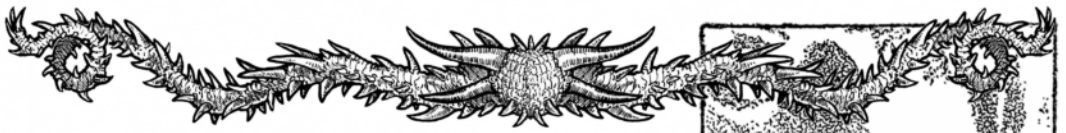


Greedy Gifts of the Guildmasters

Erick N. Bouchard
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Patrons and adventures for parties of all levels,
for *Four Against Darkness*



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for *Four Against Darkness*

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For more information about Norindaal, the official setting for *Four Against Darkness*: <https://sites.google.com/site/norindaal/>

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Features nude art. Intended for mature audiences.



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Introduction

Backers, benefactors, financiers, guarantors, quest givers, sponsors: **patrons** are all these things and much more. Whatever their title and role is, patrons are first and foremost investors. They invest resources and time with the party not out of generosity, but because they expect a return. Their boons and gifts to your characters are not disinterested, but a placement – hence the book's title.

This book offers you a list of patrons, optional rules that work as "add-ons" to your games of *Four Against Darkness*. They are meant to add narrative elements to your campaigns, providing recurrent non-player characters (NPCs) and a purpose to your party's adventures. And mini-dungeons, too!

Patrons in the Game

Patrons can be used in regular dungeons using only the rules in the corebook, when playing thematic dungeons or even in outdoors adventures, such as those featured in the *Caverns of Chaos*, *Courtship of the Flower Demons*, *Crucible of Classic Critters*, *Four Against the Abyss*, *Four Against the Netherworld*, *More Mountainous Mayhem*, *Digressions of the Devouring Dead* and others.

Likewise, narrative campaigns that include random encounters or dungeons, such as *The North Beyond the World*, are well suited for patrons.

Patrons are not likely to fit well with strictly programmed adventures that do not involve a randomly generated dungeon or environment, such as *Caves of the Kobold Slave-Masters*, *Buried Secrets* or *Breachers of the Bone Belfry*. Patrons in such adventures should be avoided, unless you wish to tinker with the rules and improvise. Some scenarios like *Dark Waters* or *Man-Eater!* assume you are working for a pre-determined patron, such as Lord Orfeld or Murazzo.

In these cases, you can use the rules herein for these patrons or change your employer's name for your patron. Be aware that you may have to improvise if you are playing them for the first time. Remember: in this game, **you are both the player and the game master**, and you can alter events and anything else as you wish, if that creates a better story for you.

Benign & Wretched

Patrons don't wear morality labels such as "good" or "evil". Some of them are rather nice and decent, like Andrea Underroot or empress Galzuural. Others, like Murazzo, King Vë and the Withering Warlord, are nasty or even wicked. All follow their own agenda; most are simply greedy.

Choosing a Patron

Your party may take any single one of the patrons below, as long as the conditions are met. You can change patrons before any adventure or

switch back to a previous one as long as you respect the conditions.

Patrons are available at any level. Option,ally, parties of Expert tier or above (level 5+) can have some patrons actually join the party during one or more adventures (see Patronizing).

Patrons as Class Traits

Character classes who start with faction points can pick one of the appropriate patrons below as their starting faction. Examples include court magi, light goblins, town trolls and strumpets from *Treacheries of the Troublesome Towns*; also, samurai and ninja from *Isles of the Incandescent Idols*.

When generating towns with *Treacheries*, the first noble mansion you find can be your patron's manor if you wish; your patron would in that case also be the block's ruler.

Changing Patrons

Your party can have only a single patron at a time. This is the only hard and fast rule.

You can change patrons from one adventure to another, and even return to a former patron, as long as your faction score with them is positive. It's usually preferable to build up your faction score with a patron up to 5, the maximum, to reap the most benefits.

You cannot change patrons in the middle of an adventure unless you are playing in a town or area where several patrons are available.

If you solve a patron's major issue, such as marrying Margrave Van Pontoretto with Pyrra, you gain one of your patron's Secrets (your choice) for free and 1 XP roll. Gain 2 XP instead if your patron has no secrets. This can occur in an official adventure or one of your own making.

Minidungeons

The dungeon maps scattered through this book are meant to serve as a springboard to design your own adventures, using the patrons herein as thematic elements. For simplicity's sake, only the levels of vermin (V), minions (M), Weird Monsters (WM), Bosses (B), Final Bosses (FB) and Traps (T-) have been provided. For example, L3-V means "level 3 vermin".

Unless noted otherwise, monsters have morale +0 and normal treasure. Generic Bosses and Weird Monsters have as much life as their level, 2 attacks and treasure +1. Special Events (SE), Special Features (SF), Treasure (T+) and some Traps (T-) are random. "?" stands for random room content.

Feel free to flesh out these monsters by replacing their profile with those from books you have. For example, a level 5 Boss (L5-B) could use the stats of an orc brute (4AD p.37) or a chaos executioner from *Caverns of Chaos* (p.21). Acronyms in parenthesis refer to books featuring detailed rules for a monster.

Playing With Patrons

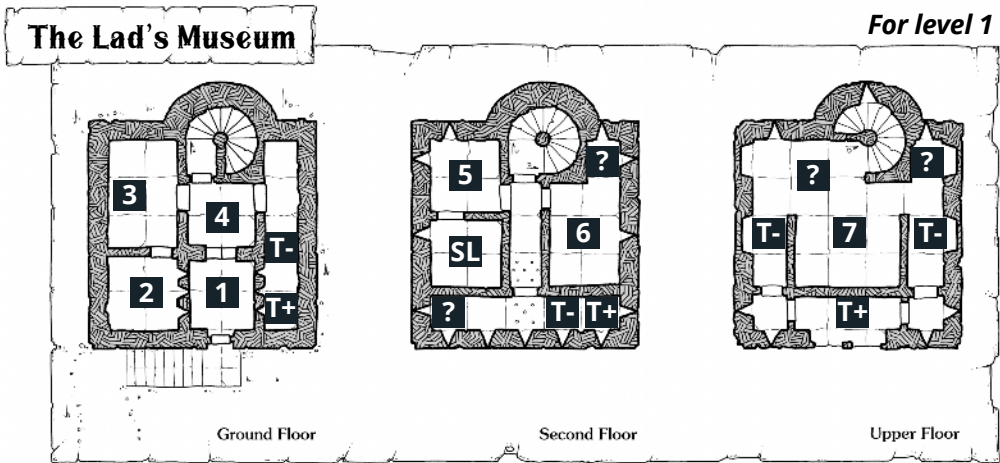
This book is mostly about deepening your party's background and motives. Some of the time, your patron will feel like music playing behind the scenes, and once in a while will exert itself to the forefront.

For simplicity's sake, patrons are crafted as individuals rather than organizations, but nothing stops you from saying your party interacts only with your patron's butler at faction score 1-2, the patron's lieutenant at scores 3-4 and the patrons themselves only at faction score 5. Likewise, you could be working for any member of the Van Pontoretto family when

servicing the <Van Pontoretto>, not necessarily the Margrave himself.

Likewise, the restriction on serving multiple patrons simultaneously is meant to keep records simple.

When playing *Four Against Darkness* as a multiplayer roleplaying game, feel free to have each player take a different patron, as long as they are not enemies. You can explain this by having two or more patrons cooperate in a joint venture, such as Brünhilda di Vignamarca and Andrea Underroot working together to expand a new market, or the Withering Warlord making an alliance with the Harrowing Hierophant.



Map Key: [1] d3+2 Dwarf Sentinels (L4-M); [2] d6+1 Dwarf Crossbow women (L3-M); [3] 2d6+1 Dwarf Sages (L2-V, treasure +1); [4] Dwarf Knight (L5-B) + d3 Sentinels (L4-M); [5] d6+1 Gnome Tinkerers (L3-M) & d3 Random Traps; [6] d3+1 Dwarf Treasure Hunters (L3-B); [7] The Lad himself and d6+1 Dwarf Elders (L5-M, treasure +2). Don't treat the Lad as a Boss but as 5 random traps instead, each activating one after the other. Once the 5th trap is overcome, the Lad escapes and you may steal his throne of dwarven artifacts (2 treasures +2). Option: If you have *Warlike Woes*, the Halls of Hammer & Axe rules apply to all rooms (WW p.28).

Patron Profiles

The patrons in the following pages all use the same template. Some entries do not apply to certain patrons. Feel free to use this template to create your own patrons and share them with the *Four Against Darkness* community!

By the same token, feel free to flesh out other patrons or non-player characters featured in books already published, such as Böhn the Slavemaster or Zorkan Zaa from the *Concise Collection of Classes*, or Guildmaster Evos from *Man-Eater!*, and invent unique patrons' secrets and quests.

Factions: This includes the patron's official faction's name as well as their allies and enemies. The name of these will usually be written between the < > symbols for ease of reference. If a patron has two faction names, consider them to be synonyms. For example, <Harrowing Hierophant> and <Theocracy of Xichtul> are the same faction, for all game purposes.

In some cases, alignments such as "Chaos" or "Law" will count as enemy or friendly factions. In the same vein, some influential patrons will be allies or enemies with generic factions. For example, Inquisitor Indigo is always an ally of "The Prince" (a generic faction template from *Treacheries of the Trouble Towns*), whereas the Harrowing Hierophant is always an ally of <Death>, which includes all undead monsters unless mentioned otherwise. The faction bonus or penalty to

reactions therefore would apply to all undead monsters.

Brackets aren't necessary to determine a monster or non-player character's (NPC) allegiance: they are only shown for clarity. The <Van Pontoretto> faction is the same as Van Pontoretto, and any character bearing that family name will belong to that faction. Conversely, a Death Knight would be aligned with <Death>, and so on.

Your faction score with any group starts at 0 unless mentioned otherwise.

You cannot take a faction as a patron if your faction score with them is negative. Some quests or deeds, however, can allow you to raise your faction score to 0 or more, as stated in the patron's description.

Parties cannot refuse faction points: they are automatically applied. Of course, nothing stops you from turning against a former patron by killing Bosses from that faction afterwards to lower your faction score, such as to gain favor with another patron or to stay neutral (score of 0) with everyone.

This erratic behavior will limit your patron's benefits and access to your patron's secret, which you lose if your faction score goes under 5. However, you do not need to pay Clues again to get your patron's secret back if you restore your faction score to 5.

Reactions with Factions: When an encounter is aligned with a faction, always subtract all your relevant

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faction scores from reaction rolls during encounters (max +5). If it is negative, add it (max -5). As low reaction rolls are usually friendly, a high faction score enhances your chances of a peaceful encounter. The reverse is also true.

For example, since <Murazzo> is hostile to <Orfeld>, all NPCs associated with Murazzo will be hostile to Orfeld.

Completing a quest successfully for a faction gives you 1 faction point.

Conversely, killing a faction-allied Boss from a faction reduces your score by 1 with this faction. In the case of alignments, gaining 1 point in a given alignment reduces your score by 1 in the opposite alignment (e.g. if Law rises by +1, Chaos is reduced by 1). The maximum faction score is +5/-5 with any faction.

You cannot pick a patron if your faction score with them is negative. Likewise, your faction score with some patrons

Snow Elf Mausoleum

Map Key: [1] d6+3 Skeletons (4AD p.36); [2] Mummy (4AD p.37); [3] Undead Chimera (4AD p.38); [4] Undead Chaos Lord (Final Boss; 4AD p.37).

Each alcove behind a door contains random content. If you roll the same result twice in a row, you find a random treasure instead. Add "undead" to the profile of any monster encountered. (clerics add +L to their Attack rolls).

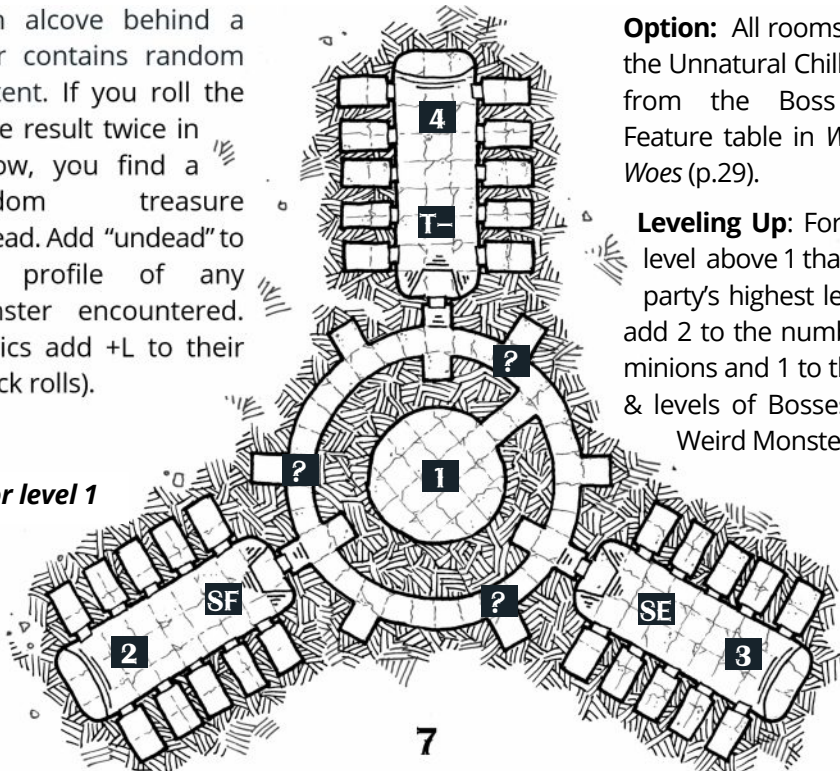
Option: If you have *Digressions of the Devouring Dead*, replace [1] with random necromantic minions, [2], [3] and [4] with random undead Bosses (Final Boss for [4]), and traps & features with necromantic ones.

For each alcove, roll on the Gruesome Stuff table. If you roll a given result twice in a row, you find a necromantic treasure instead.

Option: All rooms have the Unnatural Chill rules from the Boss Lair Feature table in *Warlike Woes* (p.29).

Leveling Up: For each level above 1 that your party's highest level is, add 2 to the number of minions and 1 to the life & levels of Bosses and Weird Monsters.

For level 1



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will be modified by your deeds during other adventures. You can therefore start with a positive or negative score with a given patron, without even directly knowing them, for they have come to know you through their agents and scions.

There is no limit to the number of faction for which you have a score.

Allies: Your faction score with patrons improves your relations with their allies. Subtract the faction score from the reaction rolls of a monster or NPC who is an ally of your patron. As well, apply your faction score with your patron as a bonus to persuasion saves with their allies (max +5). Many of these allies feature in published books, others in upcoming publications.

When factions are listed as allies, don't increase your faction scores with allies when your score with your patron increases, only their reaction modifiers are affected. Moreover, you only pick the best faction modifier for allies: don't add them. For example, <di Vignamarca> and <Underoot> are both allies of <Gadad>. If you have 2 faction points with both <di Vignamarca> and <Underoot>, you have a 2 point reaction bonus with monsters or NPCs allied with <Gadad>, not 4.

Enemies: Your patron's enemies will become more hostile to your party as it rises in the eye of their patron. In some cases, these include all members of a given species (e.g. minotaurs, orcs, and so on.) Add the faction score from

the reaction rolls of a monster or NPC who is an enemy of your patron, making higher results – usually more violent – more likely. Likewise, apply your faction score with your patron as a penalty to persuasion saves with their enemies (max. -5). If several factions apply, take the worst.

Conditions: Some patrons have specific restrictions and conditions. For example, the snow elf King Vè hates orcs, so parties with orc characters cannot take him as a patron. You must respect these conditions at all times, otherwise your patron repudiates your party. Similarly, some adventures will make you write or tick keywords that may restrict what patrons you have access to.

Obviously, if your adventurers killed or ran afoul of a potential patron met in a previous adventure, they can't pick that patron.

Patron Quests: When a patron's profile lists a quest, it can be taken at the start of any mission. Completing this quest earns the Patron's Quest Reward listed: do not roll on the Epic Rewards table. For the quest to be complete, your party must return to see your patron or one of its agents after the adventure.

Completing a patron's quest earns you 1 XP roll and 1 faction point with your patron, up to a maximum of 5. A patron's quest can be taken multiple times, but only once per adventure. You can have multiple active quests at

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the same time (e.g. if you have a questing paladin from *Knight of Destiny*).

Patron's Quest Reward: This is the reward earned for completing the quest. All quests also provide 1 XP roll.

Special Rules: In addition to the general rules for patrons, some patrons have unique special rules. These apply when running any type of randomly generated dungeon.

Except where noted, rules that involve replacing monsters do not apply in the demonworlds (e.g. the Blossoms' Demesne or the Netherworld) or when running a pre-generated adventure like *Buried Secrets*, *Man-Eater!* or *Breachers of the Bone Belfry*.

Special Rules apply only as long as you serve the patron. If you change patrons, even temporarily, you lose these special rules.

Patron's Secret: Many patrons have unique secrets, usually narrative plot twists that reveal a hidden facet of their personality. To unlock a secret, you must have at least 5 faction points with your patron. You may 1) spend 3 clues, roll d3 and tick the box (☐) corresponding to the secret rolled, or 2) spend 4 clues and pick a secret instead of rolling.

You can only have one secret per patron. This means that only one option out of three will ever be used. If you ever start a new party from scratch, erase all your ticks.

Parties with halflings, or other characters with Luck points, can spend

1 Luck point to re-roll their patron's secret, but the second result stands. The effects of some of these secrets is immediate, others last as long as you remain in this patron's employment, as described.

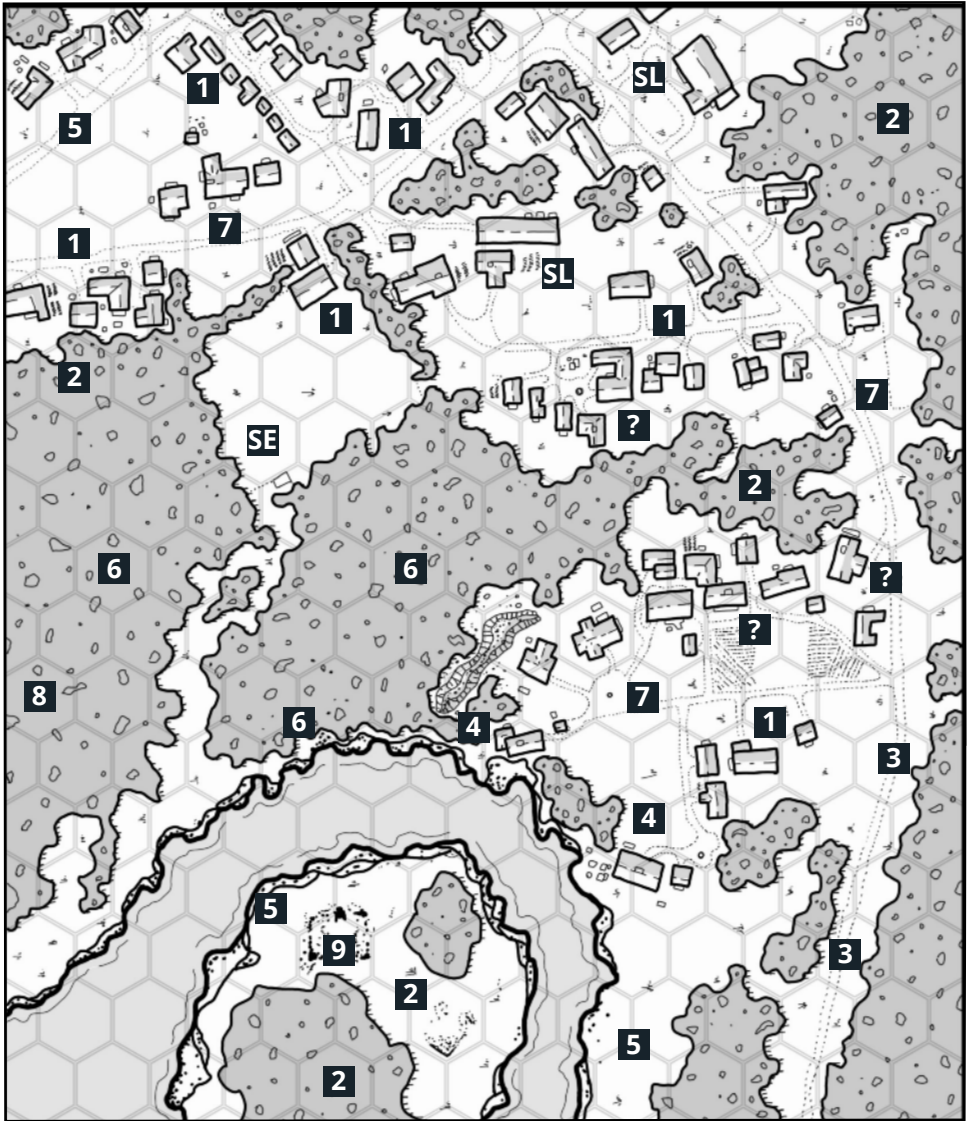
Some of your patron's secrets can be contradictory, in regards to their secret identity, for example. That's on purpose: since you can only have one of your patron's secrets, only one of these options will be true, and you won't know which one is true until you reveal the secret.

