawling in and out of its sockets. His nose is sliced off clean from the bridge to the tip, with blood dripping from nostrils. And the mouth... There is no grin. There are not even lips, just a row of grey teeth attached to a yellow bone jaw. A long tentacle-like tongue dangles from the opening of the mouth.

“Don’t you even think of refusing”, the undead rogue says. “Now go, prepare for your travel. I will meet you in Espergy in three days’ time.”

And with that, the rogue leaps into the air, climb the walls like a monkey and disappears into the shadows of the balconies.

You return to your inn where you meet the rest of your party. You tell them about the invitation and show them the scroll. Your fellow adventurers agree to join the tournament in Espergy.

The very next day, you gather your supplies and trek across the barren Plunderers Pass, through the monster-infested Everglade Trail. By nightfall, you finally arrive at the black-soiled valley of De'ramak. In the distance, you can see ivory structures protruding from the black landscape. You stare at Espergy and turn to your fellow heroes.

“Let’s go, we have a tournament to win!”



Chapter 1: Tournament Rules

How to Play This Game

Tournament of the Undead Viscount is a supplement for parties of any level. You will only need the core rulebook and *Four Against the Abyss* to play this adventure. Some characters that may be recruited during the adventure use profiles from other books, but you have the option to replace them with classes from the core book if you do not have those supplements.

There is no need to map out or explore the city of Espergy. The city's inhabitants, including the guards and the nobles, are all preoccupied in running the Viscount's Tournament. You are free to roam the streets and purchase services as you see fit. However, even if the Viscount has issued a "Do Not Harm the Combatants" policy for the duration of the tournament, be on your toes because you never know what sneaky ploy or backstabbing the other contestants may have in store for you.

Higher Character Level (HCL) Rules

The levels of opponents in this adventure are relative to the highest character level (HCL) in the party.

For example, against a party with characters of level 7, 3 and 1, the war shocked warrior's level (HCL+2) is a 9 (7+2) while the possessed powerseeker's level (HCL+4) is 11 (7+4).

The opponents remain challenging as the party progresses in levels, allowing characters of any level to play the adventure.

Levels are adjusted at the beginning of every encounter: a given combatant's level rises or lowers according to the party's level.

The greater the discrepancy between the levels in the party, the harder it will be for the lower-level characters to overcome the challenges.

The level of opponents is NOT altered again during a combat encounter.

In the example above, if the level 7 character dies, the enemy's level will remain 9.

Acronyms

Only *the Four Against Darkness* core book (4AD) and *Four Against the Abyss* (4AA) are required to play this adventure. However, options are provided to create synergies with other books in the series, if you have them. Some tables may give the option to combine results from tables found in other books, such as *Treacheries of the Troublesome Towns*. This is optional and is recommended for more experienced players. Although it will provide greater re-playability, you may want to limit yourself to the tables in the present book. As always, this is your game: you're not cheating if you're having fun.

The following acronyms refer to various books in the 4AD line: *Four Against the Abyss* (4AA), *Concise Collection of Classes* (CoCoC), *Wayfarers and Adventurers* (W&A), *Treacheries of the Troublesome Towns* (TTT), *Heart of the Lizard* (HotL). Some of these books are not yet in print at the time of this writing, but we included references for those who will play this adventure in the future, after these books have been published.



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For more information about Norindaal, the official setting for *Four Against Darkness*, visit

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

Tournament Rounds

As soon as you enter the city, the guards escort you to the arena. There you are given instructions on how the tournament will be set up. There are 16 parties, including yours, participating. You will only need to keep track of your party's progress. If your party loses, you are immediately eliminated from the tournament.

You must win 4 rounds to win the tournament.

You may want to play the adventure multiple times, with different parties, until you succeed.

Fight Sequence

Each round consists of a maximum of **3 fights**. The goal of each round is for one party to gain **2 victory points** against the opposing team.

Victory points are awarded to a party who wins in a given round.

In each fight, **one character** of each party will fight one-on-one with an opponent from another party. If your character wins, then your party receives **1 victory point**. Then, during the next fight, another party member will strive to win another victory point for you. If the character loses, then

a **3rd** fight will occur. But if the character wins, and your party earns the **2nd** victory point, then the round is finished and your party wins.

The Viscount's Rules

To provide an entertaining spectacle for the audience, The Viscount has issued the following restrictions.

- No Sleep spells (including spells cast from scrolls) can be cast. Nobody likes a snoring gladiator! Other spells may be used as normal.
- If one of your characters is badly wounded or you want to replace him with another character for any reason, you may do so, **but substitutions between rounds are limited to two, for the entire duration of the tournament.** You can only switch characters between rounds a maximum of two times for the duration of the whole adventure.
- **No Healing or any other spells which could affect the fight can be cast from the sidelines.** All potions or other sources of healing must be used or performed by the member participating in that specific fight. No support can

be given by the other members of the party. In other words, your cleric may heal himself while fighting (forfeiting one of his attacks to do so) but not heal another party member who is fighting.

- Where possible, you may exchange healing items between members of your party. For example, if you have only one potion of healing, you may give it to a character and, if he does not use it during his round, you may then assign that potion to another character.

Those who fail to obey these rules will be devoured by the Viscount's famished ghouls. The rest of the party can (in fact, they must) keep playing in the tournament, but cannot recruit another character to fill in their numbers.



Background Information

The City of Espergy: This is the luxurious yet decaying ivory city in the middle of the black-soiled De'ramak Valley in the continent of Kardalok. It is a few days east of Tezany's Cove, passing through the Plunderer's Pass and through the narrow Everglade Trail. It is populated by both the living and the undead.

Espergy is known for having an unusually large number of sentient undead residing in the city. No one knows exactly why the undead flock to this city, perhaps because of the abundance of necromantic fumes seeping from the soil. But one fact is confirmed: since the rise of Viscount Visfafen as its ruler, the amount of undead has multiplied. When he rose to power, with him came his ghouls, who were said to accompany him upon his return from the land of the dead.

Whereas the Viscount rules Espergy with an iron (bony) fist, he does not rule alone. His most powerful rivals are the Wolflord – also known as the Archbaron of Almyrli, and the necromantic Ostrich Overlord, former general to the Viscount and tribe leader of the Black Cape Ostriches, turned into a vampire bird folk. Both lust

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after the Viscount's position and resources, but will not dare direct attacks against him... yet.

TTT Option: If you want, you may use the rules for undead towns from TTT and apply the following changes: the Viscount (ruler) is the ruling faction, the Wolflord of Almryli is a rival faction that owns a Noble Hostel in the town, and the Ostrich Overlord is a Hidden Horror (vampire). Replace all Men-at-Arms with ghouls (4AA p.52). Make sure to mark all locations in Chapter 4 on the map of Espergy before rolling for random rooms. Add Tile #34 from the Town Tile Table in a central position of the town, and mark the room with 9 squares as the Arena (see Gladiator Pit).

Advancing to the Next Round

When a party gains 2 victories against the opposing Team, that party has won and will advance to the next round. They will receive a small amount of gold as a reward for that round. The whole party is given a full day of rest before the next round begins. After defeating the opposing team in the 4th round, turn to Entry 10 in the book of secrets.

Rest Day

The party can spend the day of rest roaming around Espergy, socializing with the locals, purchasing services from the different shops, and resting. The party may visit different locations or partake in any activity around the city (See Chapter 4 for Rest Day rules). It takes 8 hours for the party to use a service, perform an activity or visit a location in Espergy. This means that your characters will have a maximum of 3 different things to do per day before the next round will begin, including resting at the Inn.

Terms to Remember

Advancement. This means that the party has won over the opposing Team in the current round and moves up towards the next round.

Champion: This is the strongest member among the four combatants. You will have to reserve your best fighter against this fighter. If you defeat a champion you are rewarded with **one tourney token**.

Fight. This means the combats within the round between parties. The maximum number of fights per round is 3, but the minimum is always 2 fights.

Leader: The leader is not necessarily the strongest member of the

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party. The leader bolsters the morale of the party. Leaders can grant **bonuses and effects** to their allies.

Opposing combatant. This is the member of the opposing team that one of your characters is fighting.

Opposing Team. This is the team you are fighting against in each round of the tournament.

Party. This is your party of four characters. Classes from all *Four Against Darkness* books are allowed. Non-combat oriented classes (e.g. alchemists, elders, halflings, conservationists, etc.) will have a hard time in this adventure. Only four members of a given party can participate in the tournament at a time. The tournament rules allow for substitutions between rounds, which means you can use one set of four characters for round 1 and switch to a different set for round 2, to a maximum of 2 switches during the entire tournament. Use all your best characters, because your opponents will not hold back.

Rounds. This means the actual round where one party

squares off against another party. If one party is victorious, they will move up the tournament, and onto the next. You need to win **4 rounds** to complete the tournament.

The names of rounds are:

Round One and Two: Elimination Rounds

Round Three: Semi-finals

Round Four: Finals

Tourney Tokens. Your characters earn these tokens when they defeat a combatant, bringing the combatant to 1 or 0 Life points in the tournament. As soon as you have 3 Tourney tokens, you spend them to gain 1 XP Roll. You may apply this XP roll to any one of your characters.

Underling: This role is the opposite of the champion. The underling is the weakest member of the enemy team. Sometimes, the underling does not participate in the round, but when fate gives you an opportunity, you must match him with your most capable member to win an easy victory. Since he is an easy target,



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defeating an underling gives you **no tourney tokens**.

Victory points: A character winning the fight against the opposing combatant scores 1 victory point for his party. The party that scores 2 victories against the other advances to the next round.

Viscount Clues: These clues represent sinister knowledge

regarding the Viscount. When you have collected 4 Viscount Clues, read *Entry 5* in the Book of Secrets.

Wild Card: Each party has one member who is a loose cannon. Wild cards can be either really strong, even stronger than the champion, or weaker than the Underling.



Chapter 2: Generating the Opposing Team

Opposing Team Roles

Once you start the tournament, you will go up against the different adventuring parties of Norindaal. Most of them are very skilled in the art of combat. Before you can go to your first round, you must familiarize with the different roles of each opposing team. See the *Terms to Remember* Section on p.10 for details.

Opposing Team Creation

When you know the different roles in the opposing Team, roll on the appropriate table in the Appendix to determine the composition of your opposing team.

The tables in the appendix only give the profiles for the opponents. Give them and their party a name. Number each opponent 1 to 4. These numbers will be used during the round. See Chapter 3, Fight Rules.

XP Rolls and Tourney Tokens

XP rolls are used to level-up characters and to learn expert skills where applicable, as per the core book and 4AA, with the differences stated below.

Fighting in the tournament grants your party **tourney tokens**. The amount of tokens depend on the power of the opponent. Defeating a champion or leader gives **1 tourney token**. Defeating an underling provides **no tokens**. When you defeat a wild card, you either earn **1 tourney token** or **none as per its profile**.

You burn 3 tokens to perform 1 XP roll. Tourney tokens can be saved, and converted to XP rolls later.

Just like in the standard game, you may not level up the same character twice in a row.



Chapter 3: Fight Rules

Fighting Sequence

When you have generated the opposing team for the current round, you are ready to begin the fighting sequence detailed below. This is the one-on-one fight between your chosen character and the enemy fighter.

1.Character Selection. Select a member of your party. That character will fight first. The same character cannot participate again until all other members have fought.

2.Roll for the Opposing Team's Selection. Number each opposing Team members from 1 to 4. Roll a d6 to select an opponent for your character. Reroll any 5 or 6, or just use a d4 or d8 if you have them.

Optional Rule: For a more tactical gameplay, roll for enemy selection FIRST, THEN select your character depending on the opponent. Apply a -1 penalty to XP rolls if you take this option, as knowing your enemies in advance makes the game easier. In any

case, you always select your character BEFORE rolling for the Twist (see Twist, below).

3.Twist. Now the referee announces the Twist Rules for that fight. Roll d66 on the **Twist Rules table** to see what restrictions or special circumstances apply to that fight. **The restriction listed in the Twist Rules section apply to your characters only.** Do not alter the opponents' profiles unless the Twist instructs you to do so.

4. Combat. After establishing the Twist, your character fights the enemy character as per the core rules. Whoever goes down to 1 life point first, loses. You always attack first, unless stated otherwise. Reactions are meaningless. There is no reaction other than "Fight" in the tournament.

When an opponent loses half his life points or more, his level drops by 1, like when you are fighting a Boss or Weird Monster in the core rules.

5. Rewards and Tokens. After the fight, the winning character receives the rewards listed and the **tourney tokens**. Below is the gold that a character receives per fight per round.

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Rewards per round	
Round One and Two	50 gp per fight
Round Three	100 gp per fight
Round Four	150 gp. Roll on the Espergy Magic Item Table once per fight; win the rulership of Gadiel.

6. After a victorious round, roll on the **Sneaky Ploy Table**. You never know what may be lurking in the shadows outside the arena.

7. **Rest Day.** After the round, the party is granted one day of rest, before the next round begins.

8. **Repeat.** After the rest day, the party must begin the next round of the tournament.



Locations



Bloody Blade Shop

A pale, bloated smith with pox-covered skin and a bolted-on iron helmet ceaselessly hammers iron bars into tools of war. His macabre skinny assistants haul his creations in never-ending piles of black iron, droning madly despite their sewn-up lips.

The Bloody Blade Shop is the one stop shop for all your weapon and

item needs. You can purchase any of the items listed in the equipment list in *Four Against Darkness*, plus the additional products in the table below.

If this is your first visit to the shop, turn to *Entry 16*.

Prior to exiting the shop, roll on the **Shop Special Event table**, and resolve immediately.

Weapon/Item	Price	Effect
Blood Scar Armor (counts as Light Armor)	20 gp	This armor counts as light armor and may be worn by any character who can wear light armor. It gives +2 on Defense rolls and -1 on all Attack rolls, melee or ranged.
Potion of Guawm (magic item)	100 gp	Drinking this potion grants one use of the <i>Barbarian's</i> Rage Attack ability. The rage effect must be used on the turn after imbibing the potion.
Cream of Magmaron (magic item)	100 gp	Applying this cream before an encounter grants immunity to fire damage and fire spells for the whole encounter for a single character.
Dual Blades (Two One Handed Weapons)	50 gp for two weapons	Grants a +1 melee attack bonus if used in pairs. Counts as a hand weapon if only one is used. Any effect disarming the wielder or destroying a weapon affects only one blade; the user will be able to keep on fighting with the other blade.

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Madam Zuuzuu's Caravan of Pleasure

Just outside the walls of the city, you find a small collection of wooden caravans. This is Madam Zuuzuu's Caravan of Pleasure. Under the red curtains, the smell of rot is hidden by strong perfumes and the pretties there seem fresh – no more than two days dead at best. Some even look still living if you don't look too closely. As the proverb goes, "don't look a gift horse in the mouth".

You have 8 hours to fulfill your characters' darkest pleasures.

Roll on **Madam Zuuzuu's Pleasure Effects Table** for the benefits of each session.

Espergy Library

Silent as death itself, this large building of black stone is avoided by visitors. Only a handful of shrouded skeletons walk its dark alleys, arranging books, removing moths from banners and swirling dust around as they sweep past.

The library is the best place for characters who want to learn about the ancient history of Espergy or the exploits of the great Viscount Visfafen.

Each visit grants your party **one Viscount Clue**. When you have

collected 4 Viscount Clues, turn to *Entry 5* in the Book of Secrets.

Butterbeer Tavern

If the Traveller's Inn is grim, the tavern is worse. Few undead roam here – as well as a few living patrons who can tolerate the pervasive stench of sweat and urine. The ale itself doesn't taste much different. Flayed skin from tournament losers hangs from the walls, inscribed with their score and date with a branding iron. The place is filled with the scum of the city, low lives and thieves.

Roll on the **Tavern Trouble Table** to see what happens when you visit this place.

Temple of Luura

The unlikelyst of places in a town governed by the undead, this white-washed dome is a temple of healing devoted to the sun god Luura. If this is your first time visiting the temple, turn to *Entry 13*.

The faithful few seek prayer and enlightenment in this temple, away from the sin, sweat and squalor of the combatants and the undead. It reeks of misery and suffering, although there is some flicker of hope, too. If you make an offering of 50 gold pieces, one

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party member will have his life points restored to full health and his Madness reduced by 2.

Ornogg's Training Circle

Ornogg is a forgotten hero and a grandmaster of the fighting arts. This unusually bright troll champion caters to all forms of physical combat. He offers to teach your party his secret techniques for a

price. Below are the techniques and their price in gold and hours.

If this is your first time visiting the training circle, turn to *Entry 14* in the Book of Secrets. After your first paid session with Ornogg, turn to *Entry 8*.



Technique	Price	Modifier/Effect
Frenzied Strike	100 gp, 1 XP, 8 hours. Roll once on the Major Injury Table	Once per adventure, the character gains a +2 Attack modifier to a single Attack roll. If this attack fails to hit the target, however, the user loses 1 life.
Iron Grit Stance	100 gp, 1 XP, 8 hours. Roll once on the Minor Injury Table	Once per adventure, the character gains a +3 to a single Defense roll. This technique cannot be used while wearing heavy armor. You must declare the stance before rolling for defense. If this technique fails, you lose 1 life in addition to any life loss caused by the failed Defense roll.
Swift Step	110 gp, 1 XP, 8 hours. Roll once on the Minor Injury Table	Once per adventure, a single Defense roll of 1 can be converted to a 6. This technique may not be used while wearing any armor or wielding a shield.

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Horold the Herbalist

Just by the gates of Espergy, where two huge spiked metal statues stand guard, you find a small wooden cart filled with all types of plants and dried weeds. This is the travelling shop of Horold the Herbalist. Always smiling, Horold looks strangely optimistic compared to his bleak surroundings. This is quite reassuring until you realize that he doesn't have legs and seems to float above the ground, and that his face is a realistic porcelain mask. He offers you the cheapest healing herbs you can find in De'ramak, summarized in the table below.

If you attempt to exit the gates, the iron golems will fight you to the death.

Adamantine Golems of the Viscount (2). Level HCL+6

Weird Monsters, HCL+6 life, 2 attacks. Immune to magic, poison, gases and disease. No attack can cause them more than 1 wound at a time. Light slashing weapons will break if rolling a 1 on their attack roll against an adamantine golem. Crushing weapons do not suffer this effect.

Those defeated by the Adamantine Golems are not killed but knocked out and bound to a cage until their next fight. If you manage to defeat the golems and flee, your party will be hunted down by the furious Viscount's necrogaunts 2d6 days later (see Teleportation Spells). Meanwhile, the town will be in turmoil and the Tournament interrupted as countless prisoners attempt to escape. The riot will be brutally repressed by the Viscount's ghouls and guards.

Herb	Price	Modifier/Effect
Feknea Fern	5 gp	Heals 2 Life point at any time including during a battle. However, the user must roll a 2 in 6 chance of contracting the Pink Eye minor injury.
Brozen Nuts	5 gp	This will heal any non-permanent minor injury any time. However, there is a 2 out of 6 chance that the character suffers the Eunuch permanent minor injury.
Chefer Cherries	5 gp	These cherries help clear the mind and focus. Temporarily negate the effect of one Disorder for one encounter only. There is a 2 in 6 chance that the cherries will make things worse. Roll on the Mental Disorder Table if this occurs.

Great An-nya's Traveller's Inn

The Traveller's Inn is a sinister place, built on an ancient tomb and tended by undead waiters. While almost all the patrons are alive, the ghouls hanging from the ceiling, gawking at the living with tormented hunger held in check, are a keen reminder of the Viscount's ever-watchful presence.

Visiting this location allows all characters to replenish 4 life points, and 1 spell slot, as long as you spend at least 15 gp per character to let the characters sleep, eat and recuperate.

Before leaving the inn, you have the option to talk to Great An-nya or walk out casually. If you decide to talk to her, roll on the Great An-nya's Table and follow through the events your results may give.

Wolflord's Noble Hostel

Under the guise of a hostel, this establishment operates as a spy hub for the meticulous Wolflord. Although his presence is rarely seen among its walls, his agents feed him morsels of information about the Viscount's activities.

Visiting this location allows all characters to replenish up to 5 life points and 2 spell slots for the cost

of 100 gold. The characters sleep, eat and recuperate in this location filled with unusually bright and luxurious amenities found only at the Port towns on Kandalok.

If this is your first time visiting the noble hostel, turn to Entry 18.

Sparrow's Beak Health Clinic

With the bearings of an abattoir and the smell of a charnel house for lepers, this dubious clinic was raised on the cold slabs of ghouls from another age. The physicians and war nurses are no less sinister, their faces hidden behind beaked masks and foggy goggles, bloody cleaver in one hand and syringe in the other. Doctor Sparrow's Beak is everywhere, quacking orders about limbs to cut, blood to drain, all with an unnervingly shrill voice, while Nurse Offelia and the other war nurses scramble against the pandemonium of the bloody mess, entrails and occasional undead arm trying to crawl out the door. This questionable establishment is a health clinic situated at the borders of the city.

The sentient undead does not need any of the health services, but the combatants do.

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It's useless to climb the clinic's roof to jump over the city walls - the Viscount's ghouls are everywhere, watching hungrily with their frozen smiles.

Unless specified as Permanent, all other injuries can be treated and cured in this clinic.

When you leave the clinic, you can talk to Nurse Offella, the only member of the staff that doesn't look like a leather-bound zombie (well, not too much).