Recruitment: Normally, new characters recruited to replace dead characters start at level 1. Some patrons will allow you to recruit more experienced characters within a limited range of classes. These recruits' level will be equal to either the lowest character level (LCL) of your remaining party members or to your faction points with your patron, whichever is LOWER.

For example, King Vë allows you to recruit more experienced elves, snow elves and ice elf huntresses. A three-character party made of characters of L2, 3 and 4 could recruit as a fourth character an elf, snow elf or ice elf huntress at L2 at most if the party has 2 or more faction points with King Vë.

Monster Thralls (Optional): Some patrons allow you to recruit monster thralls associated with that patron as per the rules for animal companions featured in the *Crucible of Classic Critters* (CCC). The monster's maximum

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Map courtesy of Dyson Logos

Stomp the Greenfoot Revolt

For level 2

Betraying their ruler, the lawless peasantry of the Wolflord have revolted, blaming imaginary errant beasts for their refusal to pay taxes. Crush the rebels and their deceitful sympathizers to restore order, in the name of knighthood and justice!

- [1] 2d6+6 Angry Peasants (L2-M, KoD) [6] d3+1 Wild Boars (L4-M, KoD)
[2] 2d6+1 Forest Outlaws (L3-M, KoD) [7] d6+3 Wanton Wenches (L3-V, WW)
[3] 2d6 Halfling Highwaymen (L2-V, WW) [8] Wyrms (L5-B, ME!)
[4] 2d6+2 Rowdy Rivermen (L4-M, TTT) [9] Greenfoot the Green Knight (L7-FB, KoD) & d6+3 Forest Outlaws (L3-M)
[5] d6 Gaunt Hounds (L4-M, 7S)

level is your faction score with your patron. For example, Andrea Underroot allows you to recruit fungi folk (see 4AD p.36) as "animal companions" (level 3). Ignore this entry if you don't have CCC.

Patronizing (Optional): Parties who have reached Expert level (see *Four Against the Abyss*) and have 5 faction points with their patron can take them on an adventure if you have a "slot" left for a fourth character. Many patrons are "multi-classed", to make each patron unique.

Each adventuring patron's profile will present you with both their "true" classes and substitutes for the corebook only, so that you can recruit these patrons with only that book and, since patrons will only adventure with parties of Expert level, *Four Against the Abyss*. Likewise, ignore any Expert skill or Trait (from W&A) listed if you don't have the books in which they appear.

Leadership: Always assume that the patron is the party's leader, even if they don't walk first in the marching order. The patron will be making persuasion saves and will talk for the party. Usual party restrictions still apply.

For example, Andrea Underroot, being a halfling, will not adventure alongside a staargu, the minotaurs of Law (from *Xenophobic Xebecs of Xichtul*), for they are known as halfling-eating gourmets.

Patron Gear: In addition to any specific equipment listed, patrons start with 100 g.p. in personal equipment, with which you can buy whatever you like before taking them on adventure. You

can also give them any items from the corebook that cost less than 100 g.p. (armor, weapons, etc. but not healing potions or resurrection arrangements).

Patrons will not lend their equipment to other party members but may use it to help them (e.g. using a Staff of Healing to cure your party).

Patron Death: If the patron dies during an adventure, another member of their faction (e.g. their heir) will recover these items at the end of the adventure and take their place. Write a new name for your patron and keep playing as before. The heir to the patron's highest character level will be 1 level lower than the previous one (minimum level 1). For example, a patron who is both a level 5 warrior and a level 1 wizard will be replaced by a level 4 warrior/level 1 wizard.



Keywords: Some patrons have special rules relating to specific keywords. For example, if you complete a quest for Brünhilda di Vignamarcia, you get to write the JOBBER keyword on your party's sheet. This will introduce new opportunities in certain books, such as making your patron's associates help your party.

TTT Profile (Optional): If you have *Treacheries of the Troublesome Towns*, you can select your patron to be the ruler of a block in a city, town or hamlet of your choice and generate that city to meet your patron. Audience rolls are considered an automatic success once you have 1 or more faction points. Even if your patron is not the official ruler in name, such as a merchant guildmaster, they will rule their block as if they were. Some patrons will use the profiles for Vicious Villains: simply consider them to be the town's ruler, without the need to apply Machinations or the usual Villain hunting rules to meet them.

Patron's Favor: As an optional rule, a list of specific deeds which can cause your faction score to increase or lower is provided. Since it involves more detail tracking, feel free to disregard it.

Keeping It Simple

You don't need to keep a tally of your faction score with patrons you don't take. For example, acquiring the ESTHERYA keyword will anger Brünhilda di Vignamarcia, driving your faction score to -5.

You don't need to note that -5 if you don't plan to take her as a patron. Whereas you could take a note and adjust the reaction rolls of her agents accordingly, it's more accounting than it's worth. Unless you love details, keep track of faction scores only when it actually matters to you. It's not worth bothering about being hated or loved by people you won't ever meet again.

Patrons & Encounters

Patrons will affect the odds and nature of random encounters during the game. If your patron has any merchants as faction members, allies or enemies, roll d6 whenever you meet wandering alchemists, healers or traders: they will be aligned with your patron or their allies on a roll of 6 and with their enemies on a roll of 1. Adjust reaction rolls accordingly.

The same goes with encounters with random intelligent monsters or NPCs: if their type is appropriate, they will belong to your patron's faction. For simplicity' sake, only consider the reaction modifiers applicable to your current patron. For this purpose, intelligent monsters or NPCs are defined as those with whom a social interaction is listed on their reactions table. Interactions include reactions such as "offer food & drink", "quest", "bribe", "puzzle" and so on. "Peaceful" or "flee" do not involve a social interaction since unintelligent monsters can have these reactions.

Patrons as Sworn Enemies

If you reach a faction score of -5 with a patron, you become Sworn Enemies: each time you roll for wandering monsters in a random dungeon, on a roll of 2 you are attacked by a random thrall of your patron. For example, if your score with «di Vignamarca» is -5, you will be attacked by either goblin pirates or cynical corsairs if your wandering monster d6 roll is a 2.

On a roll of 1, you meet wandering monsters from that adventure's wandering monsters table as usual.

If you don't have the book in which a given thrall appears, use the following

profile: all minions are level 4 and $d6+(HCL \times 2)$ in number; Bosses have the profile of an orc brute (4AD p.27) with a level and life equal to $HCL+4$. They aren't actually orcs and bonuses vs orcs do not apply: it's just meant as a convenient shortcut.

For example, if you were attacked by empress Galzuraal's thralls and your party's HCL is 3, both the magic fox and the flamingo dragon would be level 7 Bosses with 7 life, using the orc brute profile for the rest.

New Character Traits

Introduced in *Wayfarers & Adventurers*, Character Traits are optional characteristics specific to a given character that may be rolled before their first game or for established characters. Some are good, some are bad. At your discretion, roll a d6 on the list below or a d66 on the Character Traits list in *Wayfarers & Adventurers* or on any similar list in other books.

1) Cunning Linguist

Your character's unusual aptitude with tongues provides them with a +2 bonus to persuasion saves. Mostly useful in town environments.

This Trait also gives +1 on Giving rolls when wooing (see TCOTFD).



Perfidious Phoenicopteridae?

Allegations that the ancient rulers of the avian empire of Tori and their indigo kindred wage a secret war against the gods are surely nothing but propaganda.

2) Fanatic

The character is totally devoted to a radical branch of a religious faith. Pick a deity; the character henceforth saves like a cleric of that deity.

The character hates any opponent of an alignment opposite to their deity and attacks them on sight, fighting to the death. For example, a fanatic of Foryos (god of Law, Light, & War) will attack Chaos monsters, demons and angels of Peace, on sight, fighting to the death. In the presence of such enemies, the character is immune to fear and Madness.

If you use the rules for Neurosis (from DDD), the first one acquired by this character is always Fanaticism.

3) Harem

The character is followed everywhere by a mob of admirers. This may or may not be a harem, depending on the character's stance on chastity.

The harem comprises $d3+2$ attractive but vain, light-brained partners or groupies with 1 life and +0 to Defense (level 0). They do not partake in combat nor wear any armor, because it makes them look fat. They can carry gear or lanterns, apply bandages, open doors and perform any non-combat action suitable for a retainer. They have -1 to all saves (-5 vs puzzles).

Harem members won't willingly go into death traps nor will they perform suicidal actions, like staying behind when the party flees. Harem members

always stay in the same room as their idol: this can be especially annoying for rogues and other stealthy types.

Harems can be of any species you like. This has no game effect.

Because of the noise giggling harems make, add +1 to the odds of meeting wandering monsters (e.g. 1-2 on d6).

Harems never succeed stealth saves.

Option: Chaste characters (monks, witch-hunters) can replace this trait with Fanatic instead.

Option: At your discretion, you can "replenish" your character's harem to its starting number at the start of each new adventure by spending 1 XP. They can be either new ones or the same, who happened to pass out when falling to 0 life instead of dying.

A harem's size can be increased by another $d3+2$ by spending 1 XP roll.

Option: The character can use the Naughty Congress table (from TTT) with each harem member, once per adventure and per level. On a breeding roll of 2 on that table, both partners catch elfscrotch, a venerean disease (-1 to all rolls until Blessed). If you catch it a second time this way, the infection worsens into the Dark Plague (see 4AA).

4) Murderhobo

The character is obsessed with killing and gratuitous bloodshed. Each time your party rolls for reactions instead of attacking monsters, if the murderhobo fails a level 3 will save he will attack

anyway. The rest of the party can flee if you wish but the murderhobo will always fight to the death in these circumstances.

On the bright side, murderhobos fighting alone, without retainers or animal companions, are treated as if one level higher for all purposes, including spells slots and life point totals.

5) Patron's Pet

Your character has a privileged relationship with your party's first patron, for reasons you are to determine (e.g. old lovers, siblings, former debt, etc.). Whenever your party would lose 1 faction point with this patron, roll d6. The loss is ignored on a roll of 4-6. Moreover, when a random reward is offered, you can always re-roll it. The second roll stands. These benefits are lost if this character leaves the party or if you change patrons. Quitting your first patron lowers your faction score with this former patron to -5.

Only one character per party may have this trait. Re-roll if one already has it.

6) Undead

Your character was brought back from the dead by a necromancer. It's barely noticeable, except for cold skin.

Undead are tolerated when they don't cause trouble. Even the Inquisition uses necromancers to raise the faithful into armies to fight Chaos.

Positive aspects: Immunity to famine, thirst, drowning, disease, poison, seduction. Necromantic spells (from DDD) cast on the character count like a cleric's Healing power.

Negative aspects: The character can't eat, drink potions, use holy water or holy items, engage in sex, woo flower demons or benefit from a cleric's Healing power. When the Turn Undead skill (from 4AA) is used by a friend, the character may be forced to flee: treat the character as an undead Boss of their level +3.

Option: Clerics of the Life gods and those with chi or psionics lose their powers when undead. In this case, you may replace this trait by Fanatic or Murderhobo (choose).

New Gear

Combat Lingerie (25 g.p.): These alluring garments, in black leather or silk, work as light armor (+1 to Defense rolls), without causing any penalty to swimming or exertion, given their lightness. They also provide a +2 bonus to seduction saves. They can only be worn by humanoids capable of wearing light armor. The male version of this outfit is a leather thong with silver spikes, popular with barbarians.

How exactly it is that silk underwear can provide effective protection from weapons is a conundrum that wizards and philosophers have failed to resolve to this day. The most likely hypothesis was elaborated by the great wizard

Gifts of the Greedy Guildmasters

Skalitos, according to whom the explanation lies in the fact that old school gamers are chauvinist lechers.

Puritan's Hat (3 gp): A human or a succubus (as they can pass for humans) wearing this fashionable accessory can attempt to pass as a witch-hunter, gaining a +1 bonus to purity saves. It can't be worn with heavy armor or a helmet. Agents of Inquisitor Indigo get one for free.

Ledgers of Falsehood (100 gp): These falsified account books can be used to convince your patron that you have completed a quest when you haven't. This requires a forgery save against either L6 or the patron's level, whichever is higher. Rogues add +L. If it succeeds, count the quest as successful. If the save fails, you lose 2 faction points. One use.

Seal of Purity (50 gp): Delivered by the Inquisition to the worthy or the rich, this sun-shaped talisman of red wax with parchment strips provides a +1 save bonus vs demons.

Moreover, cambions (from 4ATN) wearing it add +L when attacking (not +½L) but lose 1 life when they cast a Nether spell.

Characters with a purity seal can adventure with any other class without restriction (e.g. paladins with demonologists or witch-hunters with wizards), as the seal is only given by the authorities to those who have proven their moral merit.

Of course, given that the moral merit of the authorities themselves is highly subjective and variable, anyone with the right connections who can pay the price can get a seal.

Parties with a patron from the Inquisition, such as Inquisitor Indigo, get 10% off the price per faction point.

Torture Instruments (20 gp): These specialized tools are the Inquisition's instruments of righteousness. Once per adventure, a paladin devoted to one of the deities of Law, a witchhunter or a leather nun can use them to extract confessions from witches & warlocks. If the party captures a chaos lord, witch, hag, elf or other NPC spellcaster alive, the torturer can gain 1 Clue by rolling their tier die (d6 for levels 1 to 4, d8 for levels 8 to 9, etc.) above the victim's level. If the roll fails, no clue is gained. In all cases, the victim dies during the interrogation. Torture instruments also give witch-hunters +1 on torture rolls.

Note: These interrogation techniques are but a pale reflection of the witch-hunter's torture trait (from *Seven Sisters*). Whereas witch-hunters are true artists of torture, paladins are foremost trained to murder the wicked, not torture them, and leather nuns are trained to enact punishment as an end in itself, not for information.

New Skills

If your party has 3 or more faction points with their patron, one of these skills can be taken instead of rising in level by any character of level 3 or more who meets the conditions and has the corresponding patron. For example, skills tagged with <Inquisition> can only be taken if Imperial Inquisitor Indigo is your party's patron.

You get to keep these skills even when changing patrons. If their effect only works with a given patron, they become temporarily inactive until you take this patron again. These skills otherwise work like the Expert skills featured in *Four Against the Abyss*.

Dark Speech

<Withering Warlord>

The character has painfully learned the convoluted, barking language invented by the Withering Warlord for his motley armies of humanoids, to bring them all and in the darkness bind them.

When facing orcs, goblins, bugbears or trolls, or any humanoid specifically associated with the Withering Warlord's faction (such as grey orcs), you may modify their reaction roll by +/- 1 after rolling the dice.

This skill cannot be taken by characters who hate orcs, goblins, bugbears or trolls, such as elves and dwarves.

Fifty Shades of Black

<Inquisition>, inhuman female only

Used to the feel of leather bonds, the character may wear light armor even if her class prevents her to. This includes variants, such as bikini armor.

Finally, the character also gets a cumulative +1 bonus to purity saves.

Fifty Shades of Red

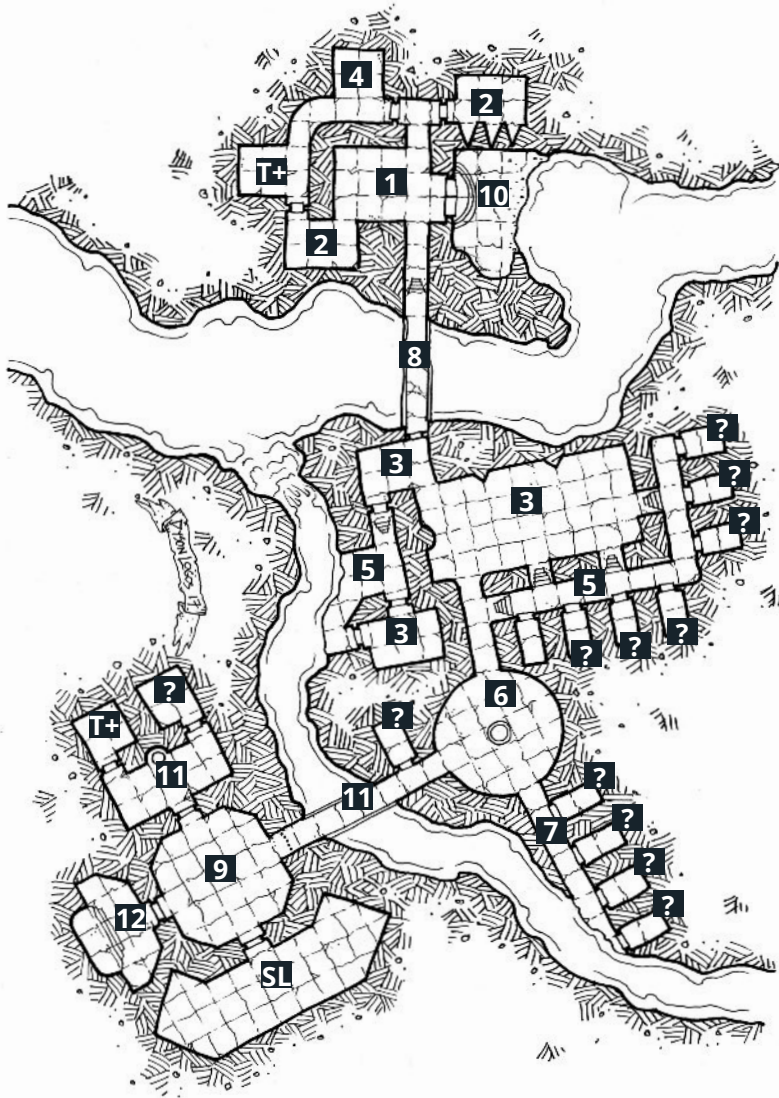
<Inquisition>, inhuman female only

Having learned to taste the whip, the character knows how to shed the blood of the heretic. When using a whip (light slashing weapon), the character gains one of the following benefits:

- If she has class bonuses to Attack rolls, she gets +1 to Attack rolls vs all chaos monsters (those with "chaos" in their name or description).
- If she has no class bonuses to Attack rolls (e.g. halflings, succubi), she gets to add +½ L to her Attack rolls vs chaos monsters.

In both cases, female chaos monsters hate the character (always fight). Chaos males, being dumber, don't suffer such hate and react normally.

Finally, the character also gets a cumulative +1 bonus to purity saves.



Map courtesy of Dyson Logos

Crush the Bayou Rebels

For level 2

In the southern bayous of Dorantia, Lord Orfeld's rebellious serfs have found common cause with the loathsome orcs of the Southern Savage Lands, attacking tax collectors. Exterminate these wretches in their hideout. Law & Light will prevail!

- | | |
|-----------------------------------------------|-----------------------------------------------------|
| [1] Grey Orc Shaman (L4-B, DLB) | [7] 2d6 Vicious Vines (L3-V, FotW) |
| [2] d6+3 Geckomen hunters (L3-M, FotW) | [8] d6+3 Red Goblins (L3-M, HotL) |
| [3] 4d6 Angry Peasants (L2-M, KoD) | [9] Dorantian Giant Slug (L5-WM, HotL) |
| [4] Moss Troll (L5-B, FotW) | [10] d6+1 Forest Orcs (L4-M, TR) |
| [5] d3+2 Men-at-Arms (L5-M, KoD) | [11] Hairy Tree Slug (L4-WM, FotW) |
| [6] 2d6+1 Raiders (L3-M, WW) | [12] Mistress of Black Lashes (L6-B, TCOTFD) |

Fifty Shades of White

<Inquisition>, inhuman female only

With fake tears and poignant pleas, the character has learned to deceive the Inquisition by playing the role of the Damsel-in-Distress.

At the beginning of combat, when not bearing weapons or wearing armor (except for combat lingerie or bikini armor), the character can make a deceit save against a male monster's level, adding her level, to avoid being hit. If successful, all attacks must be assigned to another party member. If failed, or if she attacks or casts a spell, the monsters can hit her normally.

Only male monsters fall for this trick.

Finally, the character also gets a cumulative +1 bonus to purity saves.

In the End Adjourns

<The Lad> Any except rogue

Trained by the Lad himself, the character has learned to spot and avoid dangerous traps. Once per adventure, he can attempt to disarm a traps like a rogue of the same level.

Monster Sex

When meeting monsters, assume they have equal chances of being of either sex, unless mentioned specifically.

Monster Milking

<di Vignamarcia> Halfling only

The secret trade of the Enotrian cheesemeister is jealously guarded by the Grand Cheesemaking Guild of Käsedorf. Fortunately, all halflings, by an ancient decree, are considered its honorary members.

Brünhilda will accept to teach halflings who have proven themselves trustworthy scions the ancient art of monster milking. The character will henceforth receive the honorary title of Honorary Melkmeister. Unlike the cheesemeister class (from RRR), Honorary Melkmeister are trained in milking only, not in cheese making.

Honorary Melkmeisters can milk a female mammal whenever they have a peaceful encounter with them. This includes reactions such as "peaceful", "friendly", "offer food & drink", or a successful "bribe", including as a result of spells such as Song of Charm.

Milking takes 10 minutes: make a wandering monsters check in dungeons.

Eldritch milking allows you to collect alchemical ingredients from a monster without killing her, as per the alchemy rules in *The Courtship of the Flower Demons* (TCOTFD). For example, milk from a medusa would count as medusa's coils whereas milk from a minotaur would count as a minotaur's abomasum for the purpose of crafting potions.

You can use eldritch milking on a given creature only once per adventure or, if playing in an open universe, once every week. As a result, when wooing flower demons in the Blossoms' Demesne, a cheesemeister can get both their gift (from wooing) and their treasure (from milking) without harming them. See TCOTFD for potion crafting rules.

Even if you don't have any interest in the alchemical crafting in potions, milking generates 1 food ration. The cheesemeister carries enough buckets or bottles to carry 10 rations. Milk from vermin or minions sells for $d6$ g.p. whereas milk from a Boss or Weird Monster sells for $5d6$ g.p.

This hypnotic ability works even with non-pregnant females of any quasi-mammal type (e.g. catoblebas, medusas, salamandrine oracles, black manticores), even those immune to magic, but not with gremlins, undead (except ghouls, vampires and baobhan sidhe, and any "fleshy" undead) or entities that do not have a level (such as invisible gremlins). At the very least, the she-creature must be able to theoretically produce milk during her lifetime (e.g. a female-shaped golem will not do.)

A creature can only be milked once per adventure. It is against cheesemeister ethics to milk themselves, fellow party members and Final Bosses. The code is not clear about the ethics of milking deities. And yes, this can lead to very awkwardly funny situations.

Mycologist Healing

<Underroot>, alchemist or halfling only

The character has learned to harvest the spores of mushroom men to make medicine. For every 20 fungi folk killed, you can brew 1 Healing potion (see 4AD p.36).

Pompous Fool

<Orfeld>

The dim-witted are easily impressed by the arrogant manners of the rich and powerful. For each faction point with the <Orfeld> faction, the character can reduce by 10% the cost to bribe a humanoid monster (maximum reduction is by 50%).

Underworld Contacts

<Murazzo>

The Thieves Guildmaster of Tezany's Cove has contacts all around the continent. Whenever you meet human thieves (including rogues, bandits, pirates, buccaneers, etc.) who have a "bribe" reaction, you can select a bribe reaction if you roll under or equal to your <Murazzo> faction score on a $d6$. If they belong to Murazzo's faction, this bribe will cost you only 10% (round up).

Winter is Coming

<Wolflord>

As their platinum wolf has grown strong and fierce, so has the character's bond: the wolf can now be ridden as a steed, giving +1 to the

rider's Attack rolls in melee. The wolf rides at horse speed (twice as much as walking speed) and can carry a single rider.

This skill can only be used with a grown platinum wolf whose level is 3 or more.

See the Wolflord's Patron's Reward for details about platinum wolves.

Wizard of the Cost

<Murazzo>, wizard only

Murazzo's business practices extend to glamour magic when necessary. This mesmerizing spell counts as expert skill and can only be cast by unscrupulous wizards. A deck of playing cards (worth 5 gp) is required. If a spellcasting roll against the target's level succeeds, the wizard is able to convince sentient Bosses and up to 54 minions (one per card in the deck) that these bits of cardboard are priceless items to be collected and cherished. This counts as offering a bribe worth 100 gp per card (no refund allowed).

The spell will only work for one encounter, but the Bosses or minions so duped will remain peaceful afterwards as they will be playing with the cards and arguing over which is best and their resale value. This spell only works on creatures that can be bribed with gold.

New Rules

Alignment Scores

Alignments are a representation of a party's favor with the deities' cosmic coalitions. They work like factions and don't measure the party's morality, but the gods' dispositions towards them.

There are 12 alignments in opposite pairs, plus the 13th alignment of Earth, which has no opposite and is not taken into consideration for game purposes.

The 12 paired alignments are Fire-Ice, Law-Chaos, Life-Death, Light-Demons, Living Weapons-Dragons and War-Peace. Being representations of the gods' agendas, alignments have no direct relation to good versus evil. The gods of Light wish the slaughter of all those with demon blood regardless of their morality, whereas Demons consume souls. Peace is the most benign alignment, but its gods do not look kindly upon adventurers, whose trade is bloodshed.

A party's score with each alignment starts at zero. It can increase or decrease in the game. A positive score with an alignment incurs a negative reaction with its opposite. For example, Law +2 always implies Chaos -2.

Killing a Final Boss associated with an alignment, as noted in its name or description, earns a -1 with this alignment and +1 with the opposite alignment. For example, killing a Chaos Lord as a Final Boss would change a party's Law/Chaos alignments to +1/-1.

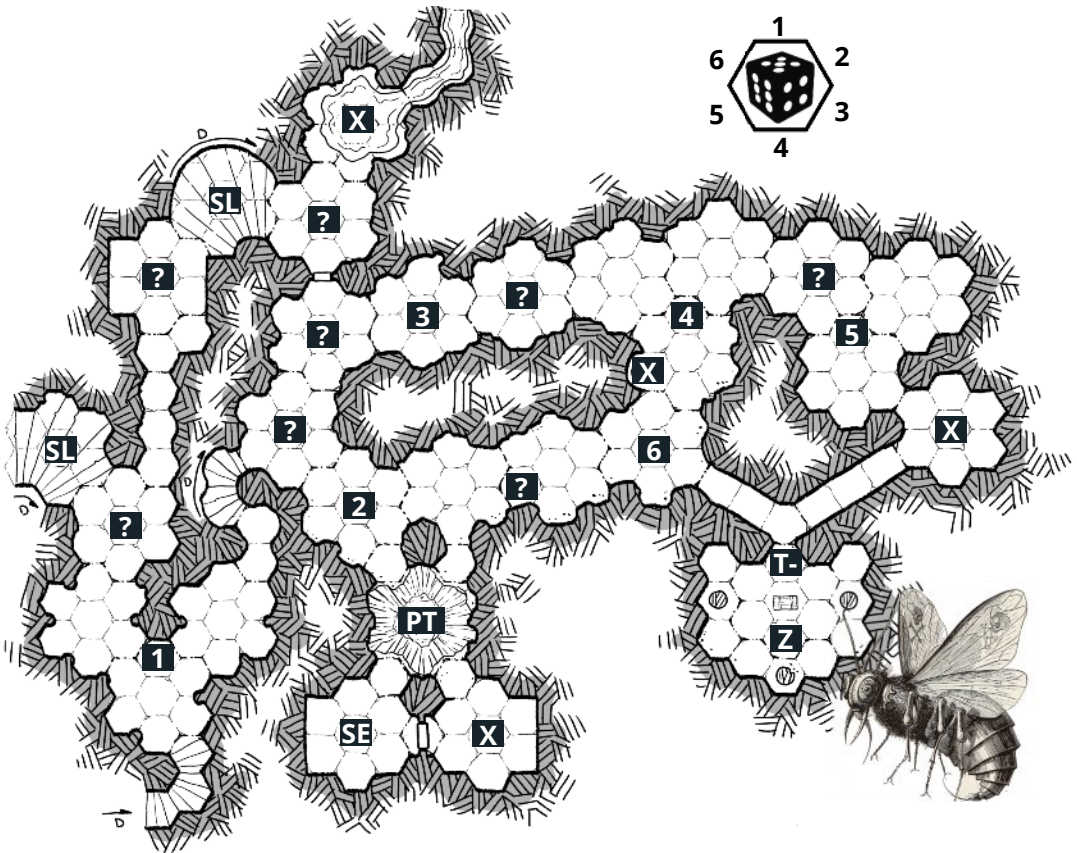
Maze of the Massacre Minotaur

For any level

Empress Galzuural's ostrichian knights have disappeared in the Labyrinth-City of Yüzuxetl, searching for the legendary Silver Tower said to hold wondrous artifacts of the ancient avian empire. Find them before the Blind Minotaurian kills them for a reward of 300 g.p. and 1 <Rose Regal> faction point.

You find the ostrichian knights (d3+1) with a Search roll at any [X] point. If all Search rolls fail, they are at the [Z] icon. Your party moves 4 hexes per encounter (10 minutes); the Minotaurian starts at a random point (roll d6) and moves up to 2d6 hexes in a straight line each encounter, in a random direction (see schematic). It stops when reaching a wall. It smells foes within 3 hexes: they will be charged and attacked. Foes beyond that range are ignored. [PT] is a Trapdoor (4AD p.62).

The Blind Minotaurian (unique). Level HCL+3 Final Boss, infinite life, 2 attacks, no treasure. Increase its level by 1 during its first turn as it charges. Immune to magic and spells. Killing it is impossible. Parties who flee run away d6+1 hexes from it. Check again for its movement next turn to see if your party is in range. Halflings cannot spend Luck against this monster. Reaction: always fight.



Map courtesy of Dyson Logos



Highest Character Level (HCL)

Some patron or monster characteristics are based on the party's highest character level. This is indicated by the HCL abbreviation.

Multiclassing

Normally, there is no such thing as "multiclassing" characters in *Four Against Darkness*. Patrons are a notable exception to this rule. These unique, special characters often have several classes simultaneously. This is meant to make them exceptional. They get the best of both classes: warrior/wizards can therefore use all weapons and armor, and add their level to both Attacks and Spellcasting rolls. Their starting life point is the highest starting number for their classes +1 per level. As such, a warrior/wizard would start with 6 life +1 per level. When rolling for saves, take the best option.

When they succeed an XP roll, multiclassed characters can only rise in their highest level class (unless noted otherwise). The other class is locked.

Multi-classed patrons can never take another class, such as by becoming bards or Knights of Neutrality.

Acronyms

The following acronyms refer to these books: *Four Against the Abyss (4AA)*, *Caves of the Kobold Slave-Masters (CKSM)*, *Dark Waters (DW)*, *Fiendish Foes (FF)*, *Treasure Hunters of Charlemagne (THOC)*, *Buried Secrets (BS)*, *Caverns of Chaos (CoC)*, *Four Against the Netherworld (4ATN)*, *Four Against the Titans (4AT)*, *Crucible of Classic Critters (CCC)*, *Concise Collection of Classes (CoCoC)*, *Breachers of the Bone Belfry (BBB)*, *Heart of the Lizard (HotL)*, *Lairs, Dens and Burrows (LDB)*, *Fortress of the Warlord (FOTW)*, *Fearful Fane of the Flamingo Folk (FFFF)*, *The North Beyond the World (TNBTW)*, *Four Against Mars (4AM)*, *Digressions of the Devouring Dead (DDD)*, *More Mountainous Mayhem (MMM)*, *Swamps of the Slithering Snakemen (SSS)*, *Wayfarers and Adventurers (W&A)*, *Journeys in the Jaguar Jungle (JJJ)*, *Seven Sisters (7S)*, *Maelstrom of Nomadic Ostriches (MNO)*, *Tournament of the Undead Viscount (TUV)*, *Treacheries of the Troublesome Towns (TTT)*, *Pirate Ports of Pestilence (PPP)*, *Journeys in the Jaguar Jungle (JJJ)*, *Portfolio of Powerful Professions (PoPoP)*, *Revenge of the Ravenous Ratmen (RRR)*, *Shrills in the Savage Savannah (ShSaS)*, *Seafarers of Secluded Shores (SoSS)*, *Xenophobic Xebecs of Xichtul (XXX)*, *Corridor of Shadows (CoC)*, *Fens of the Fightin' Fungi (FFF)*, *Amalgam of Anthropomorphic Adventurers (AAA)*, *Entreaties of the Enigmatic Elves (EEE)* and *Offerings of Oecumenical Occupations (OOO)*. Some of these books are not yet in print at the time of this writing.

Merchant Patrons

Special Rules:

- In addition to their specific boons, all merchant patrons offer a 5% discount on the price of common items bought from them, for each faction point (maximum 25% discount). This does not include magic items, potions, scrolls, soul cubes, holy water, Blessings or resurrection services.
- Any wandering merchant, alchemist or healer you encounter will belong to your patron's faction on a d6 roll of 1. Ignore this rule if their description states to which faction they belong.

Andrea Underroot

At the intersection of the Sun-Kissed Vale of the fungi folk and the Vaporous Valley of the moth people, in An-Mor, lies the Outpost, a small halfling hamlet of truffle hunters and woodsmen. It is famous for being the home of the halfling adventurer Andrea Underroot, who excels in both roles. His wealth is said to be beyond compare, although he keeps the simple attire of a mushroom harvester.

The halfling and his giant pig, Davey Snoutbottom, hunt for truffles and other rare mushrooms or alchemical ingredients to sell to the merchants and alchemists of Dorantia and Enotria. Easy going and chummy, Underroot is a popular patron for young adventurers and halflings.

Andrea Underroot makes an appearance, notably, in *Labyrinth of the Lurking Leporidae*, *Swamps of the Slithering Snakemen* and *Tales of the Sun-Kissed Vale* for the *Tales of Blades and Heroes RPG*.

Faction: <Underroot>, <Outpost>.

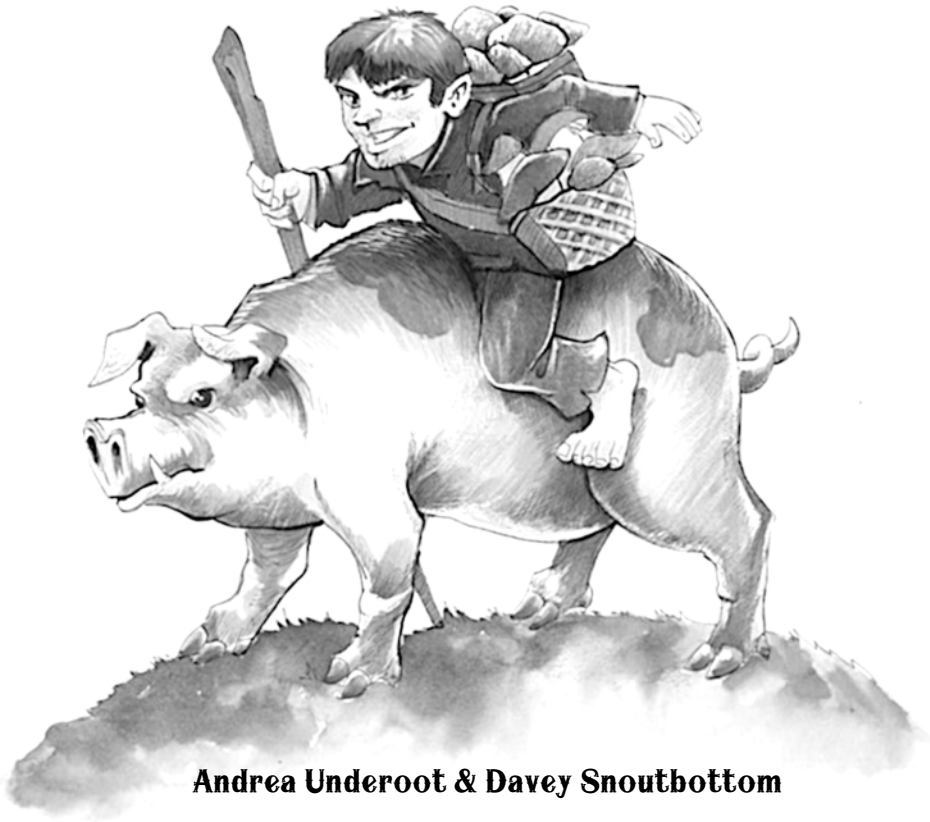
Conditions: The party must include at least one alchemist, conservationist, fungi folk or halfling, or have at least 1 faction point with the Outpost.

Allies: <di Vignamarcia>, <Dorantian Merchants>, <Fungus King Nemedah>, <Gadad>, <Orfeld>, <The Outpost>, <Reheena Bearwolf>, <Van Pontoretto>.

Enemies: <minotaurs>, <moth folk>, <Moth Queen Amphiesmenoptera>, <Possessed>, <Rotten Hearts>, <Thralls of the Lich King>, <Zorkan Zaa>.

Special Rules:

- Parties with Underroot as a patron can always choose the "bribe" reaction with halflings and fungi folk, if this option is available. You can choose this option before or after rolling for reactions.
- As long as you serve this patron, you need to spend only 1 clue for "Secret diet" (4AD p.60).
- During outdoors adventure, you can replace any treasure roll by 2d6 common alchemical ingredients (from TCOTFD) if you desire, as Andrea knows the good spots for harvesting.
- When serving this patron, replace entries #1 and 2 on any Minion table



Andrea Underroot & Davey Snoutbottom

by **3d6 Rotten Hearts Fungi Folk** (minions). Level HCL+1 undead, never check morale, normal treasure. Those killed reanimate again on the next turn on a d6 roll of 1. They are led by a **Master of Mushrooms** on a d6 roll of 1-2: Level HCL+3 Boss, life HCL+3, 2 attacks, 2 swamp treasures +1. Add +1 to the Rotten Heart's "reanimation" roll as long as the Master lives. Furthermore, if you have *Three Rings*, double their treasure but roll on the Mushroom Table (p. 25) once defeated.