If you choose to do so, roll on Nurse Offella's Table (p.48), and follow through the events of the result.

Training Ground

The sand of the training ground is soaked in dried, dark red blood from generations of slaughter. The skulls of the defeated lay around on totem poles, marked with the Viscount's rune.

If your party is of expert level (level 5 to 9) then, when visiting the training ground, you may pay 50 gp per level for expert characters and be granted 1 **XP roll that** can be used ONLY for Expert Skills from those available to the character's class. Each character can try only once.

If this is your first time in the training ground, turn to *Entry 19* in the Book of Secrets. When you leave, you have the option to talk to Ornogg, the troll head honcho of the training ground.

If you do, roll on **Ornogg's Table**, and follow through the events of the results.

Injury	Price	Effect
Minor injury	10 gp	The injury is healed and the character recovers up to 2 Life points
Major Injury	50 gp	The injury is healed and the character recovers up to 4 Life points

Chapter 5: Miscellaneous Rules

Injury

Some attacks, spells or actions can cause injuries to the character. There are two kinds: minor and major injuries. When you are prompted to do so, roll on the appropriate injury table to determine what injury your character receives. If the description of the Injury says it is **permanent**, the health services are unable to heal it and your character gains a lasting disability.

Madness and Mental Disorders

Madness points are a measurement of the sanity of the character in this tournament. The rules for madness in this adventure differ from those found in *Four Against the Abyss*.

A character's Madness points total only reaches as high as the character's level. When this happens, the character does not run away from the party, nor is he forbidden to share his items or gold. Instead, the character

suffers a mental disorder. Disorders are the result of the Viscount's vile psychic influence over the city of Espergy. The Viscount sees into the dreams and nightmares of all within its walls and twists their afflictions to his own ends.

Once the Madness points total is equal to the character's level, roll on the **Mental Disorder Table**, apply the result to your character and reset the Madness points to zero. A single character can have up to a maximum of 3 disorders. If for whatever reason he receives a fourth disorder, choose one of his existing disorders to be replaced by the new disorder.

Mental disorders can only be healed through time and meditation. One disorder can be cured by one **Blessing spell** plus a period of **Meditation**. The character does not join the next adventure; he finds an isolated place to meditate instead. It is possible to cure all 3 disorders, but it will take 3 Blessings and missing three adventures to do so.

Recruitment

Despite the competitive nature of the tournament, you have the option to recruit combatants

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that you defeated in battle in this adventure. Only one character can recruit a combatant at a time. One recruitment per round is allowed. There is no limit to recruitment of enemies defeated outside of the tournament.

If you face a major encounter (Boss or a Weird Monster) as a party, only one character can attempt to recruit him into your party. Minor encounters (minions and vermins) may not be recruited.

If you manage to fulfill the steps for Recruitment below, you are granted a new member of your party.

You must fight and decrease the combatant's life points to 2. From this point, the combat temporarily ceases. Your character will try to reason and negotiate to recruit the combatant into your party.

Pass a **recruitment save** against the combatant's level. Roll a d6 (or

a d8 if your character is of Expert level), adding +1/2 L to the result. If the result is **higher** than the combatant's level, you pass the save and successfully recruit the character. Rogues and warriors add +L to the save. If you fail, roll a d6. On a 1 or 2, the combatant will not listen to you and the fight will resume. On a 3 to 6, you may try another recruitment roll or decide to fight.

As you successfully recruit your new character, go to the Appendix under **Recruited Characters** and copy his profile. The profiles differ from the combatant's current stats, as the rules convert enemies into playable character profiles.

Recruited characters use character types from various books and supplements. The option to use character types from the core book is also given if you do not have those supplements.

New Milestones

Introduced in *Wayfarers and Adventurers (W & A)*, milestones are optional individual achievements that characters earn by completing specific actions during the adventure. Each milestone can only be earned once per character, and you should choose a different milestone for each character. Retainers do not earn milestones. All bonuses described are permanent, and are gained when the character completes the milestone.

Milestones are optional. If you think the additional book-keeping detracts from your enjoyment of the game, do not use them. You may also decide to take a milestone only for a single character, not for all the members of the party.

Victorious Affinity: As soon as your character wins 40 fights in the tournament, he gains a permanent +1 in all physical, strength or speed saves. These includes all saves performed to avoid capture, dodge falling rocks, lift weights, bend metal bars, break through doors and so on, but not saves versus poison and disease.

Drape of the Defeated: When a character loses 20 fights in the tournament, he gets a permanent

-1 in all physical, strength or speed saves, but also gains a +2 in all intellectual saves, for his persistence and mental resolve despite his physical weakness. Intellectual saves are those rolled to solve puzzles, decipher ancient languages, perform research in libraries, and win intellectual debates.

Battle Hardened Veteran: As soon as a character gains 10 or more healed and/or permanent injuries (Both Major and Minor), he permanently gains +3 when rolling on the Major and Minor Injury Table. He also gains a permanent +2 to all saves versus game effects that inflict minor or major injuries.

Method in my Madness: When a character experiences a total of 10 Mental Disorders, both cured and not cured (repeated disorders count for the purposes of this milestone, keep track of ALL the mental disorders gained during play), he permanently gains +1 in all intellectual saves, as well as a +3 bonus when rolling on the Madness Disorder Table. Intellectual saves are those rolled to solve puzzles, decipher ancient languages, perform research in libraries, and win intellectual debates.

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Teleportation Spells

The Viscount will not tolerate anyone escaping his clutches. In this adventure, the Escape spell can be used only to avoid an encounter. The caster stays in the same location but is moved at a safe distance from combat. Casting the Chaos Teleport spell (from *Caverns of Chaos*) or the Mass Teleport spell (from *Four Against the Abyss*) will infuriate the Viscount. A few hours later, the offender will be attacked by a flock of faceless Netherworld demons: the necrogaunts.

2d6+3 Necrogaunts. Level HCL+2 demons (minions). No treasure. Morale -1.

Their attacks inflict no damage. Instead, if two or more attacks succeed against a single character, that character must succeed a Defense roll against level 6 or be swept away in the air by the necrogaunts and brought back to the tournament. If the Defense roll succeeds, the character has wrestled out of the monster's clutches and combat continues as normal. If the Defense roll fails, two necrogaunts will flee and carry away the character, who cannot fight or cast spells while in the monsters' clutches.

The other characters have a single turn to kill the monsters carrying their companion with ranged attacks or spells. Any ranged attack roll of 1 hits their unfortunate companion instead.

Necrogaunts always attack in pairs, so you should assign 2 attacks to each character if possible.

Reactions: always fight.



Chapter 6: Book of Secrets

This is a list of numbered paragraphs with some secret information about the adventure. Do not read them beforehand, or you will spoil your fun. Read only the specific entries when instructed to do so, or when you have fulfilled certain requirements in the adventure.

Start at *Entry 1* to begin your adventure.

~1~

You present the yellow scroll to stern-looking city guards dressed in the livery of the Viscount. They stare at the scroll then back to your party. They lead your party across the many buildings and shops of Espergy. You pass by two huge spiked statues by the gates. You notice sentient undead town-folks walking around. There's a large ivory dome at the centre of the city. It is the arena, the venue for the tournament. The guards leave you at its entrance, where a hooded man in an embroidered robe approaches you.

"You must be the adventurers Esoff told us about", he says.

"Please. Follow me to your quarters. The event will begin shortly."

The man leads you down a passage way in the arena, into a large empty room. He glances at his golden pocket watch -- an expensive gnomish contraption that tells the time -- before turning back to your party.

"Complementary food and drinks will be served shortly. This will be your party's waiting quarters before each round. The tournament will begin just after noon", he announces. "Please rest well and prepare yourselves."

Shortly after he leaves, lady servants dressed in a similar fashion arrive and serve food and delicacies both familiar and foreign to you. You eat, rest and prepare mentally and physically.

After some time, a halfling peeks his little head into your quarters and announces:

"Your party is next... Please follow me."

You grab your weapons and march into the tournament. Return to **Chapter 3**. Generate the opposing Team and follow the rules for the tournament rounds.



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~2~

Your alchemist, cleric or paladin decides to get in touch with his colleagues from his home via courier. At the end of the day, you receive a message back from them saying that they are happy to take over the clinic. You then tell Offella about the good news. She is very happy. She asks to join your party. If you want her to join, look up Offella's profile in the Appendix and add her to your party.

If not, you respectfully decline and resume your adventure. Return to **Chapter 3** and play another round.

~3~

As you sneak your way past the guards in the mansion, you make your way into the Viscount's private quarters. But instead of finding him there, you encounter his substitute.

Viscount Double (Weird Monster) Level HCL+2, Life HCL+3, 3 Attacks. Normal Treasure.

Before the first turn, roll a d6. On a 1, the double uses his cursed rapier to wound one random character, automatically inflicting 3 wounds. There is no way to defend

against this attack. All wounded characters roll on the **Minor Injury Table**.

Reaction: Always fight to the death

If you manage to defeat the double, you hear the Viscount's voice, praising your party for the victory. However, he says it is not your time to fight him. Frustrated, you leave the mansion.

~4~

Nurse Offella expresses her desire to be an adventurer, but she feels that she cannot leave the clinic to pursue her dream. If you want to help her, choose one of the options below; otherwise, resume your adventure.

If you have an Alchemist, Cleric or Paladin in your party, turn to *Entry 2*.

Otherwise, Turn to *Entry 7*.

~5~

Your party holds a secret meeting, discussing today's events today and comparing and discussing the various clues you have collected. You deduce that the Viscount has a nefarious plan: he is going to use a spell to switch bodies with one of the winning characters, thus gaining new life, unparalleled skill

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and power not only over Espergy but the neighbouring lands as well.

Do you want to stop the Viscount now? Go to 3.

If you are not ready yet, go to 12.

~6~

You meet Jesaka, Great An-nya's granddaughter. She expresses her interest to be an adventurer, and leave the undead-filled town of Espergy. She asks if she can join your party.

Do you want to let her in? If so, look up her profile in the **Recruitment Character Profile** in the appendix and add her to your party.

If not, you politely decline and refuse her request.

~7~

You search Espergy and put up "Help Wanted" posters. You continue on your day. After completing your Rest day, but before going into the next round, roll a 2 in 6 chance that someone will respond to your poster. This person will be happy to replace Offella in the clinic. If there is no response yet, you can roll for this once a day, until the tournament is over. When you successfully

find a replacement for Offella, she excitedly packs her things and asks to join your party.

Do you want to let her join your party? If so, look up her profile in the **Recruitment Character Profile** in the appendix and add her to your party.

If not, you politely decline and refuse her request.

~8~

Ornogg shows his praise on how you train and work hard to improve your combat skills. He leads your party into his basement, where he presents you with a small chest. He says that one of you deserves this gift. Choose a character. Ornogg says that your chosen character reminds him of himself when he was still younger, and wants to see him succeed in the tournament. You may take the amulet if you want.