Reactions (d6): 1-2 *bribe (3d6 g.p. each),*
3-6 *fight.*

• If you wish, you can replace any generic halfling for Andrea Underroot in any random wilderness adventure, such as the jolly halfling in *Three Rings*. It won't be a coincidence: you actually knew that he was active in the region.

Patron Quests (d6): 1-2 "I want him alive!", 3-4 "Bring me that!", 5-6 "Let peace be your way!" (dungeons only; see 4AD p.39) or a random Peace quest (from OOO).

Patron's Quest Reward: A random magic item from 4AD or 250 gp.

Patron's Secret (d3):

□ **1 Coming Home:** Andrea teaches the party how to find truffles and other delicacies. The party will never run out of rations when adventuring in woodlands, forests, tropical islands, savannahs and other wooded areas. This boon is permanent.

□ **2 Fates Warning:** Once per outdoors adventure, the party can re-roll any random outdoors encounter and choose which of the two results applies. This boon is permanent.

□ **3 Back in the Village:** Underroot has been working for both the Dorantian merchant guilds and King Nemedah the Wise of the August Palace, making profits while making sure neither gets the upper hand over the Outpost. Halflings appreciate his efforts to protect their way of life. Any halfling encountered will give the party the benefits of "offer food & rest" and will always be friendly (unless a Final Boss), in addition to any other benefit provided. This boon is permanent.

Recruitment: Halflings, wilderness survival guides (from CoCoC).

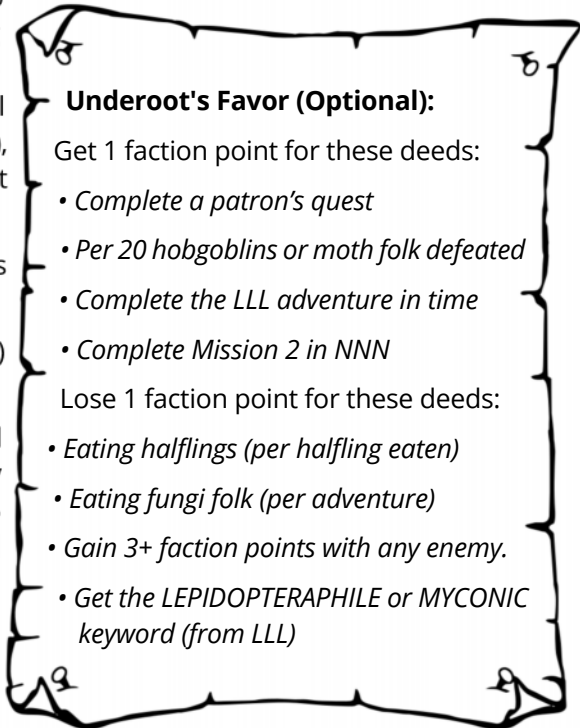
Monster Thralls: Fungi folk (4AD p.36) from the Oaken Shield tribe.

Patronizing: Parties of Expert level can "hire" Andrea as a special party member. He is either a level 5 halfling/level 1 wilderness survival guide (from CoCoC) or a level 6 halfling. Andrea Underroot has the Danger Sense, Herbalist (4AA p.32), Negotiator and Spore Alchemy

Expert skills (from 4AA) as well as Alchemical Training (from CoCoC). His giant pig, Davey Snoutbottom, is a level 4 mount with Attack +2, Defense +2, morale +1 and 4 life. Snoutbottom has the Quick Footed skill (from 4AA). When the pig's life goes to 0, he attacks for one last turn on a d6 roll of 3-6 before retiring from the adventure. Andrea Underroot has script immunity: he will not really die if "killed", but will be too wounded to adventure as a patron from then on.

Keywords: See sidebar.

TTT Profile: The Marchioness. Andrea Underroot "rules" in fact, the halfling town of the Outpost, located at the frontier of both the Sun-Kissed Vale and the Vaporous Valley of the mothfolk, in northern An-Mor.



Underroot's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- Per 20 hobgoblins or moth folk defeated
- Complete the LLL adventure in time
- Complete Mission 2 in NNN

Lose 1 faction point for these deeds:

- Eating halflings (per halfling eaten)
- Eating fungi folk (per adventure)
- Gain 3+ faction points with any enemy.
- Get the LEPIDOPTERAPHILE or MYCONIC keyword (from LLL)

Brunhilda di Vignamarcia

Brünhilda di Vignamarcia is among the richest merchants of Norindaal, a trader of rare and gourmet foodstuffs. From the Grand Caseiculture Emporium, her headquarters in Käsedorf, in north-western Enotria, Brünhilda specializes especially in dairy exports, chief of which is the delicious cheese her countrymen are known for, and exotic alchemical ingredients.

Crafty Brünhilda has extensive relationships with law-abiding traders and organizations in all major continents, from An-Mor to Kardalok, Ssiklia, Andamon and even the distant Tori isles. Her detractors say she's even got trade relationships with Netherworld demons engaged in slave trading in Qaarra, not to mention the ghosts of Bayswater. Conversely, Brünhilda is at odds with Lord Orfeld, her rival, and his

Dorantian allies, as well as the pirate scum that preys upon her trading fleet. She is an occasional partner of the Van Pontoretto, but to call them allies would be a stretch: their interests converge as often as they diverge. While their families used to be bound in marriage, it didn't end well.



Beautiful Brunhilda

Woman of commerce, alchemist, town elder and occasional slave trader

Brünhilda's Achilles heel is her sole daughter, Esthërya. She is both the most beautiful Enotrian maiden and the most detestable, not to mention the heir to the di Vignamarcia fortune. After the hurried suicides of her daughter's last ten suitors, Brünhilda has taken to heart finding her progeny a proper husband, whether she likes him or (more likely) wants him dead.

While rotund Brünhilda herself doesn't mind frolicking with a lover once in a while, especially dwarves, her only emotional involvement is for her daughter since her two failed weddings, the first with Sadogue the Sensual Satyr, who died

Gifts of the Greedy Guildmasters

(bound and chained) from a heart attack a few minutes after the marriage ceremony, and Dronkard Van Pontoretto the Third (the "H" is silent), who lecherously lusted after her daughter, that is until Brünhilda kicked his brains out.

Special: With at least 2 faction points, Brünhilda can be wooed as a level 5 Lady (as per the rules in TCOTFD; dwarves add +L to all rolls). Failed Withholding rolls cost 3d6 g.p. (in presents); her gift is d6+4 bits of perfect cheese (each bit heals 1 life and the Dark Plague, and sells for 10 g.p.).

Brünhilda makes an appearance, notably, in *Revenge of the Ravenous Ratmen*, in which you may get to marry her daughter Estherya, and *Nights of Neverending Nightmares*.

Faction: <di Vignamarcia>

Conditions: You cannot take this patron if you have the ESTHERICAL keyword.

Allies: <Atlis Coast Guard>, <Enyo>, <Evos>, <Gadad>, <Ghatanöth>, <Jungle King Zartan>, <Jungle Queen Sheena>, <Mother of Oracles>, <Sea King's Orcas>, <Tori King>, <Underoot>.

Enemies: <bandits and pirates>, <Bahadur's Bombastic Buccaneers>, <Dorantian Merchants>, <Murazzo>, <Orfeld>, <Red Reavers>, <Rincatec>, <Rhantegöth>, <White Skull Island>, <Withering Warlord>.

Patron's Quests: Choose either "Bring me that!" (4AD p.39) or "Bring me ingredients!" In the latter case, your party must harvest 15 different uncommon ingredients or 5 different rare ingredients from monsters (see TCOTFD for harvesting rules). 15 bundles of unicorn hares would do too.

Patron's Quest Reward: A random magic item from 4AD or RRR, 2 random spell scrolls or 5d6 x 10 gp.

Patron's Secret (d3):

☐ **1 Bayswater Ain't a Bad Place to Be:** Brünhilda reveals to you the hidden location of the eerie hamlet of Bayswater. Bayswater would be quite an unremarkable fishing village, with moss-covered roofs and reeking dinghies, if not for the fact that all its inhabitants - and the town itself - are ghosts.

Once per adventure, you can "summon" Bayswater, when the sun

2d6 Unicorn Hares (All-Mirage). Level 3 vermin, treasure: 1 food each (their meat) and a bundle of hare horns. Bundles of hare horns can replace any other common or uncommon alchemical ingredient (see TCOTDF). Brünhilda buys them, alive, for 10 g.p. apiece. At your discretion, a rogue, a merchant or any class that makes saves like them can attempt to sell a bundle of their horns as if they were unicorn horns; in this case, roll on the Pendant table (CKSM p.21) after the adventure is over to know how much you made... or got caught!

Reactions (d6): 1-2 flee, 3-6 fight to the death.

has set, for a single night of rest and recovery. When resting, each character recovers 1 life and 1 spent spell slot or rechargeable ability, such as rage, Luck, piety, etc. This adds to the benefits of the Resting rules from *Fiendish Foes*. Bayswater disappears on the next sunrise. If you have TTT, you can generate Bayswater as a troublesome hamlet. It has no ruler. The townsfolk you meet there, being ghosts, will return each time you "summon" Bayswater. They will remember all previous encounters but cannot be killed permanently and will "respawn" each time the town reappears.

[] **2 The Alchemist:** Brünhilda's business relations are always willing to help. Once per adventure, you may encounter a "Wandering Alchemist" (4AD p.33) in an empty room or location. Parties with an alchemist character can choose this secret instead of rolling.

[] **3 Cross-Eyed Mary:** Brünhilda's personal healer will join your party, if you wish, as a 5th party member.

Though untrained in combat, she is a very talent healer and can use the Healing power like a L5 cleric once per adventure. The old Mary has 2 life and a single attack with a penalty of -1 due to her age. She can only use light weapons (with a total modifier of -2) and wears light armor. She saves like a L5 cleric. If she dies, she won't be replaced.

Special Rules:

- Buying Perfect Cheese or up to d6 Cheese spell scrolls is possible before every mission (see RRR).
- Any roll of 1 or 2 on a vermin table results in an encounter with 2d6 Unicorn Hares instead of the monsters listed (see sidebar).
- *Rainbow's Gold:* If your faction score is 3 or more, as a gesture of gratitude, Brünhilda offers you her grandmother's cookbook. As long as you serve this patron, you need to spend only 1 Clue for "Recipe for a potion" (4AD p.59). Moreover, you need to spend only 1 clue for "I can cook this, and it's yummy" (4AA p.13).
- When serving this patron, replace entries #1 and 2 on any Minion table by d6+(HCLx2) **Lizardmen Soldiers**. Level 4 minions, morale +1, normal treasure +d6 captives. See CCC for options on captives.

Reaction: always fight.

- If you wish, you can substitute a generic alchemist or cheesemeister for Brünhilda in any random town. It won't be a coincidence: you actually knew that she was present in town.

Recruitment: Alchemists (TCOTFD), cheesemeisters, clerics of Radah (RRR).

Monster Thralls: Goblin pirates (L4, DW p.10), cynical corsairs (p.67).

Patronizing: Brünhilda will not join adventuring parties under normal circumstances. She's far too busy managing her commercial empire.



If you wish to include her in special missions of your own making, Brünhilda is a L5 cheesmeisterin and a L3 alchemist; alternatively, treat her as a L8 halfling, though she's fully human. She also has the Overweight, Lecherous and Treasure Hunter's Luck traits (from W&A) and d6+3 potions of your choice.

Keywords: See the sidebar.

TTT Profile: The Marchioness. Brünhilda's home is Käsedorf, a town in the north-west of Enotria.

Damasuu the Ticket Master

Lying on the northern coast of Enotria, lies the luxurious town of Xerma, where most adventurers go to relax from the deterioration brought about by grim adventures.

Xerma is a closed wall town whose only access to the outside world is its coast, and shipyard that connects the trade route to Kardalok.

Damasuu is the shipyard manager on the opposite end of this trade route, and he is the very person sought after by kings, viscounts and even elite adventurers to enter the resort town.

He carries and distributes the so-called Xerma Ticket, a golden ticket honored by the trade route shipyard to escort your party straight into the tourist attraction.

Brünhilda's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- Capture the Man-Tiger of Kraa alive (ME!)
- Acquire the JOBBER keyword
- Reach 5 faction points with any jungle queen (repeatable; see JJJ)
- Defeat the Fetid Flesh (PPP)

Gain 3 points for these deeds:

- Get the MATRIMONY keyword (RRR)

Lose 1 faction point for these deeds:

- Gain 3+ faction points with any enemy.
- Kill an allied Boss.
- Kill the Man-Tiger of Kraa (ME!)

Lose 10 faction points for this deed:

- Get the ESTHERICAL keyword (RRR)

Impress the merchant and you will be gifted passage into the most alluring and pleasurable town in Norindaal. He likes jewels and gems from all over the land, and he studies them making him a self-made connoisseur of the shiny stones. He hates cursed items and anything tainted by chaos.

Factions: <Xerma>, <Ticket Master>.

Gifts of the Greedy Guildmasters

Conditions: Whenever the party brings back a jewel that is worth 100 gp or more, you can recruit Damasuu as a patron.

Allies: <Orfeld>, <Dwarf Miner Clans>, <Jontil>, <King Ven>, <Law>, <The Lad>, <Böhn>.

Enemies: <pirates>, <undead>, <Chaos>, <Death>, <Reheena>, <Theocracy of Xichtul>.

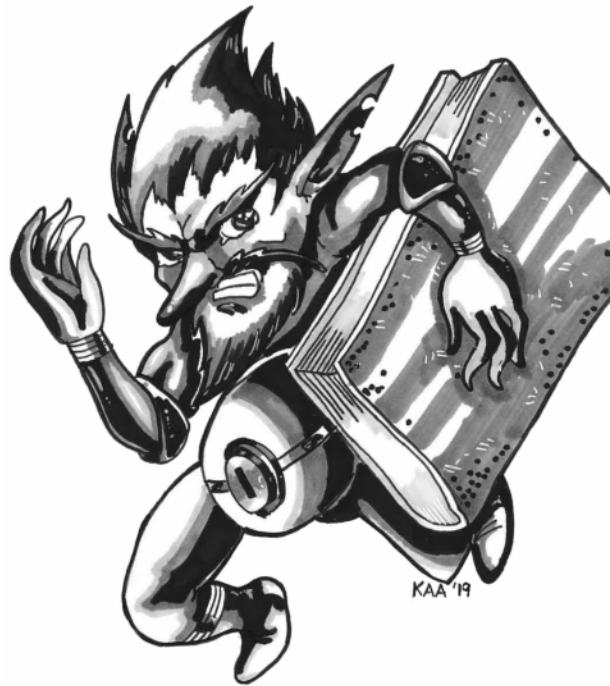
Patron's Quests: 1-2 "Bring me Gold!", 3-4 "Search for the Shiny", 5-6 Let peace be your way (4AD p.39). Quest entries #3-4: Whenever the party kills a Boss monster, there is a 1 in 6 chance that he will have a jewel worth 4d6x10 gp. However, this particular jewel cannot be sold to shops, and can only be given to Damasuu. The patron's reward will depend on the amount appraised for the jewel: See Quest Rewards.

Patron's Quest Reward: Patron quests #1-2 and #5-6 earn an Epic Reward or an aquatic magic treasure of your choice (DW p.30). If you successfully completed the "Search for Shiny" quest, Damasuu will give the following rewards instead (separately):

- Jewel worth 200-240 gp.: Xerma Ticket x 1 (good for one adventurer only)
- Jewel worth 150-190 gp.: roll on the Magic Item Table twice and choose one result.
- Jewel worth 100-140 gp.: roll on the Treasure table once.

• Jewel worth 90 gp. or lower: 50% of the actual cost of the jewel. Damasuu is disappointed with the low quality of your jewel and offers no reward.

Special Rules: Gaining the Xerma tickets allows the adventurer to reap the benefits of a vacation into Xerma. After spending the Xerma ticket, he gains either +X life for one adventure (where "X" is your faction score with Xerma), or +1 to all save rolls for one adventure, or immunity to gaining Madness points for one adventure, or a +1 to either Attack or Defense rolls for one adventure only. (Choose which



Ticket Master Damasuu

Whose uncanny resemblance to the jester god Gobras is probably a fortuitous coincidence

roll to spend the +1 before the adventure.)

Alternatively, if you have *Treacheries of the Troublesome Towns*, you can generate and visit a walled hamlet with a shipyard as its only access. The ruler of the hamlet can be a faction ruler of your choice, from any merchant family of your choosing. The services in the buildings of Xerma are 50% of what they usually cost, and all accommodation buildings are free of charge. No beggars and guards are present in the streets, only merchants, entertainers, and strumpets.

Patron's Secret (d3):

□ **1 Hocus Pocus:** Your party learns about the ins and outs of the great appraisal arts from Damasuu. As long as you have this patron, whenever you loot a gem or jewel, there is a 1-2 out of 6 chance that the value of the loot is double the amount you rolled.

□ **2 No More Lies:** Negotiation outside combat and persuasion for one's gain are skills learned and honed by any merchant. As long as this patron is in your party, persuasion saves and reactions from monsters are +1/-1, allowing the party to negotiate and even talk their way out of combat.

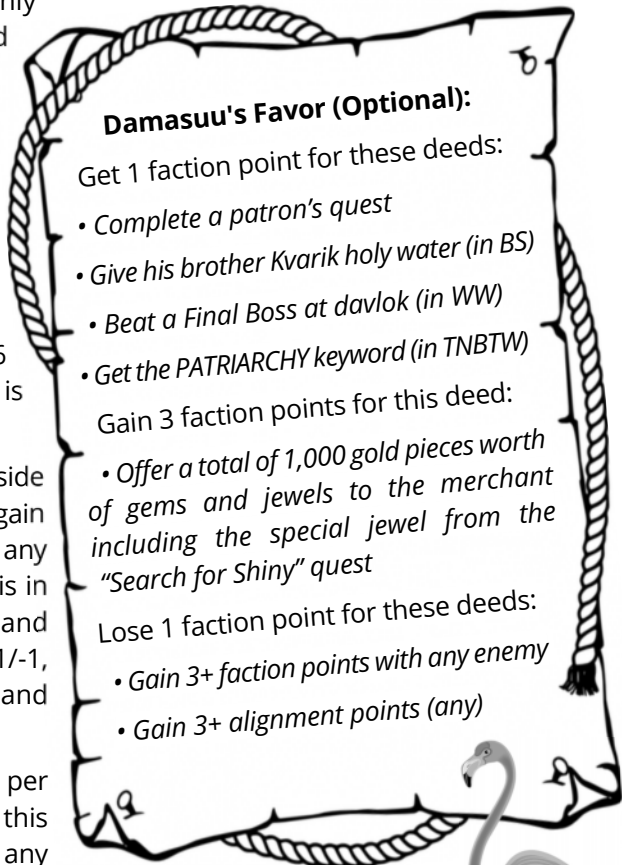
□ **3 No Prayer for the Dying:** Once per adventure, as long as you have this patron, the party is granted +1 to any one save during an adventure. Each character can spend this +1 individually (for one save per character) or it can

be stacked, potentially making a save with +4 to a single save for a single character.