Amulet of Victor's Light. The wearer of the amulet may negate the first point of damage received during combat. You may use this ability once per combat encounter. In addition, the user adds +1 to his attack rolls. The amulet is a permanent magic item and may be sold for 300 gp.

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~9~

A large shipment of the finest beer from the Miner Dwarves arrives in the tavern. The owner asks for some help unloading the product. Do you want to offer your help? If so, your party spends another 8 hours in the tavern working. At the end of the shift, the owner gives you 6 gp, one large barrel of dwarven ale, and 10 food rations as compensation. If not, you politely refuse the request.

~10~

You won against the opposing Team in the Final Round! Your party step on the award ceremony stage to receive your rewards. But suddenly, a cloud of smoke forms in the center of the arena, and the silhouette of a tall skinny figure in golden armor and flowing purple robes walks into view. It is Viscount Visfafen himself!

“The tournament is not over until you defeat me, adventurers. You may have uncovered my plan, but unless you put me down, you will not stop me. This is going to be a fight to the death.”

Do not roll for the Fighting Twist Rules. Treat this as a fight with a Final Boss.

Viscount Visfafen (Final Boss Monster) Level HCL+4, Life HCL+4, 2 Attacks. Immune to Sleep, Fire, and Lightning. Each of his two attacks causes 2 wounds. At the beginning of the fight all your characters gain 1 Madness point because of the Viscount's ghastly presence. Remember that madness in this adventure does not follow the same rules found in *Four Against The Abyss*.

Before the Viscount attacks, roll a 2 in 6 chance that he will perform a special attack, **Abyss Intake**, instead of performing his two attacks. This automatically drains 1 life from each party member and adds all the drained life points to the Viscount's life. In addition, the characters suffer 1 Madness. When you take damage from the Viscount's melee attacks for the first time, roll on the **Major Injury table**, and apply the result.

Reaction: always fight to the death.

Reward: 500 gp, 2 rolls on the *Espergy Magic Item table* or 3 rolls on the *Magic Treasure Table* in *Four Against Darkness*.

If you defeat the Viscount, turn to *Entry 11*.

If you manage to recruit him, turn to *Entry 17*.

~11~

The Viscount lies dead in the center of the arena. You can see his body slowly disintegrating to dust. The crowd is silent, awe-struck by what just happened. Your party lowers their heads waiting for a barrage of insults. To your surprise, instead of sharp words, you are greeted with cheers.

“It is over! It is done!” they shout.

You hear the voices chanting louder then fading. You see them fade into dust one by one. One of the guards approaches you. His face is slowly fading, but his smile is still clearly visible.

“Adventurers, thank you. You have broken the Viscount’s curse.”

“What is happening? We just killed him and stopped his plan”, you say.

The guard shakes his head as his limbs turn to grey dust.

“Indeed, you have stopped his plans. But you also stopped his necromantic magic. Everyone here was under his power. None of us were permitted to rest. We were forced to serve the Viscount as his undead army. We could not fight back nor tell his secret

because his magic bound us to do his bidding. But now, you set us free. His undead army and citizens will now leave for the Afterlife, a place we had all been yearning for.”

“So, there is no actual rulership reward, is there?” you ask staring at his disintegrating chest.

The guard smiles.

“On the contrary,” he says as he pulls out a scroll and tosses it to you. “That is a map to Gadiel, a merchant town east of Espergy. Go there and bring with you the Viscount’s tiara, and they will know that you are their new ruler.”

With that, the guard vanishes into nothing. The arena is nearly empty save a few people still in the stands, a small percentage of living residents of Espergy.

A young man wearing a blue robe with gold lining approaches your party. He beams at you, then gives a slight bow.

“Espergy’s is forever grateful for what you have done today”, he starts. “I am Arthor. I see that you have the map for Gadiel. You have rulership for that little town, but before you embark on your journey to your property, I would like to direct your attention to Espergy. You have done this town a great service, and you have claimed this city as your own as

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well. Will you accept to be this city's rulers?

If you accept, choose one of your party members to be the ruler of the city. They will be granted a noble mansion, d6 noble guards, who will accompany him where ever he goes (treat as HCL-2 warrior characters with heavy armor, two-handed weapons, and light slashing weapons), and all the locations present in the city. Feel free to create a map of the city together with its various locations. You as the ruler will need to collect taxes from the citizens and promote the city's tourism to increase its dwindling population. See *Treacheries of the Troublesome Towns* for more information on ruling a city.

If you do not accept, you decide to head to Gadiel for your next adventure. Who knows what treasures and quests await you in the merchant town? Turn to the *Epilogue*.

~12~

You decide to play along for just a bit longer. It seems wiser to expose the Viscount in front of the people rather than covertly dispatch him in his quarters. You resume the next round of the tournament as normal. As soon as you

complete round 4, turn to *Entry 10*.

~13~

As you step into the temple, you hear a mysterious voice call out to you. "There is much to be done here. There is so much pain, so much suffering. Bring absolution to the people!" And just like that, the voice vanishes. Gain 1 **Viscount clue**.

~14~

Ornogg demonstrates his proficiency with whatever weapon you present to him. You express your interest in learning the techniques.

"It will take you years of practice to master these techniques. But with the right sacrifices, you will be able to learn and master these in no time. If you want, I can teach you one of these techniques for free, but you will have to work really hard for it, and spend 8 hours in my training circle. What do you say?"

If you agree to a free session, choose one character to learn one of the techniques for free. Roll twice on the **Major Injury Table** and apply the results.

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~15~

Your party member drops to the ground. Immediately, the cheers die out. You search the tavern, but you do not see anyone suspicious. Silence envelopes the room as your other members tend to their wounded friend. You bite your lips in frustration. Enemies from the previous rounds may be among them, or perhaps the opposing Team is plotting to their favour. You tell your members to be more cautious, as you go through the rest of the day.

~16~

You notice the heaving sweaty brute as he pounds down on the scourging metal. His dreary assistants piling away the rough weapons in one corner. You see a closed envelop with the mark of the Black Capes on the counter. Your eyes narrow as you find the mark unusually familiar. As you leave the shop, you catch a whiff of a pungent scent filling the air... poison!

On your next roll on the Twist Rules table, if you roll "Death by One", reroll on the table once.



~17~

The Viscount lies on the ground. Your heroes are also on the ground, breathing heavily, smiling. The Viscount stands slowly, his undead limbs pushing him up.

"I apologize for deceiving you", turning to the crowd "I apologize to you all."

You slowly stand. Cheers rise from the crowd.

"Give me a chance to make things right for everyone." The Viscount raises his hand and then instantly, the crowd's cheers fade. You see most of the crowd disintegrating to dust. With a fighter's reflex, you shout.

"What is happening? Explain yourself!" you shout, weapons drawn. But before you can advance, you hear a voice from behind you.

"Stand down, adventurers".

You turn and find one of the arena guards, beaming as he approaches you. To your surprise seeing his hands slowly turning to dust and fading into the wind. "The Viscount is just doing right by us."

"I don't understand", one of you asks. The guard points a fading hand to the Viscount, who is in a trance-like state as he continues to raise and wave his hand in the air.

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“He is doing right by us”, the guard says. “You see, when he was revived from the realms of the Netherworld, he carried with himself that dark magic and revived most of the population in Espergy. He bound us and forced us to do his bidding. So, for centuries, he kept us under his power. We couldn't share this secret to the world, because of his power.”

“But his plan was to be revived into the bodies of the champions of this tournament” one of you exclaims.

“That is true. That is to preserve his power over us. But although you may have unravelled his plan, his leash to the undead population of Espergy remained a secret until now.” The guard's chest starts fading into dust. “Thank you for changing his mind, and changing his heart. We all can rest now.”

The crowd's cheers fades as dust clouds forms around the arena. You witness the people vanish one by one. They wear a smile on their faces as they fade away. It is a moment of happiness and relief rather than sadness and grief. When the spell is done, only a few people remain in the stands, probably a small percentage of the living population in Espergy.

The Viscount lowers his arm and turns to you.

“Thank you for helping me see the errors of my ways”, he says “I am forever in your debt. I have done right by these people.”

He rummages through his coat and pulls out a scroll, handing it to the nearest party member.

“This is a map to Gadiel, located east of this city. Your party earned the ownership of that town. I will be glad to join you in travelling to Gadiel.”

“What about this city? More than half of its population is gone.”

“I will rebuild this city to its former glory.” Viscount Visfafen says staring into the sky “This time, the right way. My necromantic power had been spent to return the dead to their rightful places. I am now fuelled by a limited source of the magic that makes me an equivalent to a mere mortal. I plan to use the remainder of my days to redeem myself from centuries of the anguish I have caused. I will do all that, and more, by joining your party.”

The Viscount joins your team. Look up his profile in the appendix and add him to the party. He can join you on your next adventure but, as he will have to return to Espergy from time to time to manage the city, he will join your party on every second adventure after that. Next stop is Gadiel,

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your merchant city. Turn to the *Epilogue*.

~18~

Despite its luxurious appearance, the hostel appears empty, save a few living patrons. The receptionists don't make eye contact, nor do they engage in any fruitful conversation. You hear whispers among the staff, murmurs of movement from the ports of Almyrli. You hear a vague ploy of sabotage against the tournament.

Gain a +3 on your next roll on the Twist Rules table, once only, and 1 Viscount Clue.

~19~

You notice a tattered tarp hanging from one of the crimson walls of the training ground. You unravel the cloth seeing the mark of the Black Cape Ostriches. Ornogg sees the budding interest in your eyes.

“That banner... from the Viscount's former general...”, he starts “One of... tribes... of the

exiled bird-folks from Tori Islands.”

“What happened to the general?” you ask. Ornogg shrugs and scratches his bald, warty head. He has no idea. The memory of a troll only goes so far. With a cold, uneasy feeling, you resume your training.

Epilogue

Beyond its rich demeanour and its extravagant events, Espergy is a city filled with despair and sorrow. But thanks to you, the city now has a second chance. Its remaining population, together with its renewed and reformed ruler, will strive to build a better society than how it was before. The undead magic that plagued the city has now vanished. And what remains are the hopes and dreams of the free folks.

You smile as you stare at the ivory city from the distance. Then you turn your eyes away, into the black horizon of the De'ramak Valley. You inhale deeply as you step forward into your next adventure.



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Champion Table (d6)

- 1 Monstrous Monk** Level HCL+3, Life HCL+8, 1 Tourney token. Immune to Sleep. Before each of your attack, there is a 2 out of 6 chance that your attack will miss. Each attack inflicts 2 damage and a roll on the **Major Injury Table**.