Recruitment: Warriors and barbarians (up to 3rd level).

Monster Thralls: Cynical corsairs (p.67), coral golem (DW p.26), lorelei and naiads (levels 3/4, TCOTFD p.62)

Patronizing: Half-dwarfish, Damasuu is a 5th level dwarf/2nd level rogue. He carries a magic two-handed war



hammer +1. Moreover, Damasuu has 7 Luck points (4AD p.15). Persistent rumors that he is the god Gobras' avatar are probably unsubstantiated.

Keywords: See sidebar.

TTT Profile: Grim Guildmaster. Damasuu is not a Vicious Villain, but a mainstream faction ruler.

Margrave Van Pontoretto

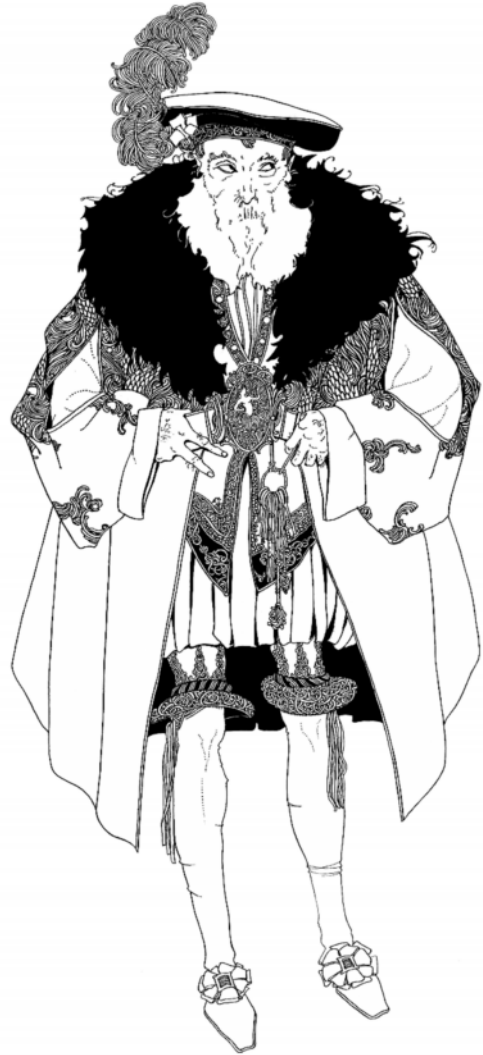
Margrave Van Pontoretto, ruler of the merchant town of Kenspeckle, is an oddball. At first glance, he is a fat buffoon, with the affected manners of a commedia dell'arte character. Everything about him is exaggerated, from his manners to his foppish clothing, and he is easily taken for an imbecile. The Margrave is all but that.

There is much more about the Margrave than the pompous buffoon he affects to be. He is a shrewd businessman with many allies and even more enemies, with sticky fingers in many criminal operations all over the south.

Conniving and scheming, more resourceful than a handless halfling bound before a tasty sandwich, the Margrave deals with both mundane trade and the supernatural, unafraid to deal with murderous crooks such as Murazzo, demonic sorcerers, the snakemen of Sskl'xkrtcjw'qqtK or even the likes of the Harrowing Hierophant.

To be underestimated is his greatest strength; even the Inquisition considers him beneath its contempt.

If there is one thing that will cloud the Margrave's clownish smile, it is his persistent heartache. Deeply in love (or maybe in lust) with the fire elf Pyrra, whom the gods gifted with an absolutely perfect derriere, Kardalok tradition forbids him to marry her since she failed (abysmally) her entry tests



Gifts of the Greedy Guildmasters

for the Sphilis School of Strumpetry, for nobles of high rank can only marry certificate-carrying strumpets, and Pyrra is as witless as a dried clam.

As a result of his deep-set chagrin, the Margrave cannot be wooed or enticed by women's charms, even magical.

See *Kingly Knights & Knifing Knaves* for more about this shady character and a way to arrange a marriage with Pyrra.

Faction: <Van Pontoretto>

Conditions: You cannot choose Margrave Van Pontoretto as a patron if you have the KENOCIDE or KNIFINGKNAVES keywords. In fact, your party sided with his enemies, and he loathes them. If you have the KINGLYKNIGHTS keyword, you start with 1 faction point.

Allies: <Bruneldi>, <Chil-Utaüs>, <Elf Slave-Masters>, <Gadad>, <Kingly Knights>, <Kobold Slave-Masters>, <Murazzo>, <Sharat>, <Slavemaster Böhn>, <Sphylis School of Sorcery>, <Sskl'xkrtcjw'qqt>, <Underoot>.

Enemies: <Atlis Coast Guard>, <Davanzu>, <Dorantian Merchants>, <Evos>, <Indigo Flamingos>, <Jungle Queen Jenn>, <Knifing Knaves>, <Orfeld>, <Red Reavers>, <Sea King's Orcas>, <Sphilis School of Strumpetry>, <Voor>, <Vulthöom>, <White Skull Island>, <Withering Warlord>, <Wolflord>.

Patron's Quests (d6): 1-2 "Bring me his head!", 3-4 "Bring me that!", 5-6 "Slay all the monsters!" (4AD p.39) or a random Quest of the Viscount (TTT).

Patron's Reward: Always 300 gp.

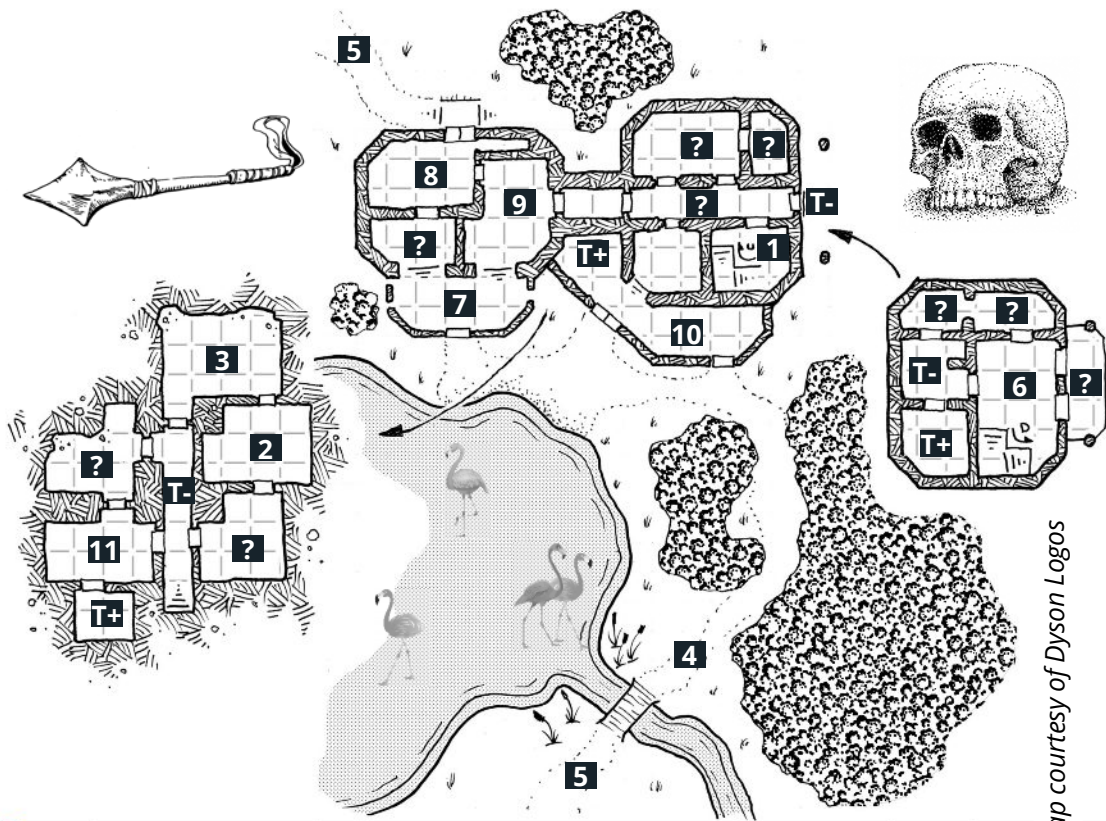
Special Rules:

- The Van Pontoretto have strong investments in coin counterfeiting. Once per adventure, you can buy false coins at the cost of 1 gp per 5 false coins, up to 10 times your party's HCL in gp (e.g. at HCL 3, up to 30 gp can be spent to acquire 150 gp.) Roll d6 whenever these coins are spent: on a 1, your scheme is revealed, causing the false coins to be lost and the buyer to attack (acting first). Mark the THIEF keyword if you do this in a town. If no game profile is provided (e.g. you attempted to fraud a merchant between two adventures), you will fight d6+HCL level 3 guards (minions) with no treasure.

- The Van Pontoretto are renowned for their money and influence. When meeting a monster with "bribe" as a possible reaction, you can always choose to bribe them even if you didn't roll this reaction.

- When serving this patron, replace entries #1 and 2 on any Minion table by d6+4 Knifing Knaves from Kenspeckle (minions). Level 6, treasure -1. *Reactions (d6):* 1-2 *insult your mother (make a single level 3 will save or you must attack them)*, 3-4 *bribe (2d6 gp per character)*, 5-6 *fight. If you have any MURDERER ticks, their reaction is "always fight"*.

- If you wish, you can replace any generic Viscount (from TTT), noble or merchant by the Margrave in any random adventure, such as when



Map courtesy of Dyson Logos

Righteous Stand at Moorcockstadt

For level 3

Inhuman filth have infested the south-eastern jungles that border the Duchies of Law, mocking the Inquisition in its very heartland. By the Imperial Inquisitor's order, you are to scourge the caves of all its godless scum and burn its trees to the ground. Slay all the heretics, in the name of Law and Good!

To complete this mission, you must kill all the monsters (no captives!), then burn down the forest. Treat this arson like a fight versus a L6 Weird Monster with 10 life, d3 attacks (roll each turn) and no treasure. Fire spells do double damage; characters add any bonus vs. fire to their Defense. Those immune to fire add +5 to their Defense rolls. The forest never flees. Once this is done, raise your <Inquisition> score by 1 and get Inquisitor Indigo's quest reward.

[1] d3+3 Moonwitches (L6-M, PPP)

[7] 3d6 Dusk People (L3-M, 7S)

[2] d6+2 Gnolls (L6-M, FF)

[8] d6+1 Pumpkinheads (L5-M, 7S)

[3] d6+4 Swine-Men (L4-M, WW)

[9] 3d6 Frozen Abyssal Shades (L3-V, WW)

[4] Fairy Fire (L5-M, KoD)

[10] d3 Knights of Xichtul (L8-M)

[5] d6+2 Hellhounds (L4-M, KoD)

[11] d6+3 Chaos Goatmen (L6-V, CoC)

[6] Quarterlich (L7-FB, WW)

Option for Traps: Use the Chaos Traps table from *Caverns of Chaos*.

rolling a Pernicious Princess or a Miserly Merchant on the Prisoner table from the *Crucible of Classic Critters*. It won't be a coincidence: you knew that he was in the region, hunting for Harros Davanzu.

Patron's Secret (d6):

□ **1 Man on the Edge:** The Margrave provides you with false papers and coded hand signals to deceive the Inquisition, agents of the jungle queens or even the Blue Haired Queen of the Blossoms' Demesne. Whenever you encounter hostile groups composed entirely of humanoid females (e.g. amazons, flower demons or leather nuns), any single male character can attempt a breeding save against their level (5) to convince them to let you go unharmed. Add any Giving bonuses for wooing to your roll (from TCOTFD). On a failure, they fight to the death. This boon is permanent.

□ **2-4 Sanctuary:** A long family history of contraband have caused the Van Pontoretto to have hidden caches anywhere. Once per adventure, you may find such as cache in any empty room in a dungeon. The party can rest there, recovering 1 lost life and 1 spent spell or class ability (e.g. rage, Luck or Healing). No wandering monster will be met here. This boon is permanent.

□ **4-5 Murders in the Rue Morgue:** The patron has bad debts. Each time the party visits a town or city (e.g. between adventures), someone demands that your party pay them 6d6

gp. If you pay them, gain 1 Clue. Failure to pay them causes them to be driven out of the settlement: your party cannot sell items or buy supplies before the next adventure. Also, mark 1 THIEF keyword tick. This boon is permanent.

□ **6 Another Life:** You discover that your patron is, in fact, the jester god Gobras in person! From now, except for Final Bosses, invisible gremlins, goblins and Bruneldi will always be friendly with your party, and will not attempt to rob or cheat you.

Recruitment: Assassin, harlequin (CoCoC), beggar, light goblin, strumpet (TTT), rogue, warrior, wizard, cavalier (KK&KK).

Monster Thralls: Goblins, orcs (4AD p.36), gnolls (FF p.5), morlocks (LDB p.21), Menacing Men-At-Arms (TTT).

Patronizing: The Margrave will not go on adventures. He'll let others die in his place. Should you want to include him in a special mission of your own making, he would be a level 5 rogue/level 1 court magus (or a level 6 rogue) with the Always in the Rearguard, Drunkard, Lecherous, Overweight and Noble Birth traits (from W&A). Should he ever marry Pyrra, replace all his traits, except Lecherous and Noble Birth, by Encouraging Presence. Love can truly change some people!

Keywords: See sidebar.

TTT Profile: The Viscount.

Note: This faction appears in *Labyrinth of the Lurking Lepidopterae*, *Kingly Knives & Knifing Knaves* and *Revenge of the Ravenous Ratmen*. The Margrave has reaction modifiers with several other factions, being deeply involved in greasy affairs.

Van Pontoretto's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- Gain the KINGLYKNIGHTS keyword.
- Gain the TURGIDITY keyword.
- Gain 5 points with an allied faction

Gain 10 faction point for these deeds:

- Make the Margrave marry Pyrra (in KK&KK)

Lose 1 faction point for these deeds:

- Gain 3+ faction points with any enemy.
- Get the DESPICABLE FILTH-LOVING POET MURDERER keyword (from RRR)
- Get the BRUNELDI or BIGOT keyword.
- Kill a Boss from an allied faction
- Kill the Kobold Slave-Masters (from CKSM)
- Kill the Elf Slave-Masters (from PoPIPoPe)
- Kill a governor of Sskl'xkrtcjw'qqtK (in III)

Lose 5 faction points for these deeds:

- Letting Käsedorf be blown up (in RRR)
- Get the KENOCIDE keyword

Murazzo

The line between a crafty businessman and a thieves' guildmaster is thin in the metropolis of Tezany's Cove, where ambitious merchants lead a vicious cold war by proxy to get the upper hand on Norindaal's most prosperous trade hub save, perhaps, for the mythical Ever City of Loango, whose existence many doubt. Murazzo, considered by many the most influential kingpin of crime in Kardalok, has definitely crossed that line.

First among the thief kings of Kardalok, Murazzo is as determined as he is remorseless, hiring thugs to betray his business



partners when the tide turns, as recently demonstrated by his betrayal of his ally, Lord Orfeld.

Ever since Murazzo stole the shark god's golden idol, Tezany and his servants have been out for his head.

An unreliable patron at best, Murazzo remains a powerful benefactor for those who meet his terms and tolerate his capricious nature.

Factions: <Murazzo>, <Tezany's Cove Thieves Guild>.

Conditions: No cleric, monk, paladin or other character devoted to Tezany can take Murazzo as a patron.

Allies: <Bahadur's Bombastic Buccaneers>, <Red Reavers>, <Van Pontoretto>, <White Skull Island>.

Enemies: <All aquatic monsters>, <di Vignamarca>, <Inquisition>, <Law>, <Orfeld>, <Prince>, <Sharat>, <Tezany>, <Tori King>, <Withering Warlord>.

Patron Quests (d6): 1-2 "Bring me Gold!", 3-4 "I want him alive!", 5-6 "Bring me his head! (4AD p.39) or a random Quests of Thieves (from TTT).

Patron's Quest Reward:

Either 5d6 x10 gp, a random magic item (from 4AD or the Aquatic Treasures table from DW) or 3 X the rewards stated in TTT for Quests of Thieves.

Special Rules:

- Stolen gems, jewels and items can be sold to him for 10% more.
- Once per adventure, you may remove 1 THIEF tick in any single town by paying Murazzo 100 gp.
- Murazzo is unpredictable and shifty. At the beginning of each new adventure, roll d6 and apply the following result: 1) lower your <Murazzo> faction score by 1 (max. -3), 2) add an enemy of your choice to Murazzo's list (e.g. "orcs"), 3) change a random ally of Murazzo into an enemy, 4) change a random enemy of Murazzo into an ally, 5) add an ally of your choice to Murazzo's list (e.g. "fungi folk"), 6) increase your <Murazzo> faction score by 1 (max. +3).
- When serving this patron, replace entries #1 and 2 on any Minion table by **Sharkmen** (see p.63).
- If you wish, you can substitute Murazzo for a generic thieves' guildmaster in any random town on the continent of Kardalok (see TTT). He won't be actually there but will govern through a "puppet" proxy. Murazzo, indeed, may well be the most influential crime lord in the continent, or at least the most famous.

Patron's Secret (d3):

□ **1 Pass the Jam:** Murazzo has a wide network of fences throughout Kardalok and beyond, going as far as

Murazzo's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a quest of Murazzo's
- Sell him Tezany's golden idol (from DW)
- Sell him at least 500 g.p. of stolen goods
- Kill a Final Boss from an enemy faction
- Kill Tezany's avatar (in DW)
- Capture Enyo the renegade succubus, alive (in MMM)

Gain 2 faction points for these deeds:

- Become a captain of Murazzo's guild (in DW)
- Kill the Foetid Flesh (in PPP)
- Kill Imperial Inquisitor Indigo

Lose 1 faction point for these deeds:

- Gain 3+ faction points with any enemy.
- Give Tezany's idol to the Atlis Coast Guard or Lord Orfeld (in DW)

the mythical city of Loango. As long as you serve this patron, you need to spend only 1 Clue for "Someone will pay big money for that" (4AD, p.60). Moreover, if you ever roll 2 or less on the Pendant Table (from CKSM), you can re-roll if you wish, but the second result stands.

□ **2 Journeyman:** Being a thieves' guildmaster is Murazzo's daily business. As long as you serve this patron, you need to spend only 1 Clue

for "That is the one with the gold" (4AA p.12); moreover, you can use that secret at any level, not just Expert level. If you don't have 4AA, see entry #1.

□ **3 The Assassin:** Once per adventure, you can hire one of Murazzo's assassins to eliminate a single Boss of your choice. This costs (Boss' level x Boss' life x 2) in gp, paid ahead. Against Final Bosses, this will not kill them but cause them d3+1 wounds instead, leaving them with at the very least ½ their level in life points (rounded up).

Recruitment: Assassins, harlequins (from CoCoC), rogues.

Monster Thralls: Angry peasants, forest outlaws and bugbears (KoD p.17), Restless Rabble (from TTT).

Patronizing: Murazzo is either a L5 rogue/L2 assassin or a L7 rogue. He has the Intuition and Whirlwind of Steel Expert skills (from 4AA), the Genius Mind, Greedy and Hunted by Sharkmen* traits (from W&A), a magic sword +1 called Serpent's Fang that paralyzes Bosses for 1 round when the Attack Roll is twice or more than the target's level, and a magic suit of light armor +1 that makes its wearer immune to poison.

Keywords: None.

TTT Profile: Grim Guildmaster (ruler of his block).

* Treat "Hunted by Sharkmen" like "Hunted by Orcs" from W&A, except that **sharkmen** are L5, and when they inflict 1 point of damage, they make an immediate second attack.