Reactions: Fight

- 2 Wrecking Wizard** Level HCL+3, Life HCL+ 6, 1 Tourney token. The wizard always casts the Perfect Lightning Spell that inflicts 2 wounds on a failed Defense roll. On the first damage, roll on the **Minor Injury Table**. On a Defense Roll of 1, the spell inflicts 3 wounds instead.

Reactions: Fight

- 3 Gagger Grenadier** Level HCL+3, Life HCL+7, 1 Tourney token. Immune to Sleep. On his turn, there is a 3 out of 6 chance that he will throw a Gem Grenade instead of attacking. Perform a Defense roll at -1 if he throws a grenade. If the grenade hits, roll on the **Major Injury Table**.

Reactions: Fight

- 4 Possessed Powerseeker** Level HCL+4, Life HCL+6, 1 Tourney token. Immune to Sleep. Each successful attack causes your character to gain 2 Madness points. In addition, each attack inflicts 2 wounds to your character.

Reactions: Fight

- 5 Feisty Fire Elf** Level HCL+ 3, Life HCL+4, 1 Tourney token. Immune to Sleep and Fire magic. On each of his turns, roll a 2 in 6 chance that he will use a Fire Burst Attack. Your character must save vs. his level. Wizards, elves, fire elves, fire elf mages save at +L. On a failure, the character must roll on the **Major Injury Table** and takes 4 life point damage.

Reactions: Fight

- 6 Hideous Halfling** Level HCL+ 4, Life HCL+7, 1 Tourney token. Immune to Sleep. Before the fight, your character rolls on the **Madness Disorder Table**, because of the ghastly ugliness of this halfling. In addition, on every failed Defense roll of 1 and 2, the character gains 2 Madness points.

Reactions: Fight

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Espergy Magic Item Table (d6)*

- 1 **Clerical Armor.** This special suit of armor can be worn only by clerics. It grants a +2 bonus to Defense rolls. In addition, add +1 to the amount of life points healed by any healing spell cast by the wearer, including healing spells cast through magic items or scrolls.
- 2 **Bracelet of Espergy.** This bracelet grants the user strength to wield a two-handed sword in one hand, freeing the other hand for a shield or another weapon (this will NOT grant the user another attack, but it may still be handy to wield two different weapons). Only one bracelet can be worn at a time.
- 3 **Cursed Dagger.** This is one of the Viscount's cursed items. This slashing light weapon grants the user a +2 to Attack rolls but it also gives a -2 to Defense rolls, and inflicts 1 Life point of damage on the user every time it is used to attack. The wielder may get rid of this weapon only with a Blessing.
- 4 **Mage Silver Staff.** This staff grants its user a +1 melee Attack bonus (it is a light hand weapon so the net bonus is +0). If wielded by a wizard, it gives a net +2 to melee Attack rolls.
- 5 **Potion of Bulchi.** This traveling merchant-alchemist offers his services to Viscount Visfafen, as an advertisement to the wares he sells in his cart. This potion grants the character one permanent Expert Skill from his class. No XP roll is needed to gain the skill. The effect is granted even if the character is not yet at expert level. However, the potion is highly debilitating and the drinker permanently loses 2 life points that cannot be healed in any way.
- 6 **Cursed Necklace of Muref.** This golden necklace grants the user +1 to Attack and Defense rolls, and +2 to the character's maximum life points. However, the wearer must roll on the mental disorder table twice and apply the results immediately. The disorders may be cured as normal but they will return immediately as long as the necklace is worn. To get rid of the necklace, the wearer must use a Blessing.

**If you roll a second time the same result for one of these magic items, reroll. You may only claim one of each item for the duration of the campaign. Each of the above items may be sold for 300 gp. The cursed items may not be sold until a Blessing is used. Even if a Blessing is used, the items will remain cursed, but the character will find enough willpower to get rid of the item.*

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Twist Rules Table (d66)

11 Low Mana. The fight takes place in a special chamber that lowers the effectiveness of any spell cast by 1. For example, a first level wizard will have no bonus to the spellcasting roll, and a 3rd level wizard will have +2.

12 Drunk Fight. For the enjoyment of the Viscount, both combatants are forced to imbibe large quantities of alcohol. A dwarf will fight normally, but all other characters have a 3 in 6 chance of falling every time they roll a 1 on any Attack or Defense roll. A character who falls must skip his next Attack roll (he is using his next action to regain his footing). Roll a 3 in 6 chance of your opponent falling every time you roll a 6 or higher on a Defense or an Attack roll.

13 No Potions. The character is not allowed to use any potions during this fight.

14 Tainted Potions. The Wolflord's treacherous agents may have tainted your vials. Each time you use a potion, there is a 2 in 6 chance that you are imbibing some poison. Perform a save versus HCL poison, with dwarves and halflings adding +1/2 L. On a failure, your character loses 2 life or fights at -1 for the remainder of the combat (50% chance of either). If no tainted vials are found during this fight, it means your vials were not tainted. You must NOT roll for the 2 in 6 chance in the following fights.

15 No Shield and Armor. The character is not allowed to use shield or armor in this fight and does not receive a bonus from them. Armor and shields are returned to the character at the end of the fight.

16 Flailing Weapons. The combatants must use flails or curved weapons that ignore the protection offered by shields. These flails are provided by the organization. The character does not receive any Defense bonus from a shield in this fight.

21 Knife Fight. The character's only weapon will be a slashing light weapon (a dagger) for this fight. Each character is given two daggers. One may be thrown as a ranged attack at -1 before the fight commences.

22-23 Bare-handed. Weapons will not be used in this fight. The character fights with an Unarmed penalty of -2. Normal Defense bonuses for armor and shield apply as usual.

24 Long Distance. The combatants face off at a longer distance than usual. A character with any ranged weapon may perform TWO attacks before the combat begins. If the opponent has ranged weapons, he will do the same, but your character's ranged attacks will hit first. After the initial ranged attacks, combat continues in melee.

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Twist Rules Table (d66, continued)

25 Berserker Mushroom. The character is given the option to eat a mushroom that allows to perform a rage attack just like a barbarian. If the character is a barbarian, he can use the rage ability one additional time during this fight. A character who is not a barbarian will have a -1 on his Defense rolls starting from his third turn until the end of the fight.

26 No Restriction. No special rules apply to this combat. The character is allowed to fight normally.

31-33 No Ranged Weapons. The character is not allowed to use any ranged weapons during this fight. Spells that work as ranged attacks, such as Lightning, are allowed.

34 Cheap Weapons. Your weapons are exchanged with equivalent, lavishly decorated weapons. Even if they look good, these are of bad quality and prone to breakage. If you roll a 1 on your Attack roll, the weapon snaps. You are now unarmed and fight at -2 unless you have an additional weapon to draw. Your opponent's weapon snaps if you roll a 6 on a Defense roll. If your opponent's weapon breaks, decrease the opponent's Level by 2, down to a minimum of 2. If you win this fight using the decorated weapon, you may keep it. If it was not broken, it has the same selling price of a normal quality weapon.

35-36 Wager your Loyalty. This is the same as the No Restriction twist. In addition, the opposing team finds interest in your character and wants to recruit him. The leader of the opposing team declares a wager, that if his ally wins, your character has to join his party. Refusing the wager is not an option, because the Viscount finds the wager quite interesting! If the opponent wins, your character will be removed from your party for the duration of the tournament. Even if you win the round, your party member is lost as per the wager. You can recruit him later in another adventure. If your character wins, the opposing team member that lost will join your party, with no questions asked.

41-43 Poisoned Blades: The Ostrich Overlord has provided your opponent with poisoned blades. On a Defense roll of 1, your character will suffer 2 wounds due to the effect of poison, with no save allowed. There is no restriction on items, weapons or armor in this fight.

Twist Rules Table (d66, continued)

- 44 Dangerous Arena.** The fight takes place in a special arena filled with traps and pitfalls. Every time your character rolls a 1 on any Attack or Defense roll, a trap springs upon the character, who must save vs HCL level or lose 1 life. Elves and halflings roll at +1. Trolls roll at -1. Rogues save at +L. When your character rolls a 6 on a Defense roll, the opponent falls into a trap and (roll d6): 1-2) the opponent loses his next turn, skipping an attack; or, 3-6) the opponent automatically takes 1 Life damage.
- 45 Misty Arena.** The fight takes place in a special arena with a magic mist. The combatants will be clearly visible to the audience but will be hard for them to see each other. Each ranged attack from both combatants has a 4 in 6 chance of missing its target, and all melee attacks have a 1 in 6 chance of missing their target.
- 46 Slow Start.** The character is slower than the opponent. He is attacked first, and must make a Defense roll at the start of melee combat. There is no restriction on items, weapons, or armor in this fight.
- 51 Quake.** A sudden earthquake shakes the arena and your character falls badly, injuring himself. Roll on the **Major Injury Table**, and apply the results, before the fight. No restriction on items, weapons, or armor applies in this fight.
- 52 Heatwave.** It's terribly hot today in Espergy. If the current fight lasts more than 4 turns, starting on the fifth turn your character will subtract his Defense modifier from armor or shields from his Attack rolls. For example, a character wearing light armor (+1 Defense) and a shield (+1 Defense) will be at -2 on Attack rolls. During his turn, the character may get rid of a shield as a free action in order to reduce his penalty.
- 53 Rain.** A sudden storm hits the town. All ranged Attack rolls in this fight are at -1 due to the rain. In addition, the ground becomes slippery. When you roll a 1 on a Defense roll, you lose your balance and you must skip your next Attack roll.
- 54 Into the Snakepit.** The fight will take place in a small pit filled with venomous snakes. Any time you roll a 1 on a Defense roll, you step on a snake that bites you. Perform a save versus level HCL poison or lose 1 Life. Halflings and barbarians save at +L. If you roll a 6 on a Defense roll, you have pushed your opponent to step over snakes: roll a 4 in 6 chance of your opponent being bitten for 1 Life point of damage.

Twist Rules Table (d66, continued)

55 Swarming Scorpions. The fight takes place in a pit infested by scorpions. Every turn, there is a 1 in 6 chance (roll before you perform your action for that turn) that a scorpion will sting your character or the opponent. If you are stung, make a Level 2 save versus poison (you fail only on a 1) or lose 1 Life. Do the same for your opponent before his attack, but he does not get a chance to save. Keep track of the Life lost to scorpion stings. At the end of the fight, roll d6. If the result is lower than the number of Life you lost due to scorpion stings, you develop a strong fever that will give you a permanent -1 on all Attack rolls until the end of the tournament.

56 Bare Necessities. The character is stripped of all weapons and armor, and must fight unarmed and unarmored (not even bikini armor is allowed). Decrease your opponent's level by 2 in this fight, apply a -2 Unarmed modifier to your attacks, and ignore all Defense bonuses from any armor or shield. Defense bonuses from magic items that are not shields or armor (e.g. rings) apply normally.

61-63 No Healing. No form of healing, either from potions, healing spells or special abilities, may be used during this fight.

To the Death. Once in a while, the Viscount approves a fight to the death. In this fight, the only way to win is to kill the opponent. The fight will not end when you remain with 1 Life point, but only when your character or the opponent reaches 0 Life and is killed.

64-66 *You can generate a new character from any class. His starting level equals your party's lowest character level. For thematic reasons, try to choose a class that fits with this team's name and theme. For example, a combatant from the Elven Pole-Dancers of Malabar would likely be an elf, while one from the Wrathful Wrestlers of Woe would likely be a warrior.*



Tournament of the Undead Viscount

Great An-Nya's Table (d6)

- | | |
|-----|--|
| 1-2 | Viscount History. Great An-nya gathers the party to tell one of her stories about the Viscount. The party earns 1 Viscount Clue . |
| 3-4 | Too Busy. Great An-nya is too busy to talk. No effect. |
| 5 | A Helping Hand. Great An-nya needs some help in unloading some new furniture into the inn. Your party can decide to help her spending an additional 8 hours in the inn. If you do help her, she rewards the party with 10 gp. |
| 6 | Grand Daughter's Dream. Turn to Entry 6 of the Book of Secrets. |



Madam Zuuzuu's Pleasure Effects Table (d6)

- | | |
|-----|---|
| 1-2 | Rest and Relaxation. Your character feels revitalized from the services. Decrease Madness points by 1. |
| 3-4 | Worrywart. Your character is not relieved by the services and worries all night about the tournament. No effects from the services. |
| 5 | Revitalization. Your character is extremely refreshed from the services. The character heals 1 Life and resets Madness to zero. |
| 6 | Too Much to Handle. The services prove to be too much for your character's meek heart. Increase the character's Madness by 1. Roll on the Mental Disorder table. |

Tournament of the Undead Viscount

Leader Table (d6)

1 Paratrooping Paladin Level HCL+3, Life HCL+6. 1 Tourney token. Leader Trait: **Defender Status**. When rolling for the sequence of fights for his team, he automatically will be in the first position. Ability: Negate the first 2 points of damage to this character. *Reaction: Fight*

2 Alcoholic Assassin Level HCL+3, Life HCL+ 4. 1 Tourney token. Leader Trait: **Unfair Advantage**. The next combatant in your party will automatically lose 2 life points before the fight. Ability: Before the fight, there is a 2 in 6 chance that the assassin deals d6+2 damage ignoring armor, shield and defense bonus. *Reaction: Fight*

3 Demented Demonologist Level HCL+3, Life HCL+ 3. 1 Tourney token. Leader Trait: **Maddening Presence**. When he is chosen to fight, all members of your party gains 2 Madness points due to the anxiety caused by his presence. Ability: Prior to the fight, roll a d6. On a 1-3, nothing happens; on a 3-5, he performs 2 attacks a round for the duration of the fight; on a 6, he summons a Chaos Wardling into the arena. Your character must fight the demonologist and the wardling at the same time.

Chaos Wardling (Boss) Level HCL+2, Life HCL+2. 1 XP. Unrecruitable character. Prior to each of his turn, roll a d6. On a 1-3, nothing happens. On a 4-5, Chaos Flame Attack (your character must save vs L4 dragon breath. If he fails, he loses 2 damage and rolls once on the **Minor Injury Table**). On a 6, Life Drain (your character loses d6 life, and the demonologist gains the same amount of life). *Reaction: Fight*

4 Clever Cleric Level HCL+3, Life HCL+ 4. 1 Tourney token. Leader Trait: **Bestow regeneration**. The next enemy that your characters face will receive the ability to regenerate 1 Life point per turn of combat. Ability: When he reaches 1 Life point, he immediately gains 5 Life points. This ability occurs once per combat only. *Reaction: Fight*

5 Swift Swashbuckler Level HCL+3, Life HCL+ 5. 1 Tourney token . 2 attacks. Leader Trait: **Dual wield**. The next ally in the round can attack twice in the same turn. Ability: When you receive the first point of damage, roll on the **Minor Injury Table** and apply the result. *Reaction: Fight*

6 Revering Rogue Level HCL+ 2, Life HCL+ 3. 1 Tourney token. Leader Trait: **Tactical Advantage**. The next ally of this character inflicts +1 wound, and regenerates +1 Life point every turn. Ability: At the beginning of the round, there's a 2 in 6 chance that he steals d6 gold from your character. This gold cannot be retrieved even if you defeat him. *Reaction: Fight*

Mental Disorder Table (d6)

- 1 **Sensitive Skin.** The character's entire skin becomes sensitive to the point that he may not wear any armor. The character may still use a shield.
- 2 **Greedy and paranoid.** The character will not want to share any of his gold or treasure with the other members of the party.
- 3 **Fearful.** Before each fight, there is a 3 in 6 chance that the character will hide and avoid the combat. The character will re-join the party as soon as the fight is over. Skipping a combat during the tournament means that the character automatically loses the fight.
- 4 **Oplophobia.** The character is afraid of holding weapons and must fight unarmed at all times. If the character rolls to learn the Brawler skill from 4AA, the XP roll is at +2.
- 5 **Slack On.** This character becomes lazy and indecisive. He is only able to attack and defend on every odd turn. When he cannot defend, he is hit automatically.
- 6 **Welcome to the Madness.** The character is unaffected by the growing madness in his psyche. Reset Madness to 0 with no effects from this table.

*Mental disorders can only be healed through time and meditation. One disorder can be cured by one **Blessing spell cast during the adventure** plus a period of **meditation following the adventure**. The character does not join the next adventure; he finds an isolated place to meditate. It is possible to cure all disorders that a character has, but it will take one Blessing and missing one adventure per disorder to do so. No character will ever have more than 3 disorders.*



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Major Injury Table (d6)

1 Scrambled Brains. The character can no longer use or learn any class abilities, Expert Skills or spells. Prior to rolling for attack or defense, roll a d6. There is a 2 in 6 chance that the action will fail. *Permanent.*

2 Crushed Chest Cavity. The character receives -2 to both Attack and Defense rolls until he is treated in a clinic. Before any action, you must roll a 2 in 6 chance that the action fails and the character loses 2 life points, coughing blood and buckling to the ground.

3 Pulverized Spine. The character's back is crushed beyond repair. He can no longer roll for any physical actions and needs to be carried around by one party member. He can still cast spells from scrolls and magic items that are not weapons. *Permanent*

4 External Bleeding. The character loses 2 life points after every turn due to bleeding. Bandages can be used to reduce the loss to 1 life point per turn. This continues until the end of the combat or until the character passes out. The condition can be removed only by treatment in the clinic.

5-6 Stand and Fight. No matter how badly you are wounded, you shake it off and continue the fight. No injury acquired.

Permanent injuries may be treated by powerful magic. Assume that the equivalent of a resurrection ritual may be purchased AFTER the tournament for 500 gp to restore the character's body to full health. Alternatively, you may collect 6 clues in a random dungeon adventure and burn them to find a holy man, sage or special clinic that will treat your character. Reaching this location will require a trek through the wilderness. This will not require drawing a map. Just roll six times for encounters with wandering monsters, using any tables from any 4AD books you own. Repeat this for every permanent injuries you want to heal.

Minor Injury Table (d6)

1 Scarred Face. Battle scars are like medals for a soldier. The character receives scars that have a purely aesthetic effect. If you have *The Courtship of the Flower Demons*, your scars will give you a -1 modifier on wooing rolls.

2 Dislocation. The character suffers a dislocated upper extremity. He can now use one-handed weapons only. When he receives this injury, roll a d6. There is a 2 in 6 chance that he relocates his limb by himself, impressing the opponent in the process. If this happens, the character uses his next attack to relocate the injury, but gains a +2 on his next Defense roll as the opponent is distracted.

3 Shattered Jaw. Your character cannot eat normally, and must drink or eat through a straw. Food rations need to be puréed before he can eat it. A special diet letting the character eat normally will cost 10 gp per week.

4 Eunuch. The character cannot have children any more. *Permanent.*

5 Pink-Eye. The character contracts an eye infection. After the encounter, there is a 2 in 6 chance that he infects one random party member. Infected characters suffer a -1 penalty to Attack and Defense rolls until this injury is healed.

6 Flesh Wound. Your character is wounded, but he walks it off as nothing happened. On the turn following this injury, if the character skips his attack, nothing happens. If the character attacks, you must roll a 2 in 6 chance that the character loses 1 additional Life.



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Nurse Offella's Table (d6)

1-2	Understaffed. Offella is a hardworking nurse, but she has a large influx of patients due to the tournament. She requests your party to help with the health services in the tournament. If you decide to help, it will cost you another 8 hours of Rest Day. After helping, she gives you 500 gp, and you are granted one free health service on your next visit.
3-4	Too Busy to Talk. Nurse Offella is too busy to talk.
5	Health Education. Nurse Offella educates the party about how to prevent injuries in battle. Your party is granted immunity to the next Major or Minor injury they may receive.
6	Resignation. Turn to Entry 4 in the Book of Secrets. This event only occurs once. Reroll if you get it a second time.



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Ornogg's Table (d6)

1-2	War Story. Ornogg tells stories of how he used to train the Viscount when he was still alive. Gain 1 Viscount Clue.
3-4	Too Busy. Ornogg is too preoccupied training fighters. He has no time to talk to you.
5	Sparring Match. Ornogg challenges your party to a sparring match. Create an opposing team and fight them using the rules for a round in a tournament. If your party wins, he will give you two Potions of Healing, 200 gp and 1 roll on the Espergy Magic Item Table. Gain XP as per tournament rules.
6	Ornogg's Legacy. Turn to Entry 8 in the <i>Book of Secrets</i> . This result can only occur once. Reroll if you get it a second time.

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Opposing Team Name Table

Adjective (roll d6)		Noun (roll d6)	
1	Malicious	1	Manhunters
2	Righteous	2	Redeemers
3	Notorious	3	Necromancers
4	Ferocious	4	Dancers
5	Bombastic	5	Flamingoes
6	Adventurous	6	Ostrichs



Location (roll d6)	
1	Of An-Mor
2	Of Tezany's Cove
3	Of Andamon
4	Of Kardalok
5	Of Qaarra
6	Of Enotria

Roll once on each table to form a party name for your opponent team. You can reroll any result that doesn't sound right or create your own name if you want. These tables are meant to provide inspiration. The names have no game effect, but they can inform your storytelling. For example, after being defeated by the Ferocious Redeemers of Enotria, you may decide that your party bears a grudge against all Enotrians.