Political Patrons

Special Rules:

- In addition to their individual boons, all political patrons offer a discount of 10% on the price of hiring retainers (as described in 4AA) for each faction point, to a maximum discount of 50%.
- Political patrons expect a deep involvement and true loyalty. If you abandon a political patron for another, you cannot take them again, unless that other patron is their ally.

Empress Galzuural

Last legitimate heir of the bird folk empire for some, treacherous usurper for those who follow the Harrowing Hierophant, the so-called flamingo empress, Galzuural of the Rose Regals, is a hero in the eyes of all those who defy the gigantic insectoid aliens that infest the Tori islands, uniting the quarreling bird folk breeds as much as she can against this common menace.

She is a charismatic leader, just and fair, a strange sight of avian splendor surrounded by undead bodyguards. Her efforts to strike a truce with the pangolin king of the Tori isles have been to no avail, with the Seifukusha samurai unwilling to listen to her emissaries' pleas and her own people obsessed by their own grudges against the human islanders. Worse, the followers of the Hierophant are gaining ground each day as bitterness and



hate drives the avian humanoids to strike back against Mankind's persecutions, closing their hearts to the words of peace of their magenta feathered empress. Nevertheless, Galzuural strives on to find heroes willing to join her fight against the insectoids, lest their scourge extends to all of Norindaal.

Alas, for all her grandiose ambitions, the so-called avian empress lives in exile in the desert city of Voor under the sufferance of the eponymous prince, for the Voor tribe and its Treasuress, Abana d'Akinyemi, see her as a useful pawn in their power struggles against the Theocracy of Xichtul and its Hierophant.

Moreover, she is the proverbial babe-in-the-woods, gullible and naïve; she was even convinced by the Inquisition's representatives that tolerating them would be beneficial to her people, a decision that has not gone well with the empress' Voor hosts. The empress

doesn't know she will only live as far as her usefulness goes. Her days will come to an end at the moment she should go against the interests of the Voor and their masters, the merciless vultures of Vulthöom.

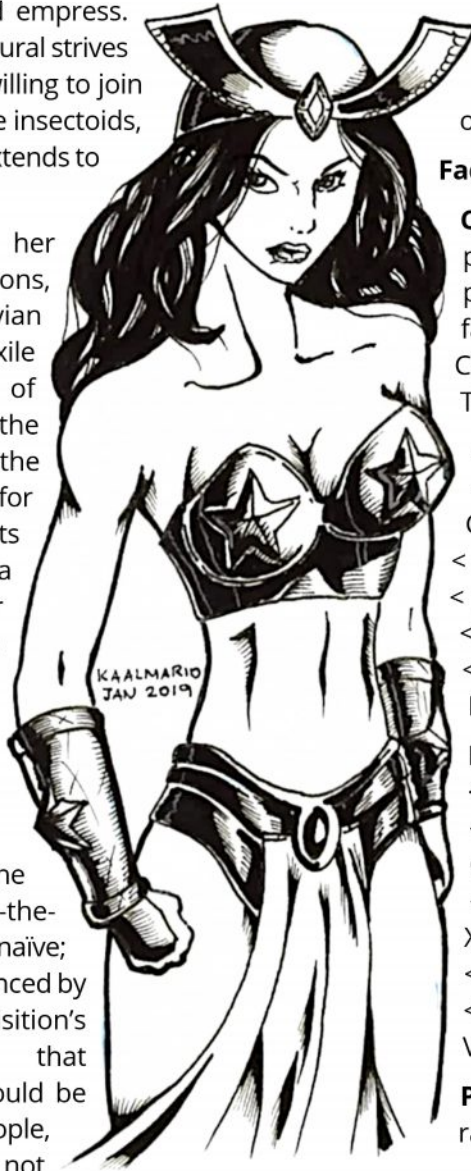
Faction: <Rose Regals>

Conditions: Your party must have no positive alignment or faction points with Chaos, Death or the Theocracy of Xichtul.

Allies: <Bat folk>, <Bird folk>, <Black Cape Ostriches>, <d'Akinyemi>, <Inquisition>, <Leonidas>, <Life>, <Pandalatra>, <The Lad>, <Voor>.

Enemies: <Chaos>, <Death>, <Insectoid>, <Red Scarves Ostriches>, <Theocracy of Xichtul>, <Tori King>, <White Skull Island>, <Sharat>, <Viscount Visfafen>, <Xeihört>.

Patron Quests: Roll a random quest from 4AD, on the Quests of the Prince table (from TTT) or on either the



Empress Galzuural

In her ravishing human semblance, though as birds go her true form is quite a sight.

Quests of Law table or Quests of Life (from OOO).

Patron's Quest Reward: A random magic item, or 2 random spell scrolls, in both cases from either 4AD, III or ShSaSa.

Special Rules:

- Scions of the Rose Regals subtracts their faction score with the reaction rolls of all bird folk, except for servants of Chaos and Death. Flamingo folk encountered randomly will be allied with Chaos & Death on a d6 roll of 1-3, neutral on a roll of 4 and allied to the Rose Regals on a roll of 5-6.
- Any "fight" reaction with flamingo folk, but not their archnecromancers, can be replaced with a bribe of 120 gp, minus 20 gp per faction point with the <Rose Regals>, even if they are allied with Chaos & Death, out of respect for their lineage.
- When serving this patron, replace entries #1 and 2 on any Boss table by a **Death Knight** (Boss). Level HCL+4 undead, HCL+3 life, 2 attacks, never checks morale, normal treasure +2. This former paladin has fallen to the service of Death as the result of tragic love, betrayal or hopelessness. He offers his opponents a quest or a duel, one-on-one. If they refuse, he conjures d6+2 armored skeletons (level HCL+1, minimum level 3, undead minions, slashing weapons hit them at -1) and fights to the death. If the party returns to his location without completing the quest, he attacks them furiously (level +1), striking first.

Reactions (d6): 1-3 quest (always "Bring me that!" or a random Life quest from OOO), 4-6 duel.

- Those with 2+ faction points with the Rose Regals can also petition Abana d'Akinyemi, the warlike Treasuresess of Voor, to also take her as a faction. If you do so, you will get to choose between them the patron for which you undertake a patron's quest for a given adventure, but your faction score with either is limited to 4.

- If you reach 5 faction points with both <Rose Regals> and <Tori King>, you have managed to forge an alliance between the bird folk and the humans of the Tori islands: Make an XP roll and mark the EYRIE keyword. From now on, <Tori King> will be an allied faction of the <Rose Regals> and vice-versa. However, this will also cause the Voor to turn against the empress, forcing her to flee to the Tori isles: from now on, <Voor> becomes an enemy faction of <Rose Regals> and vice-versa: your faction score with <Voor> is immediately lowered to -2 unless it was already worse.

- If you wish, you can replace a generic Prince (from TTT) or any friendly noble by the empress in any random adventure, such as when rolling a Pernicious Princess on the Prisoner table from the *Crucible of Classic Critters*. It won't be a coincidence: you knew that she was in the region and sought her whereabouts on purpose.

Patron's Secret (d3):

□ **1 The Great Unknown:** The empress shares the ancient lore of the bird empire with you. As long as you serve her, you need to spend only 1 Clue for "New Spell" (4AD p.59). This spell can be taken from any 4AD book you own.

□ **2 Stranger in a Strange Land:** In times of danger, the empress' bird familiars will sing in your ears. As long as you serve this patron, you need to spend only 2 Clues for "I know where this corridor leads" indoors and only 1 Clue outdoors (4AA p.13). Likewise, you need to spend only 1 Clue for "I recognize these footprints" when outdoors (4AA p.12). If you don't have 4AA, see entry #1 instead.

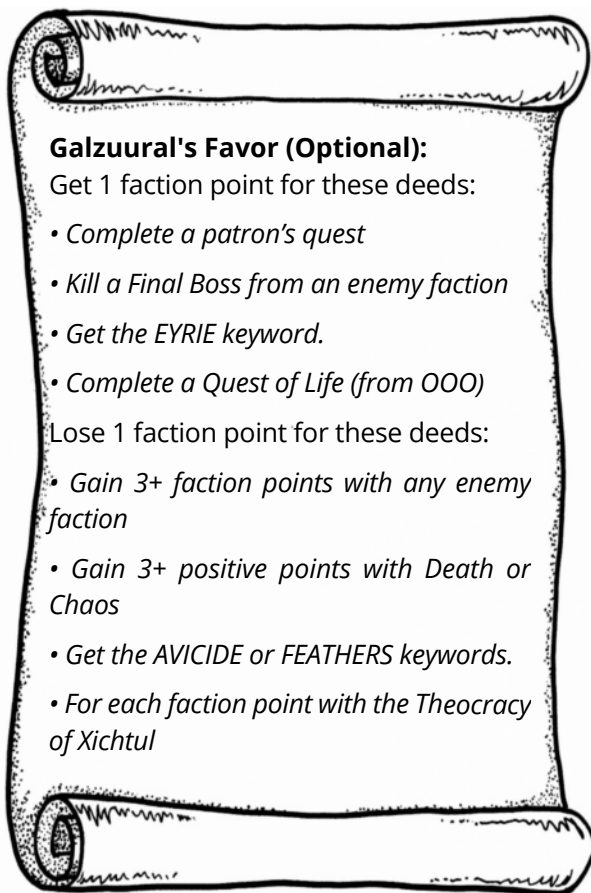
□ **3 Blood on the World's Hands:** The empress has extensive relations. Once per adventure, she can arrange for the minions or vermin in a single room, tile or area to be slaughtered up to a maximum of 5 targets per faction point you have (e.g. 25 minions or vermin with 5 faction points). You could use this favor to wipe all orcs from one dungeon room, to murder all townsfolk in a town tile, to clear a "tile section" in a necromantic dungeon or even a Netherworld hex, including up to 25 of a Nether lord's retinue.

Recruitment: Owl folk (from MMM), flamingo folk, ninja (from III), harlequins (from CoCoC), ostrich folk (from MNO), sagittarius folk (from ShSaSa) and any other bird folk class.

Monster Thralls: Magic fox (ME! p.29), flamingo dragon (from III).

Patronizing: The empress, having no combat aptitude, will join adventurers only if they have 5 faction points with her. Unlike other patrons, Expert levels are not required.

Galzuural is a Damsel-in-Distress of your party's HCL. Optionally, she has the Encouraging Presence, Noble Birth, Protected by the Gods and Many Enemies, Much Glory traits (from W&A). As Pandalatra's favorite, Galzuural lacks the necromantic



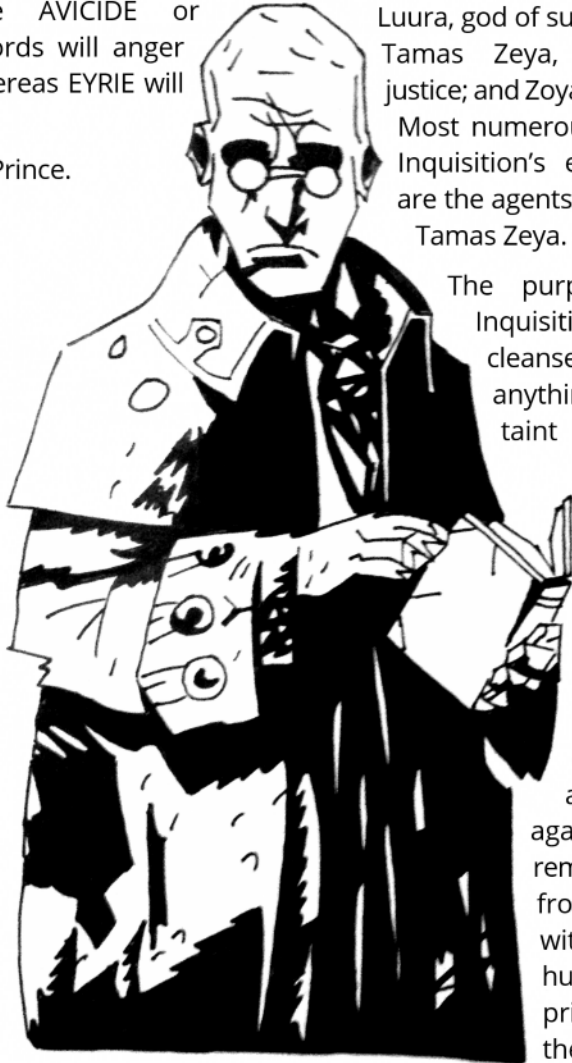
abilities of other flamingo folk, but she can take human form at will, appearing as a wondrous woman of amazon mien, through multi-sensorial illusion magic. She favors this form when dealing with humans and is not averse to being wooed, like a level 7 Lady (see TCOTFD), and even married if suitably wooed by a suitor of any species with 5 faction points.

Keywords: The AVICIDE or FEATHERS keywords will anger the empress, whereas EYRIE will gain her support.

TTT Profile: The Prince.

Imperial Inquisitor Trek Indigo

Unrecognized by laic states except for the Duchies of Law, south of Dorantia in An-Mor, the Inquisition is nevertheless a powerful and feared organization because of its ardent support by the clergy of four influential gods: Foryos, god of courage; Luura, god of sun and healing; Tamas Zeya, goddess of justice; and Zoyas, the sky god. Most numerous among the Inquisition's earthly scions are the agents of Foryos and Tamas Zeya.



The purpose of the Inquisition is to cleanse Norindaal of anything with the taint of chaos and the demonic. While laudable on the surface, this objective is tainted by a(n) undercurrent of intolerance and bigotry against anything remotely different from the norm, with non-humans being a prime target of the Inquisition.

Imperial Inquisitor Indigo

Humiliating public trials and witch burnings are traditional methods of dealing with the impure. Despite the inquisitor's mandate, not all civilian authorities – and even a minority in their own temples' hierarchy – agree on their methods and many whisper behind their backs.

Conversely, censors, shrews, witch-hunters and many death lepers are ardent supporters of the Inquisition. Any who dare to raise an open voice against them are suspect and therefore subject to inquiry. None, not even the high priests of the Law and Light gods are sheltered from their brutal torture and fiery executions.

Imperial Inquisitor Indigo is a senior agent of the Inquisition, their main representative in Kardalok. Far from a desk bureaucrat, he leads the witch hunts from the field, eager to purge from the land the wickedness of evil, chaos, corrupt officials, thieves, bandits, non-humans, townsfolk late on their tax reports, loiterers, the left-handed and anybody else who stands against Law and Light.

Effective and expedient, Indigo raises wicker men and pyres everywhere with astonishing speed, due process notwithstanding, arousing his fanatical following of frothing flagellants, wise-cracking witch-hunters, hysterical hierodules, templar torturers, naughty nuns, sycophantic strumpets and obscure others who stand by the unwavering banner of Law and Light.

The Imperial Inquisitor's current crusade is against the witches of Mount Larrun and their allies, the insane Topless Wizard of Fire Mountain and the treacherous White Wizard, Woetong, a heretically debased follower of Luura. He has been hunting them over all continents, but so far they have escaped his grasp.

If Inquisitor Indigo has any weakness, aside from his (borderline heretical) fondness for disciplining languorous lasses (to "re-educate" them, he assures), it's his ever-hungry son Timmy. Indeed Timmy, a charming if ravenous boy, has a habit of slipping out of daddy's watch to go about the countryside, eating vagrants and other worthless scum, indulging in many other such harmless instances of child's play not worth the interest of local authorities – a disinterest the Imperial Inquisitor ensures with insistence and a polite but firm reminder to local authorities.

A responsible, loving father, the Inquisitor cares deeply for his tenderly reckless boy. He would assuredly be more careful regarding his son's inoffensive escapades were it not for all those naughty, heretical wenches in need of proper discipline by a firm, manly hand. Leading the Inquisition is a harsh job, but someone's got to do it.

Inquisitor Indigo and his famished progeny make an appearance in *Pirate Ports of Pestilence* and *Labyrinth of the Lurking Leporidae*.

Gifts of the Greedy Guildmasters

Factions: <Inquisitor Indigo>, <Inquisition>

Conditions: You cannot take this patron if any male character has demon or mutant blood, is undead or not human (e.g. elf, halfling, dwarf), or if you have any alignment point with <Chaos> or <Demons>. The lecherous Inquisitor will make an exception for all attractive females.

Allies: <Ergama>, <Ey-Haürt>, <Law>, <Light>, <Orfeld>, <Rose Regals>, <Sphilis School of Strumpetry>, <The Prince>.

Enemies: <witches>, <Chaos>, <d'Akinyemi>, <Demons>, <Gelatinous Conjoined Lord>, <Mother of Oracles>, <Murazzo>, <Sharat>, <Theocracy of Xichtul>, <Viscount Vistafen>, <Voor>, <Withering Warlord>, <Woethong>, <Xexanöth>.

Patron Quests: 1-2 "Bring me his head!", 3 "I want him alive" 4-6 "Slay all the monsters" (4AD p.39), or a random Quest of Law or Light (from OOO).

Patron's Quest Reward: Always 6d6 x 10 g.p.

Special Rules:

- Subtract your faction score from the reaction rolls of all members of the Inquisition. You also add your party's faction score to any purity save.
- Instead of attacking a group of human criminals (such as bandits or pirates), your party can order them to surrender in the Inquisition's name.

Roll 2d6: if the result is under your <Inquisition> score, they flee.

If the roll fails, the criminals attack first. Witch-hunters may add +½L.

- As long as you serve this patron, you need to spend only 1 Clue for "Your enemy is in the dungeon" (4AD p.60) or "Chaos is afoot" or "I belong to a sect of vampire hunters" (4AA p.11-12).

- Lose 1 <Inquisition> faction point each time your party earns 1 Chaos or Demons alignment point.

- Parties that include a religious character devoted to a deity of both Light and Law (Foryos, Luura, Tamas Zeya or Zoyas), such as clerics, monks, paladins, witch-hunters or templars, start with a minimum of 1 faction point with the <Inquisition>.

- When serving this patron, replace entries #1 and 2 on any Minion table by either **Chaos Minions** (from CoC) or d6+ (HCLx2) **Angry Husbands** (minions). Level 3, treasure 2d6 x 5 g.p. Wielding torches and pitchforks, this motley crew of elves, orcs, demons and worse wants the Imperial Inquisitor dead for meddling with their wives. They hate him. *Reaction: always fight.*

- Despite their awkwardness, Inquisitor Indigo's unorthodox rehabilitation methods seem to work. Non-human lasses in the party can take unique Expert skills after receiving proper discipline from the theological lecher.

- If you wish, you can replace any generic Prince (from TTT) or noble by Inquisitor Indigo in any random

adventure. It won't be a coincidence: you knew that he was active in the region, hunting agents of chaos and redeeming misguided maidens.

Patron's Secret (d3):

□ **1 Die with Your Boots On:** The Inquisition is known for its merciless chase against vampires. From now on, all party members can use all the following secrets for free, once per adventure: "Your enemy is in the dungeon", "Chaos is afoot" and "I belong to a sect of vampire hunters".

□ **2 The Evil That Men Do:** Inquisitor Indigo has been hiding personal family affairs from the Inquisition authorities. More specifically, he has been capturing lycanthropes instead of killing them, to be experimented upon in secret facilities in the hope of finding a cure. If you wish, you can betray Indigo to the Inquisitorial Council for a random Epic Reward. The Council will moreover offer you a unique quest: to cleanse these facilities. Treat this as "Slay All Monsters" quest (4AD p.39) for a random dungeon in which all vermin and minions are Inquisition agents (from TTT's Menacing Men-at-Arms table) and all Weird Monsters and Bosses are werewolves (4AA p.56). From now on, of course, you cannot take Indigo as a patron as he will hate your party. If you do not betray the Inquisitor, gain 1 expendable Luck point (see 4AD p.15).