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Shop Special Event Table (d6)	
1-2	Special Sale. There is a sale. Roll d6 to determine what it is. On a 1-2, all weapons and armor are 10% off. On a 3-4, potions and creams are 10% off. On a 5-6, all items in the Espergy Magic Item table are available for 1000 gp each.
3-4	Too Busy. The shop is flooded with customers. Normal prices apply.
5-6	Bullish Brutes. The shop is attacked by a group of Midget Orc Thieves. Play as a standard <i>Four Against Darkness</i> encounter. 2d6 Midget Orc Thieves (Minion) Level HCL+3, Treasure: Normal. <i>Reactions (d6): 1 flee if outnumbered, 2-3 bribe (10 gp per orc) 4-5 fight, 6 fight to the death.</i>

Sneaky Ploy Table (d6)	
1-2	Sore Loser. As you exit the arena, the party you have defeated is waiting outside. They have brought their lackey, a White Troll. White Troll LVL HCL+4 Weird Monster Life: HCL+ 6, 1 XP Roll. Treasure: Normal. The white troll performs 2 attacks per turn and regenerates 1 life point every other turn. If you win, you gain the troll's loot (roll on the treasure table in <i>Four Against Darkness</i>). If you lose, each character in your party wakes up in the clinic with half their maximum life points and must roll on the Major Injury Table once.
3-4	Hired Sniper. One random member is hit by an arrow from somewhere on the rooftops. He loses 2 life points and rolls on the Minor Injury Table. The marksman flees after the shot. If the target's life points is 0, he is sent immediately to the Health clinic. Only 2 locations can be visited after this.
5	Suspicious. You have an uneasy feeling as you exit the arena. Be on your toes.
6	Whispers about the Viscount. As you exit the arena, you hear rumours about the Viscount. Gain 1 Viscount clue .

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Tavern Trouble Table (2d6)	
2	Gossip. The party listens to gossips in the tavern. Gain 1 Viscount Clue .
3-4	Drinking Damage. One of the patrons challenges one of your characters to a drinking contest. Your chosen character makes a L5 drinking save (dwarves, rogues, satyrs and halflings add +L). If successful, the character wins the contest and gains 2d6-1 gp. If he fails, the character passes out and must skip the next round of the tournament.
5	Gambler. One of the patrons challenge your party to a card game. Choose one of your characters to roll a L6 gambling save. Rogues add +L, warriors add +1/2 L, halflings and gnomes add +1, swashbucklers add L+1. If you succeed, you win 10 gp. if you fail, you lose 10 gp. You may challenge the gambler multiple times, but you must double the bet each time.
6	Liquor. Turn to <i>Entry 9 of the Book of Secrets</i> . This can only happen once. Roll again on the table if this result occurs a second time.
7	Bar Fight. You are minding your own business when suddenly a couple of patrons starts yelling and throwing punches. One of them collides with your table. You stand up and are forced into the fight. Roll on the Wild Card Table twice and fight both opponents at the same time. Treat this fight as a Boss or Weird Monster encounter. XP are gained normally.
8	Strumpet Solemnity. A random party member is wooed into a private session, courtesy of Madam Zuuzuu, who you spot from across the room. She appears to be a fan of your party. Your character must roll on the Madam Zuuzuu's Pleasure Effects Table .
9	Drink till you Drop. Your party drinks so hard that they knock themselves out, drooling on the tavern tables. You lose 8 hours of the day. If this is your last location, you attend the tournament with half your life points, rounded down.
10	Pickpocket. A random party member loses d6 gp whilst drinking in the tavern. You do not spot the thief. He disappears and blends into the crowd.
11	Foul Play. All your characters must save vs level HCL+3 Poison. A character failing the save loses 2 life points. Halflings and barbarians roll at +1/2 L.
12	Knife To the Back: One random character is stabbed by an unknown assailant. Lose 1 life point and roll on the Minor Injury Table . Turn to <i>Entry 15 in the Book of Secrets</i> .

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Underling Table (d6)	
1	<p>Rabid Rogue. Level HCL+1, Life HCL+1. No Tourney token. Every turn there is a 1 in 6 chance that the rogue will steal d6 gold from your character. These gp are recovered if you defeat the rogue. <i>Reaction: Fight</i></p>
2	<p>Waltzing Wizard. Level HCL, Life HCL+1. No Tourney token. Before the fight, roll a d6 to determine what spell he will use. 1-2 simple spell (1 wound), 3-4 Lightning strike (2 wounds) 5-6 No spell, he will just shake his arms, blabber and perform an unarmed attack (defend against his level -2). <i>Reaction: Fight</i></p>
3	<p>Bestial Barbarian. Level HCL+2, Life HCL+5. No Tourney token. Before the fight, there is a 2 out of 6 chance that he will inflict 2 wounds with a brutal attack. This attack will ignore armor, shield, and all Defense bonuses from class abilities and traits. <i>Reaction: Fight</i></p>
4	<p>War Shocked Warrior. Level HCL+2, Life HCL+5. No Tourney token. 2 Attacks <i>Reaction: Fight</i></p>
5	<p>Enhanced Elf. Level HCL+1, Life HCL+4. No Tourney token. Before the fight, the elf performs a ranged attack. Roll to defend against this attack normally. <i>Reaction: Fight</i></p>
6	<p>Drunken Dwarf Miner. Level HCL+1, Life HCL+5. No Tourney token. On every of the dwarf's turns, there's a 2 in 6 chance that he will skip his attack because of his drunkenness. <i>Reaction: Fight</i></p>

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Wild Card Table (d6)	
1	<p>Egotistic Elderly Level HCL+2, Life HCL+6, No Tourney tokens. Prior to the start of the fight, roll a d6. On a 1-4, nothing happens; on a 5, your character receives 1 automatic wound; on a 6, the egotistic elderly will negate the first point of damage received in this fight. <i>Reaction: Fight</i></p>
2	<p>Brawling Barbarian Level HCL+3, Life HCL+ 6, 1 Tourney token. For every wound he receives, roll a 2 in 6 chance that he will inflict the same amount of damage back to the attacker. Every time that happens, the attacker rolls on the Major Injury Table. <i>Reaction: Fight</i></p>
3	<p>Lesser Lutin Level HCL+2, Life HCL+4, No Tourney tokens. Prior to the fight, there is a 2 out of 6 chance that this gremlin-like creature steals all of your character's gold. Stolen gold may not be recovered, even if the lutin is defeated. <i>Reaction: Fight</i></p>
4	<p>Overwhelming Orc Level HCL+3, Life HCL+8, 1 Tourney token. Inflicts 2 wounds per attack and roll on the Major Injury Table on every successful hit. <i>Reaction: Fight</i></p>
5	<p>Malicious Marksman Level HCL+3, Life HCL+6, 1 Tourney token. Prior to the fight, he will perform one ranged attack. Roll a defense roll. If the attack hits, it inflicts 2 wounds and a roll on the Minor Injury Table. In addition, if you roll a 1 on the defense roll, roll again on the Minor Injury Table. <i>Reaction: Fight</i></p>
6	<p>Harking Harlequin Level HCL+3, Life HCL+5, 1 Tourney token. 3 Attacks. Roll on the Minor Injury Table for each successful attack. In addition, gain 1 Madness point when you face him in battle. You find his jokes and quirks quite disturbing. <i>Reaction: Fight</i></p>



Recruited Character Profiles

Use these profiles when fighters are recruited by your party. Some of these profiles use character types from supplements, but an alternative character class is given in parentheses. Use the alternative character class if you do not have the supplement, but keep the recruited character's special ability as described here. For example, if you recruit the alcoholic assassin and you have *Concise Collection of Classes*, you can use the assassin class. If you do not have that book, you treat the character as a rogue, but you keep the Unfair Advantage and Heavy Drinker abilities from his description.



Alcoholic Assassin

Class: Assassin (or Rogue)

Subclass: Alcoholic Assassin

Traits: Like assassin

Ability: **Unfair Advantage.**

Before the fight begins, inflict 2 damage to the boss or weird monster, or kill 2 minions or vermin creatures.

Heavy Drinker. You must spend at least 5 gp in drinks between fights. If you do not have the money, you lose 1 level until you drink.

Armor/weapons allowed: Like assassin

Starting Equipment: Sword, light armor, lockpicks

Starting Wealth: 2d6 gp

Saves: Like rogue

Life: HCL+6

Level: HCL+1

Bestial Barbarian

Class: Barbarian

Subclass: Bestial Barbarian

Traits: Like Barbarian

Armor/weapons allowed: Like barbarian

Starting Equipment: Warhammer, light armor

Starting Wealth: 2d6 gp

Saves: Like barbarian

Life: HCL+6

Level: HCL

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Brawling Barbarian

Class: Barbarian

Subclass: Brawling Barbarian

Traits: Like barbarian

Ability: **Battle Torn.** On a roll of 6 in a Defense Roll, perform one out-of-sequence Attack Roll with a +2 bonus

Armor/weapons allowed: Like barbarian

Starting Equipment: Two-handed sword, light armor

Starting Wealth: d6 gp

Saves: Like barbarian

Life: HCL+9

Level: HCL+3

Clever Cleric

Class: Cleric

Subclass: Clever Cleric

Traits: Like cleric

Ability: **Bestow**

Regeneration. Once per adventure, he can cast a Blessing spell to one of your party members, allowing them to regenerate 1 Life point per turn. This can only be used in one encounter only.

Armor/weapons allowed: Like cleric

Starting Equipment: Warhammer, heavy armor

Starting Wealth: d6 gp

Saves: Like cleric

Life: HCL+4

Level: HCL+1

Demented Demonologist

Class: Demonologist (or wizard)

Subclass: Demented

Demonologist

Traits: Like demonologist

Ability: **Dark Hole:** Once per adventure, he can open a portal to the Netherworld and send half the minion/vermin in an encounter there. He suffers 4 Life points of damage and gains 4 Madness points when this ability is activated.

Armor/weapons allowed: Like demonologist

Starting Equipment: Staff, demon book, materials for ritual

Starting Wealth: d6 gp

Saves: Like demonologist

Life: HCL+3

Level: HCL+ 1

Drunken Dwarf Miner

Class: Dwarf

Subclass: Drunken Dwarf

Traits: Like dwarf

Ability: **Drunken State.**

Before any action, there is a 2 in 6 chance that the dwarf will not perform that action for being too drunk.

Armor/Weapons allowed: Like dwarf

Starting Equipment: Sword, bow, light armor, shield

Starting Wealth: d6

Saves: Like dwarf

Life: HCL+6

Level: HCL

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Egotistic Elderly

Class: Elder (or warrior)

Subclass: Egotistic Elder

Traits: Like elder

Ability: **Two-Sided Coin.**

Before the fight, roll a d6. On a 1-3, inflict 1 wound to the monster; on a 4-6, negate the first 2 points of damage to this character.

Armor/weapons allowed: Like elder

Starting Equipment: Sword, light armor

Starting Wealth: d6 gp

Saves: Like warrior

Life: HCL+8

Level: HCL+1

Enhanced Elf

Class: Elf

Subclass: Enhanced Elf

Traits: Like elf

Armor/weapons allowed: Like elf

Starting Equipment: Sword, bow, light armor, shield

Starting Wealth: 2d6

Saves: Like elf

Life: HCL+6

Level: HCL

Feisty Fire Elf

Class: Fire Elf (or elf, but without any spells)

Subclass: Feisty Fire Elf

Traits: Like fire elf

Ability: **Fire Burst Attack.**

Once per adventure, he can kill half of the group of minions or

vermins encountered, but this will also cause 1 point of damage to all the other party members.

Armor/weapons allowed: Fire Elf

Starting Equipment: Staff, light armor

Starting Wealth: 3d6 gp

Saves: Like fire elf

Life: HCL+3

Level: HCL

Gagging Grenadier

Class: Dwarf

Subclass: Gagging Grenadier

Traits: Like dwarf

Armor/weapons allowed: Like Dwarf

Starting Equipment: Magic warhammer, light armor.

Starting Wealth: 4d6 gp

Saves: Like dwarf

Expert Skills: Gemstone

Grenadier Skill

Life: HCL+6

Level: HCL+ 2

Harking Harlequin

Class: Harlequin (or rogue)

Subclass: Harking Harlequin

Traits: Like harlequin

Ability: **Fourth Sword.** Once per adventure for one encounter, he can juggle a fourth sword. He can attack 4 times.

Armor/weapons allowed: as harlequin

Starting Equipment: 3 swords,

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light armor

Starting Wealth: 2d6 gp

Saves: Like rogue

Life: HCL+4

Level: HCL+1

Hideous Halfling

Class: Halfling

Subclass: Hideous Halfling

Traits: Like halfling

Ability: **Hideous Visage.**

Once per encounter, the halfling can reveal his face and cause humanoid minions and vermins to freeze with shock. This does not work on undead, artificial, clockwork or insectoid minions and vermin, or against any creatures that never test morale. All attack rolls for that turn

against the shocked creatures hit at +5. When he reveals his face, he gains 3 Madness points and each party member gains 1 Madness point.

Armor/weapons allowed: Like halfling

Starting Equipment: Short sword, black hoodie, light armor, rotten food

Starting Wealth: d6 gp

Saves: Like halfling

Life: HCL+5

Level: HCL

Jesaka (Great An-nya's Granddaughter)

Class: Warrior

Subclass: Inn Keeper

Traits: Like warrior

Ability: **Hospitality.** When she is in the party, no fee is needed to stay in any inn.

Armor/weapons allowed: Like warrior.

Starting Equipment: Wooden sword (bludgeoning light weapon), wooden shield (+1 to Defense rolls, breaks on a Defense roll of 1), inn uniform

Starting Wealth: 2d6 gold pieces

Saves: Like warrior

Life: HCL-3 (Minimum 1 Life)

Level: HCL-3 (Minimum 1)

Leaping Lutin

Class: Lutin (or rogue)

Subclass: Lesser Lutin

Traits: Like lutin

Armor and Weapon allowed: Like lutin

Starting Equipment: Short sword, cheap hat

Starting Wealth: 2d6 gp

Saves: Like rogue

Life: HCL+2

Level: HCL



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Malicious Marksman

Class: Marksman(or warrior with ranged weapons)
Subclass: Malicious marksman
Traits: Like marksman
Ability: **Deadly Critical Hit.** Once per adventure, a successful ranged attack can inflict +2 wounds instead of +1.
Armor/weapons allowed: Like marksman
Starting Equipment: Magic bow, light armor, sword
Starting Wealth: 2d6 gp
Saves: Like marksman
Life: HCL+4
Level: HCL+1

Monstrous Monk

Class: Monk (or warrior with no armor)
Subclass: Monstrous monk
Traits: Like monk
Ability: **One Turn Kill.** Once per adventure, he can automatically kill a group of 5 minions or vermins, or inflict 5 damage against a boss or weird monster.
Armor/weapons allowed: Like monk
Starting Equipment: Monk robe
Starting Wealth: 0
Saves: Like monk
Life: HCL+8
Level: HCL+3

Offella (Clinic Nurse)

Class: Cleric
Subclass: Humble Clinic Nurse
Traits: Like cleric
Restriction: Unable to use spells
Ability: **First Aid.** Once per level per adventure, she can either heal 1 lost life point or 1 Minor Injury
Armor/weapons allowed: Like cleric
Starting Equipment: Short sword, first aid kit, nurse uniform
Saves: Like cleric
Life: HCL+2
Level: HCL-1 (minimum 1)

Overwhelming Orc

Class: Orc Mercenary (or warrior)
Subclass: Overwhelming Orc
Traits: Like Orc Mercenary
Ability: **Beast Mode.** Once per adventure, he can inflict 4 damage to monsters instead of 2. Then after the fight, he will have a resting penalty of -1 on Attack rolls, for one encounter.
Armor/weapon allowed: Like orc Mercenary
Starting Equipment: Warhammer, light armor
Starting Wealth: d6 gp
Saves: Like barbarian
Life: HCL+9
Level: HCL

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Paratrooping Paladin

Class: Paladin (or warrior)

Subclass: Paratrooping Paladin

Traits: Like paladin

Ability: **Paratrooper**

Reinforcement. When playing in an outside environment, you can call upon him as a fifth member of the party for the remainder of the current adventure.

Armor/weapon allowed: Like paladin

Starting Equipment: Magic sword, shield, heavy armor

Starting Wealth: 2d6 gp

Saves: Like warrior

Life: HCL+7

Level: HCL+1

Possessed Power Seeker

Class: Dwarf

Subclass: Possessed Dwarf

Hellfire Fanatic

Traits: Like dwarf.

Armor/weapons allowed: Dwarf

Starting Equipment: Warhammer, light armor

Starting Wealth: d6 gp

Saves: Like dwarf

Skills: Hellchain Fanatic, Strong Will

Life: HCL+5

Level: HCL+1

Rabid Rogue

Class: Rogue

Subclass: Rabid Rogue

Traits: Like rogue

Ability: **Sneak Pocket.** Once per encounter, you can roll for the treasure of the monster beforehand and perform a pickpocket save against the monster's L to steal a single gem or item or all its gp. On a pickpocketing roll of 1, however, you lose the rogue's ability to add +L to your Defense rolls against the creature you were attempting to rob.

Armor/weapons allowed: Like rogue

Starting Equipment: Short sword, light armor, lockpicks, duffel bag

Starting Wealth: 4d6 gp

Saves: Like rogue

Life: HCL+3

Level: HCL

Revering Rogue

Class: Rogue

Subclass: Revering Rogue

Traits: Like rogue

Ability: **Sneak Pocket.** Once per encounter, you can roll for the treasure of the monster beforehand and perform a pickpocket save against the monster's L to steal a single gem or item or all of its gp. On a pickpocketing roll of 1, however, you lose the rogue's ability to



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add +L to your defense rolls against the creature you were attempting to rob.

Armor/weapon allowed: Like rogue

Starting Equipment: Short sword, light armor

Starting Wealth: 4d6 gp

Saves: Like rogue

Life: HCL+5

Level: HCL+3

Swift Swashbuckler

Class: Swashbuckler (or rogue if you do not have *Dark Waters*)

Subclass: Swift Swashbuckler

Traits: Like swashbuckler

Ability: **Expert Dual Wield**

Ability. He can attack twice and both attacks have a +1 bonus

Armor/weapons allowed: like swashbuckler

Starting Equipment: Magic sword, magic short sword, pirate hat, light armor

Starting Wealth: 3d6 gp

Saves: Like barbarian

Life: HCL+5

Level: HCL

Viscount Double

Class: Warrior

Subclass: Noble House Security Agent

Traits: Like warrior

Ability: **Disguise.** This character always succeeds a disguise save.

Armor/weapons allowed: Like warrior

Starting Equipment: Undead magic rapier (+1 to attack rolls, only useable by Noble House Security Agent), shield, blue and gold uniform.

Starting Wealth: 3d6 gold pieces

Saves: Like warrior

Life: HCL+4

Level: HCL

Viscount Visfafen

Class: Warrior

Subclass: City Ruler

Traits: Like warrior

Ability: **Undead Strike.** Once per adventure, he can unleash a magic attack that instantly halves the life of either a boss or weird monster, or halves the number of minions in the current encounter.

Undead Embrace. Once per adventure, he can reanimate one corpse from the current encounter. It will be a level 0 retainer with 3 life, with no bonuses to Attack and Defense rolls. The corpse will stay with the Viscount until its life points go to zero.

Armor/weapons allowed: Like warrior

Starting Equipment:

Necrosword of Visfafen (+1 Attack rolls, only useable by Viscount Visfafen), Shield of the Damned (+2 bonus to Defense

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rolls, only useable by Viscount Visfafen), golden skull armor (+2 bonus to Defense rolls, only useable by Viscount Visfafen).
Starting Wealth: 10d6 gp
Saves: Like warrior
Life: HCL+8
Level: HCL

Waltzing Wizard

Class: Wizard
Subclass: Waltzing Wizard
Traits: Like wizard
Spell: Randomly select HCL+2 spells from *Four Against Darkness*
Armor and weapons allowed: Like wizard
Starting Equipment: Staff, spellbook
Starting Wealth: 4d6 gp
Saves: Like wizard
Life: HCL+4
Level: HCL

War Shocked Warrior

Class: Warrior
Subclass: War Shocked Warrior
Traits: Like warrior
Armor and Weapon allowed: Like warrior
Starting Equipment: Sword, shield, heavy armor
Starting Wealth: d6 gp
Saves: Like wizard
Expert Skills: Double Attack
Life: HCL+6
Level: HCL

Wrecking Wizard

Class: Wizard
Subclass: Wrecking Wizard
Traits: Like wizard
Spells: Randomly select HCL+2 spells from *Four Against Darkness*, and one Expert Spell of your choice from *Four Against the Abyss*
Armor and weapons allowed: Like wizard
Starting Equipment: Staff, spellbook
Starting Wealth: 4d6 gp
Saves: Like wizard
Life: HCL+3
Level: HCL



This is a tournament you cannot refuse to enter, in a city cursed by the dead. Welcome to the

Tournament of the Undead Viscount.

This adventure for *Four Against Darkness* features:

Rules for generating opponents and running the tournament;

6 Cursed magic items;

26 Tournament Twists: every battle will be different!

6 Mental disorders;

12 Major and minor injuries;

7 New items, weapons, herbs and potions;

3 Combat techniques for all levels;

Rules for recruiting enemies and opponents (including the Final Boss);

29 Recrutable characters, each with unique abilities.

This is not a stand alone game. To use this book, you need a copy of *Four Against Darkness* and *Four Against the Abyss*.