□ **3 Prodigal Son:** The Inquisitor's youngest son Timmy is infected with a terrible form of lycanthropy but fled

Inquisitor's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- A succubus successfully woos Indigo (once only; play him as a level 9 "Lady")
- Kill a Final Boss from an enemy faction
- Get the HAGGIA keyword (from SSS)
- Complete a Quest of the Prince, Light or Law (from TTT/OOO)
- Kill an indigo flamingo (if they do exist)

Gain 2 faction points for these deeds:

- Kill a governor of Ssiklia (in VVV)
- Kill Zördak (in TNBTW)
- Kill Wulfnarg (in FotW)
- Kill the dwarf Skyoverlord (in ZZZ)
- Kill the Dragon of Leng (in YYY)
- Kill Woethong the Wizard (in ZZZ)
- Kill one of the 7 sisters of Mount Larrun (in 7S)
- Kill the Topless Wizard of Fire Mountain (in XXX)

Gain 3 faction points for this deed:

- Give Cloudcutter to the Inquisitor (in YYY)
- Bring Timmy alive & unharmed to Indigo

Lose 1 faction point for these deeds:

- Get 1 point with Chaos or Demons
- Gain 3+ faction points with an enemy
- Kill a Boss from the Inquisition
- Become Tainted by Chaos (from CoC)

before he could be cured. Until Timmy is found and brought back to his father, your party has +1 to Attack, Defense and save rolls vs lycanthropes as Inquisitor Indigo provides you with many baubles and luck charms against them, some of which actually work. Once Timmy is found, your party receives the secret "We are protected by the gods" (4AA p.12) as a permanent effect.

Recruitment: Clerics (Foryos, Luura, Tamas Zeya or Zoyas only, from BS and 4ATN), monks of Law (from CoCoC), paladins (from 4ATN), witch-hunters (from 7S), succubi, female nonhumans or any Inquisition class (from OOO).

Monster Thralls: Inquisition agents (from the Menacing Men-at-Arms table in TTT) or succubi (BBB, DDD). These succubi have Seals of Purity.

Patronizing: The Inquisitor is either a L7 witch-hunter/L2 satyr (from 7S/CCC) or a L9 warrior. He has the Commanding Presence and Turn Undead skills (from 4AA) as well as the Encouraging Presence, Lecherous and Tamas Zeya's Blessing traits (from W&A). He wields either a Lightning Bolt scroll or an Invocation of Order (CoC p.17) and a Mace of Righteousness (+1 vs chaos creatures, heals 1 wound when killing a chaos Boss/Weird Monster). Indigo causes a -2 penalty to purity saves but his party, as long as he is present, NEVER loses faction points with the Inquisition even if they kill Bosses, since "the means justify the ends" and he'll have all witnesses killed.

Inquisitor Indigo can't die because Ganesha Games need him to write bestselling books. When his life goes down to 1, a winged succubus with a suspiciously short skirt flies him away as he yells "*Be pure! Be vigilant! Behave!*"

Keywords: None.

TTT Profile: The Prince, though Indigo doesn't live with his mother, but with d3+2 non-human concubines instead. Each of these has a 2 in 6 chance of being either a succubus or a flower demon. (Yes, he's a bit of a hypocrite.)

The Lad

A folk hero among the northern dwarves of An-Mor, the latter know him as "Dewr-Torrwr", the Brave Digger. The Lad is a treasure finder with a mysterious past, with wits and saviness well beyond his years.

Rumors say his father was an explorer, seeking to recover the lost treasures of the dwarves throughout Norindaal, and his mother a dwarf from the court of King Ven. Raised on stories of the lost grandeur of the dwarven civilization, the Lad was brought up with the sole mission to discover and protect the lost treasure and gems of the realm from anyone and by any means. He has been known to help relic hunters when all hope is lost, coming out of nowhere to save the day.

Despite his loyalty to the dwarf king of Kestar Kell, the Lad is not hostile to other dwarf clans, except those who



The Lad

*Stout half-dwarfish scholar and retriever
of artifacts from temples of doom*

have fallen to the woes of demons and the Lich King.

Conditions: The party must include at least one dwarf and have no negative faction points with King Ven or the dwarf miner clans.

Faction: <The Lad aka Dewr-Torrwr>.

Allies: <Dwarf miner clans>, <Jontil the Beardless>, <King Ven>, <Reheena Bearwolf>, <Rose Regals>, <Ticket Master>.

Enemies: <Chaos dwarves>, <Cursed Tyrant>, <Gelatinous Conjoined Lord>, <goblins>, <Possessed>, <Sharat>, <Theocracy of Xichtul>, <Thralls of the Lich King>, <Zorkan Zaa>.

Patron Quests: Always "Bring me that!" (4AD p.89). The quest object is a mysterious heirloom of the dwarf civilization, from before the Century of Rain and Fire. The item must not be used as it is meant to be displayed in a museum or used for study.

Patron's Quest Reward: A random magic item from 4AD or MMM, or 250 gp.

Special Rules:

- All Clues found while the Lad is your patron will be maps to secret rooms or treasures, not secrets.
- If you discover a secret room by spending clues, it is in fact a whole new dungeon (or crypt, tomb, cave, etc.) with a distinct Final Boss. Its treasure includes a random Epic Reward plus 200 gp. However, when you encounter a trap in this dungeon, make it two identical traps. Defeating that Final Boss will earn you 1 faction point with the Lad.
- As a finder's fee, you get 2d6 x HCL gp for each unique item safely brought back to the Lad after each adventure. If the item has a price, add this finder's fee to its price to determine its total value. Unique items need not be magical but must have an actual game effect. For example, this would include the magic sword Ailisia (from CKSM,

p.12) but not the elf Elvyn's brain, for while it is unique, it has no actual game effect.

- When serving this patron, replace entries #1 and 2 on any Minion table by **d6+(HCLx3) goblins** (see 4AD p.35).

- If you wish, you can replace any generic friendly dwarf encountered in a random adventure by the Lad, such as when rolling a Desperate Dwarf on the Prisoner table from the *Crucible of Classic Critters*. It won't be a coincidence: you knew the Lad was in the region, hunting for artifacts.

Patron's Secret (d3):

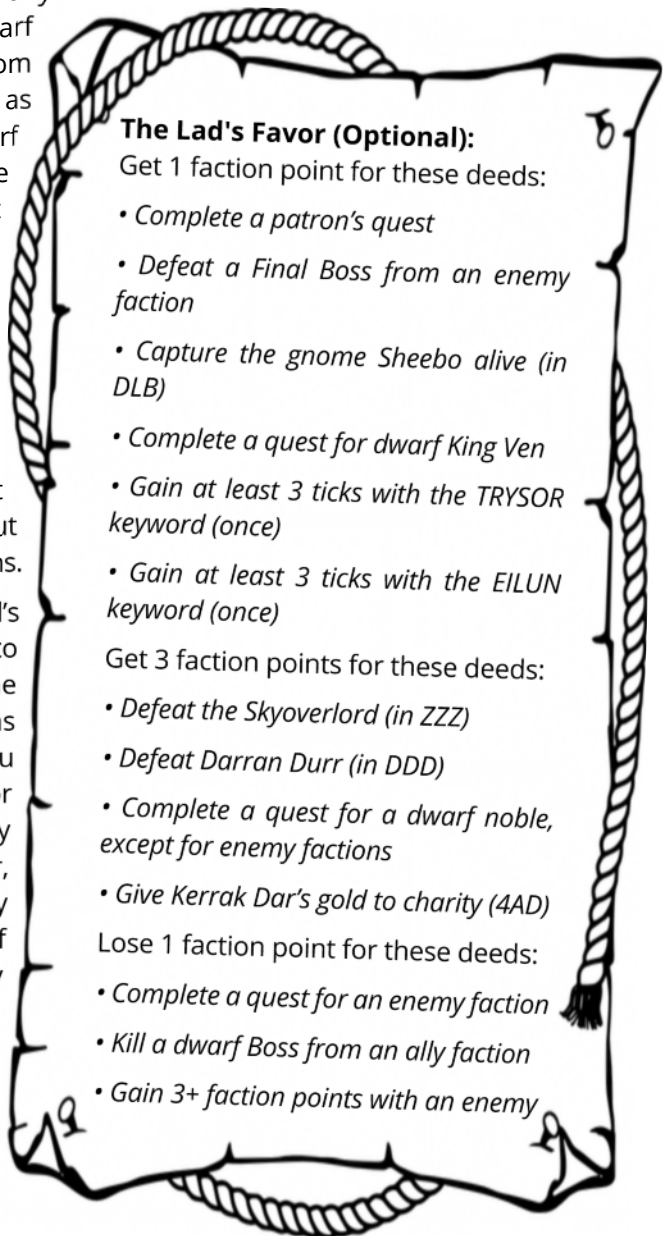
□ **1 El Dorado:** As long as the Lad is your patron, you can buy the "Location of a secret treasure" secret for 1 Clue, but only in underground dungeons.

□ **2 Blood Brothers:** The Lad's protégés are often sent to secure the ancient halls of the dwarven people. As long as you serve this patron, you need to spend only 1 Clue for "These halls belonged to my people" (4AA p.11); moreover, you can use that secret at any level, not just Expert level. If you don't have 4AA, see entry #1 above.

□ **3 Be Quick or Be Dead:** As long as you serve this patron, you may spend only 1 Clue for "I recognize these

footprints" (4AA p.12); moreover, you can use that secret at any level, not just Expert level. If you don't have 4AA, see entry #1 above.

Recruitment: Dwarves only.



Monster Thralls: You can recruit the Lad's trusted monkey, Ernie, for 15 gp. per mission. Ernie gives the party a +1 bonus to all traps saves. He won't fight and is too quick to be hit.

Patronizing: The Lad works independently and will not join adventurer parties. However, once per adventure, you can call for his help if all party members are under half their original life points. Roll 2d6 and subtract your number of TRYSOR and EILUN ticks: if the result is equal to or under your faction score with the Lad, he will appear out of nowhere and cause the monsters a total of d6 wounds, which you can distribute among them at your discretion, before leaving in a suitably heroic way, like swinging from a rope, along with these monsters' treasure. This almost miraculous assistance doesn't work on demonworlds, only on Norindaal.

Keywords: Mark the TRYSOR keyword with a tick each time you recover a Boss' treasure and likewise the EILUN keyword each time you discover an idol, altar or temple in an underground dungeon. Erase these keyword when the adventure is over; they do not carry on over a campaign.

TTT Profile: The Lad is not a town noble and does not lead a town faction. However, you can find him in any given wizards' guild or sage's office in any troublesome town.

King Vë of Lirian

The harsh and brutal ruler of the snow elves of Lirian, King Vë the Unsmiling rules from his forbidding keep of Everfrost. The heartless king is a paragon of his people's virtue: a chauvinistic, jingoist killer without remorse, obsessed with his people's warrior traditions and the eradication of the orc species.

King Vë looks down upon his elven kindred of other breeds, a contempt he extends to mankind and the so-called "demi-human" species. He only truly respects snow elves, though he grudgingly acknowledges the battle prowess of his ice elf huntress subjects from the Ziggurat of the Crystal Stars and their queen, Fröhsta, though this goes against his belief that a woman's place is in the kitchen or the bed.

For orcs, king Vë reserves a special hatred. With his chosen champions, the king will spend many months in "hunting expeditions", tracking orc settlements to slaughter the last one of them. Children, pregnant females and the aged, none will escape his wrath. In fact, the king even sponsors foreigners to go on killing sprees. If they die in the process of killing orcs, that's two problems solved instead of one.

To call king Vë a cold, soulless bastard is to underplay his absolute callousness. Under his refined, elegant appearances lies the most brutal tyrant the north has ever seen, though unlike

Gifts of the Greedy Guildmasters

many he has no ambitions to extend his domain beyond the snowy frontiers of Llirian.

One last thing supplicants should know: Nothing angers the snow elf king more than to be mistakenly called "king Ven", as per his dwarf rival's titles. Heads have rolled for much less.

King Vë makes an appearance, notably, in *The North Beyond the World* and *Yoke of the Yogic Yetis*.

Faction: <Llirian>.

Conditions: At least one elf character (of any type) and a HCL of at least 3. You cannot take King Vë as a patron if you have the PRINCESLAYER keyword or your party includes any orcs or half-orcs, except as captives.

Allies: <Leonac>, <Queen Fröhsta>, <Living Weapons>, <Prince Snowflake>, <Snow Eves>, <Vigiles>, <Winterfrost>.

Enemies: <Dragons>, <Orcs>, <Skëyletir>, <Thuugas>, <Zördak>.

Patron's Quest: Always "Bring me their heads!" (4AD p.39), the targets being 50 orcs or any monster with "orc" in its name or description, including hybrids such as olfs (orc-elves). Weird Monster and Bosses of the "orc" type count as 10 orcs for that purpose.

Patron's Quest Reward: One random magic item or 250 g.p.

Special Rules:

- All orcs will hate your party.

- When serving this patron, replace entries #1 and 2 on any Minion table by **d6+2 Frost Orc Scavengers**. Level HCL+2, treasure +1. Replace any magic item by ivory worth $2d6 \times HCL \times 5$ gp. At the beginning of melee, all party members must succeed a level 3 frost save or suffer a -1 penalty to Attack rolls for d3 turns from their frosty breath attack.

Reactions (d6): 1-2 flee if outnumbered, 3-6 fight.

- Only if your party has killed any orcs during the adventure in progress, you may replace any generic Baron (from TTT) or non-hostile elf encounter (e.g. night elf snipers from MMM) by king Vë and his court. It won't be a coincidence: you had been searching for the king, who had been hunting orcs for trophies in the region.

Patron's Secret (d3):

□ **1 Massacre:** King Vë's agents are provided special tools and training to slay orcs. As long as you serve this patron, you need to spend only 1 Clue for "Weakness of a monster" if that monster is an orc (4AD p.58).

□ **2 King of Twilight:** King Vë was an avid lecher in his younger days and fathered many bastards from the ladies of his court, many of them now married to dukes and barons. As long as you serve King Vë, you need to spend only 1 Clue for "I am an elvish prince", and the same character can use it again by spending 1 Clue per adventure (4AA p.11). Moreover, should all the legitimate heirs die (by



The Three-Thorns Tavern

For level 1

Tartaglia, the Withering Warlord's herald, has offered a reward of 200 gp to whomever would bring him the heads of the enervating elf, Erebus, and his partner in crime, Harrad the Heinous Halfling, responsible for slaughtering countless orc families. The orphans demand their blood.

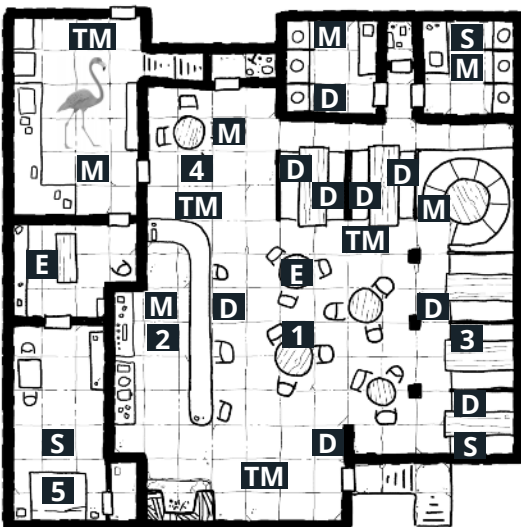
Roll d6 for their position on the tavern (both may share the same space). You cannot move diagonally on the map. If any town militia (**TM**; L3-M) is in line of sight, they will join the fight after 1 turn per square between them and the Murderhobo you attacked. They won't attack if only light weapons or unarmed attacks are used, or the Sleep spell. Doors and tables block line of sight.

With a persuasion save vs. their level (halflings & strumpets add +L), a character can convince a murderhobo to follow them in a room in the basement.

Murderhobos (2). Level 4 Bosses, 5 life, 2 attacks, treasure +1. Erebus is immune to Sleep and hates orcs and half-orcs (2 wounds per blow vs. them). Harrad is a lucky bastard, forcing you to re-roll any explosive dice. Ogre-sized characters strike Harrad at -4. Both belong to King Vë's faction.

Reaction: always flee. (You don't get a reward if they manage to flee.)

Other Icons: **[E]** bawdy entertainers (heal 1 Madness for 2d6 gp), **[S]** unlicensed strumpets (pay 2d6 gp to heal 1 life), **[D]** drunkards (blocking passage), **[M]** merchants (sell common gear). Town militia **[TM]**, upon seeing a combat, move there at 1 square per turn. Townsfolk who see a combat alarm any militia in sight unless killed, bribed (2d6 gp), put to Sleep or wooed (see TCOTFD). Ranged weapons can be used on any target as long as there is a clear line of sight.



Map courtesy of Dyson Logos

nature or "a series of unfortunate events"), your elf prince character is in line to inherit the throne. If you don't have 4AA, see entry #1 above.

□ **3 The Clansman:** The snow elves' blood is thicker than water – much thicker, in fact, given their demonic ascendancy. As long as you serve this patron, you need to spend only 1 Clue for "Killing my kinsmen, prepare to die" against orcs (4AA p.11); moreover, you can use that secret at any level, not just Expert level. If you don't have 4AA, see entry #1 above.

d3+2 Frost Orcs. L7 minions, normal or Abyssal treasure. Replace magic items with ivory worth 3d6 x 5 gp. Attack first on a d6 roll of 1-3, -1 to Defense rolls in melee as they ride in combat. Immune to cold. Make a morale check for them each time an orc is killed by a spell.

Reaction: always fight.

□ **4-6 Burning Ambition:** You find out that king Vë's older brother, Wötan, is alive and that Vë took his rightful crown by cheating, poisoning him before their duel for the throne of Llirian. He seeks his grandson, Strätöz, to take the crown. If you find Strätöz (TNBTW), you can lead a coup against king Vë if you wish. Obviously, Strätöz must be alive to lead the coup. At

King Vë's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- Defeat a Final Boss from an enemy faction
- Kill 50 orcs, of any kind
- Defeat Skëyletir (from TNBTW)
- An elf fertilized the Womb Ward (TNBTW)
- Sell 3+ yogic yetis to Elidrael (YYY)
- Get the ALLIANCE keyword (TNBTW)
- Get the SOLIDARITY keyword (TNBTW)

Gain 2 faction points for these deeds:

- Become Saviors of the North (TNBTW)
- Kill the Dragon of Leng (+2 points; YYY)
- Get the PATRIARCHY keyword (TNBTW)
- Give Elidrael the Cloudcutter (YYY)

Lose 1 faction point for these deeds:

- Complete a quest for an enemy faction
- Get 3+ faction points with an enemy
- Get the ANATHEMA keyword (TNBTW)
- Taking prince Elidrael's wives

Lose 2 faction points for these deeds:

- Kill queen Fröhsta (in TNBTW)
- Get the OATHSWORN keyword (TNBTW)

Lose 3 faction points for these deeds:

- Get the EXTINCTION keyword (TNBTW)
- Kill prince Elidrael (YYY)

that time, add your four characters' levels together and roll 4d6: If the result is under the total, the coup succeeds and you get an Epic Reward of your choice and a faction status of 5 with the new king of Lirian, Strätöz. If you fail, Strätöz is betrayed by the king's assassins and your faction score with king Vë goes down to -5 permanently and all snow elves will always fight your party henceforth.

Recruitment: Elves, ice elf huntresses, snow elves.

Monster Thralls: Any minion or vermin of L4 or lower with "wolf" in its name.

Patronizing: King Vë will only join parties entirely made of male elves (of any kind). He is either a L5 snow elf/L1 elder (from YYY/CoCoC) or a L6 elf. King Vë has the Whirlwind of Steel and Withstand Pain Expert skills (from 4AA) as well as the Always in the Front, Encouraging Presence and Noble Birth traits (from W&A). The king is equipped with a +1 magic sword (+3 vs orcs) and a random magic item from either 4AD or YYY.

Keywords: Your relations with king Vë will be bad if you have the PRINCESLAYER keyword (see King Vë's Conditions).

TTT Profile: The Baron. All townsfolk in Everfrost are snow elves.

Lord Erid Orfeld

A wealthy guildmaster merchant from Dorantia, in An-Mor, Lord Erid Orfeld owns the Orfeld Company, whose profitable ventures expand throughout Norindaal. Orfeld is a typical Dorantian: pompous, self-important, regal and formal, convinced of his cultural superiority. Pretentious and pampered, the foppish old codger considers nobility from Kardalok barely more than crude barbarians and has a sympathetic eye to the Inquisition's attempt to civilize this savage land. Still, Lord Orfeld has enough wits to keep his opinions to himself in the presence of armed locals.

Erid Orfeld is more of an obsessive collector than actually greedy. His unfortunate attempt at acquiring an ancient gold idol made in the shark god's image has caused Lord Orfeld to run afoul of Tezany, and although he blames his former partner Murazzo for this, he must now suffer the hatred of all sea creatures.

Like many rich old men, Lord Orfeld didn't learn from his mistake. He is still looking into forbidden relics, especially ancient artifacts from before the Century of Rain and Fire, such as those from the ancient civilization of the serpent men and of the undersea Atlis civilization.

Faction: : <Orfeld> If you completed Dark Waters and have been appointed as a captain of the Atlis Coast Guard,

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your faction score with <Orfeld> is +1 but you start at -1 with <Murazzo>.*

Conditions: From scum to aristocrats, anybody can serve the pragmatic Lord Orfeld.

Allies: <Atlis Coast Guard>, <Davanzu>, <Dorantian Merchants>, <Inquisition>, <King Ven>, <Rincatec>, <Rhantegöth>, <Underoot>.

Enemies: <aquatic monsters>, <Evos>, <d'Akinyemi>, <di Vignamarcia>, <Gadad>, <Murazzo>, <Orrika Dur>, <Pelter dwarf clans>, <Van Pontoretto>, <Voor>, <Witherin Warlord>.

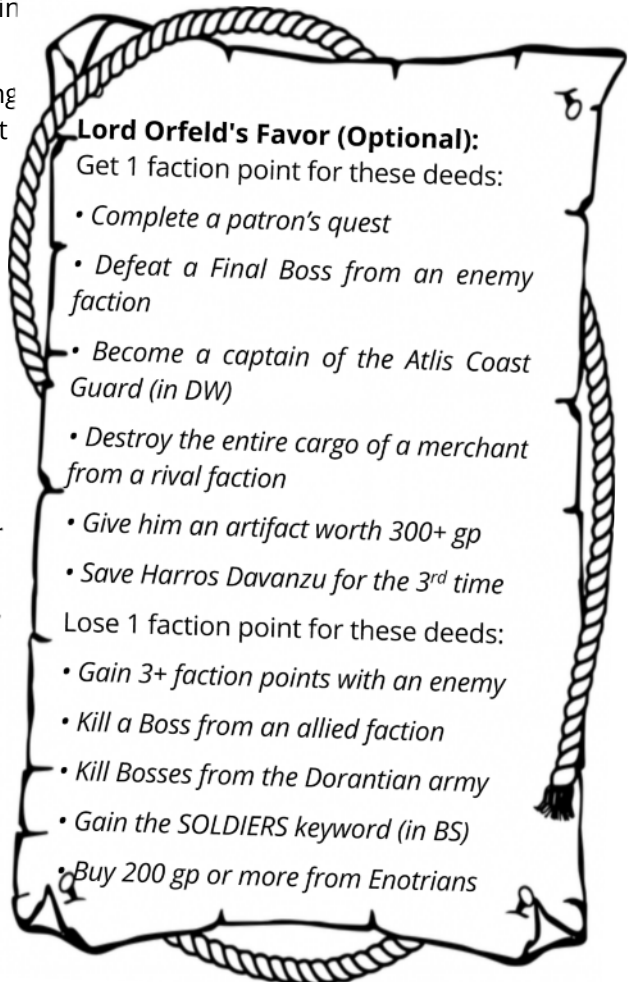
Patron's Quests: Always "Bring me that!" (4AD .p.89). The quest object is an artifact from the faraway past. Alternatively, roll on the Quests of the Duke table (from TTT).

Patron's Quest Reward: Always 150 + (2d6 x10) gp.

Special Rules:

- When the rules offer you chance to buy a ship, you get 5% discount per faction point with Lord Orfeld.
- You can buy harquebuses (from CoCoC) from Lord Orfeld for only 75 gp., and gunpowder for 1! gp.
- When serving this patron replace entries #1 and 2 on any Minion table by **Sharkmen** (see p.63).

• If you wish, you can replace any generic Duke (from TTT), prisoner or noble by Lord Orfeld in any random adventure, such as when rolling on the Prisoner table from the *Crucible of Classic Critters*. Unless he was a prisoner, he offers the same benefits as an armory (4AD p.32) and a smith (from TTT). It won't be a coincidence: you know that Lord Orfeld is fond of carousing with his clueless friend, Harros Davanzu, which gets both of them in all sorts of trouble as Davanzu's rings attract the worse kind.



Patron's Secret (d3):

□ **1 I'm a Mover:** Lord Orfeld has connections everywhere. As long as you serve this patron, you need to spend only 1 Clue for "Deal with a monster" (4AD p.58), but only with humans (chaos lords, pirate captains, etc.).

□ **2 The Mercenary:** Lord Orfeld, as an arms dealer, has provided weapons and mercenaries to just about any side of just about any war. When you meet a Boss monster that has the "bribe" reaction, you can always pick that reaction.

□ **3 Charlotte the Harlot:** Your patron lends your party his personal secretary. She is very good at what she does, but will not partake in combat. Once per adventure, all characters adventuring with Charlotte lose 1 Madness as the result of her "special skills". She will gladly help everyone.

Recruitment: Marksman (from CoCoC), town troll (from TTT), warrior.

Monster Thralls: Dorantian soldiers (*Buried Secrets* p.15), Menacing Men-At-Arms (from TTT).

Patronizing: Lord Orfeld will not join adventuring parties. Should you want to include him in a special mission of your own making, Lord Orfeld would be either a L4 Elder (from CoCoC) or a L0 character, with Greedy, Noble Birth and Hunted by Sharkmen** (from W&A).

Lord Orfeld isn't likely to go anywhere without the protection of a strong bodyguard, such as a L5 ogre mercenary (from CoCoC), green troll (from W&A) or town troll (from TTT).

Keywords: Acquiring the SOLDIERS keyword will anger Lord Orfeld.

TTT Profile: The Duke.

* *Murazzo and Lord Orfeld were allies at the onset of Dark Waters. The events that unfolded therein resulted in them becoming enemies once Orfeld realized he had been cheated out by his former associate.*

** *Treat "Hunted by Sharkmen" like "Hunted by Orcs" except that sharkmen are L5, and when they inflict 1 damage, they make an immediate second attack. This trait results from angering Tezany, the shark god, following the events described in Dark Waters.*

The Withering Warlord

Something wicked rises in the west. Banners of war, thundering drums, bellowing cries of battle.

They say it is the Withering Warlord's armies, uniting the orc tribes into an immense army that would crush through An-Mor, then wave through the rest of the world, and end the Age of Man.

Some call him - or her - the Great Orc, the Lord of Woes, the Rainforest Warlord. In fact, nothing is certain.

There are those who say he is a troll, gifted with the mind of a dragon and the sorcerous

powers of a mind screamer. The Inquisitors of Dorantia says his mother was a Nether seer and his father, Kra himself, that he has three heads and breathes fire.

There are those who say he is a hulking orc, taller than an ogre, a ferocious barbarian born of a pure bloodline. The seers of Tezany's Cove say his mother was a green orc rogue from the Throatlitters tribe and his father, a gray orc seer from the War Omens tribe. That he grew up, fending for

himself in the deep rainforest of the Southern Savage Lands, amassing a following of other outcasts, ruffians and warriors.

The halflings of the Outpost say he is an undead minotaur



The Withering Warlord

Brawl at Brunhilda's Business

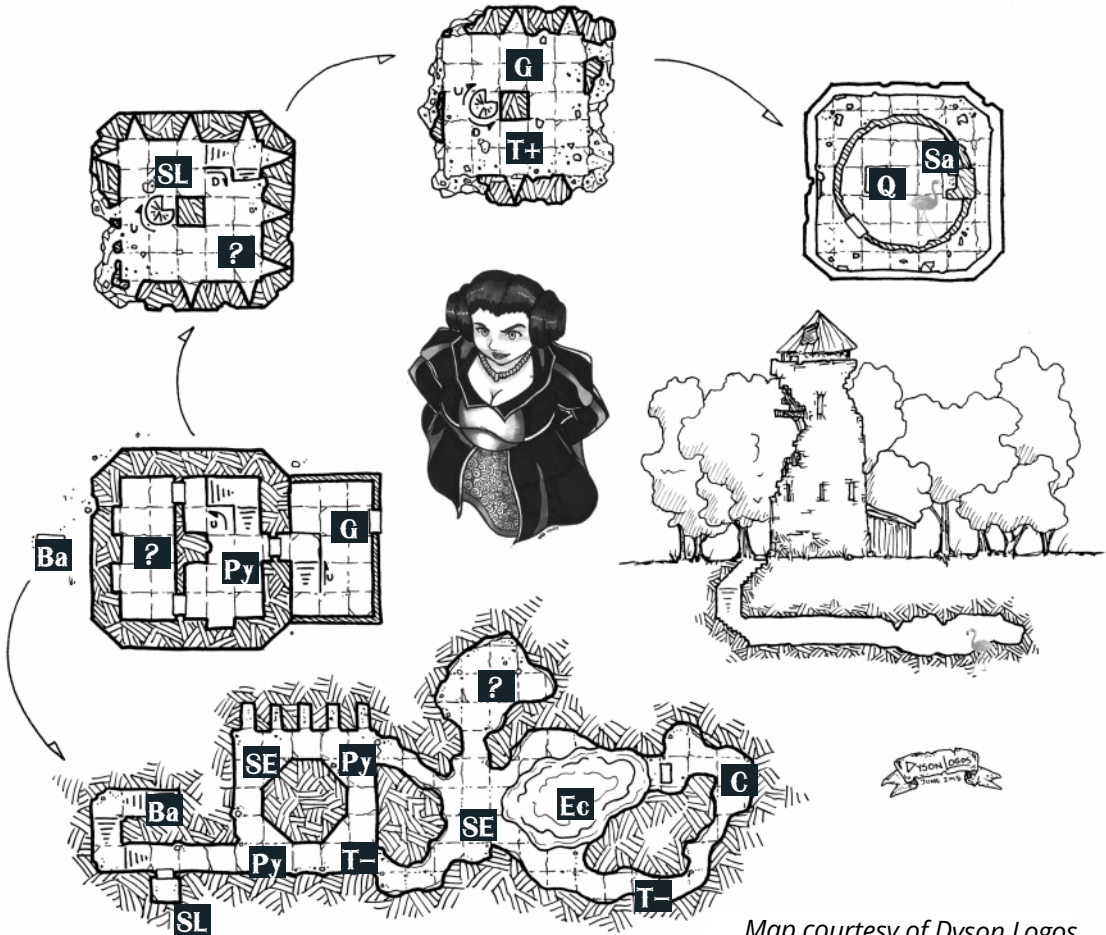
For level 3

A rival merchant patron (your choice) wants di Vignamarcia's rare supplies. If you retrieve the alchemical ingredient crates (10 Uncommon ingredients) **[C]**, earn 1 XP roll and 200 g.p. Double the reward if you do it without a single kill (using Sleep spells, wooing, striking to subdue with the flat of the blade (-1 to Attacks), etc.

Crossing a room without being seen is possible with a stealth save vs the level of those in there (rogues & halflings add L, +2L for lutins). Foes can be subdued (-1 to Attack rolls, rope needed), magically put to Sleep or wooed (see TCOTFD).

The key to the basement **[Ba]** is around Quartermaster Quentin's neck **[Q]** (L5-B, d3+1 attacks per turn). The basement's trap door cannot be opened without it.

Icons: **[G]** 2d6+3 Guards (L3-M), **[Py]** 2d6+4 Pygmies aka Jungle Dwarves (L3-M, 4AT), **[Sa]** d6 Salamandrine Men (L7-M, 4ATN), **[Ec]** Exporter Echidna (L7-B, 4AT).



Map courtesy of Dyson Logos
 Art by K. A. Almario

with four horns of fire and serves the Hierophant.

The elves of Qaarra say his mother was a hamster, and his father smelt of elderberries. But who cares what the elves say?

The Withering Warlord sees no one. Those who would serve him speak to his herald, dainty Tartaglia, miserable Tartaglia, the farsighted goblin who stutters even as he fails to contain his

ailment of sour flatulence. Why the fearsome Warlord chose this ridiculous fop to serve as his emissary is beyond anyone's grasp, but he did. Dabbed in gaudy ornaments, with oversized boots, cloak and hat, shifty Tartaglia speaks in the Warlord's name with a booming voice of thunder.

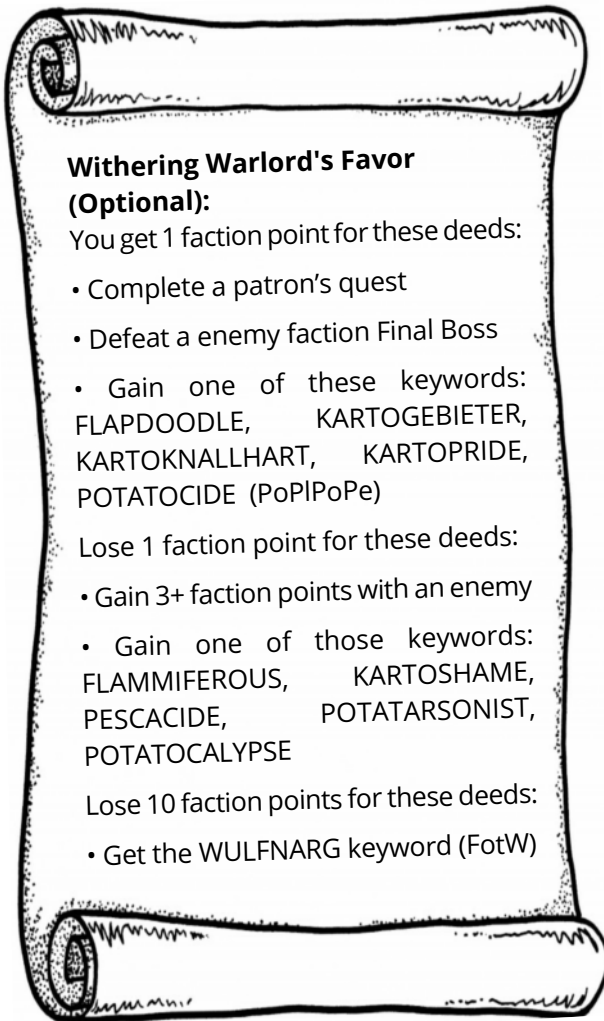
Those who would serve him, the Warlord pays well, for he values strength and courage. And many a mercenary has put a sword in his service, for his gold is as good as any.

The Warlord's faction is involved, notably, in *Fortress of the Warlord* and *Poetic Platitudes of the Potato People*.

Conditions: Your party must not have WULFNARG or MAULDRON keywords nor include dwarves or elves of the common type (e.g. from 4AD) as they are the Warlord's sworn enemies.

Faction: <Withering Warlord>.

Allies: <any orc group on a d6 roll of 1>, <Bahadur's Bombastic Buccaneers>, <Gorebutchers>, <Great Old Ones>, <Kra>, <Mortadella>, <Mistress of Black Lashes>, <Onyx Occultist>, <Throatlitters>, <Usucaption>, <War Omen>.



Gifts of the Greedy Guildmasters

Enemies: <di Vignamarcia>, <Elfish Enchantress Ebrious>, <Ergama>, <Ey-Haürt> <Dorantian Merchants>, <Evos>, <Inquisition>, <Murazzo>, <Orfeld>, <Van Pontoretto>, <Wolflord>.

Patron Quests (d6): 1-2 "Bring me that" (retrieve the drinking skull cup of Kerrak Da), 3-4 "I want him alive!" (d6+3 dwarves), "Bring me his head!" (a dragon Final Boss) (4AD p.39).

Patron's Quest Reward: Either 1 XP roll per character, 3d6x20 gold, the Cleaver of Zult (magic two-handed slashing weapon +1/+3 vs elves & dwarves) or the Mark of Wulfnarg (modify by +/-1 any reaction roll vs a troll, hobgoblin, orc or ogre.) or troll.

Special Rules:

- Orcs who have the Withering Warlord as a patron do not fear magic but never withdraw from combat.
- When serving this patron, replace entries #1 and 2 on any Minion table by **d6+(HCLx2) Rainforest Elves**. Level 5/3 minions, normal treasure. On odd turns, their level is 5 as they shoot arrows. On even turns, it is 3 as they recharge and fight with their knives. If there are elves still alive by the end of turn 4, d3 more join their ranks at the start of turn 5. Priority target: spellcasters.
- You will never get to meet your patron in person. However, any random orc or goblin Boss you encounter will be in the Withering Warlord's service on a d6 roll of 1-2.

Their reactions will be "offer food & drink" and, should your party be under 4 characters, you can recruit a new orc or goblin character from their retinue. This new character's level will be your of party's current lowest level.

Patron's Secret: The Withering Warlord will not share his secrets.

Recruitment: Goblins (from TTT), kobolds, orcs (from PoPIPope), ogre mercenaries (from CoCoC).

Monster Thralls: Battle orcs (from FOTW), gnolls (FF p.4), hairy goblins (4AA p.52), trolls (4AD p.36).

Patronizing: The Withering Warlord will not join parties. He's far too mysterious for that. Tartaglia, on the other hand, is either a level 4 light goblin/level 2 harlequin (from TTT & CoCoC) or a level 6 rogue, with the Always in the Rear, Greedy and Protected by the Gods traits (from W&A), although it's not the gods who are protecting him, but (presumably) the Withering Warlord. He doesn't have a magic item but will steal one from a random party member.

Keywords: Lose 10 faction points if you get the WULFNARG keyword.

TTT Profile: The Warped Warmaster.

The Wolflord

By the eastern coast of Qaarra rises a settlement by the name of Almyrli, The Town Hugged by Water. Its ruler is passionate about wolves and hunting, but circumstances force him to spend too much time for his liking to deal with the nomadic ostrich folk on whom he depends a lot for exports, given that he has insulted or executed just about every local large-scale trader and the Van Pontoretto's entire family.

The Wolflord is fierce and proud, preferring the company of his hunting wolves than that of the court.

He remains a reliable patron for those parties who enjoy the wilderness and its challenges.

See *Nights of Neverending Nightmares*, *Treacheries of the Troublesome Towns* for the hamlet of Almyrli, where the Wolflord rules, and *Maelstrom of the Nomadic Ostriches* to learn about the trade difficulties of the Wolflord.

Faction: <Wolflord>

Conditions: Your party can take this patron only if they successfully defeated 5 chaos-aligned Bosses, or 5 Bosses during an outdoors adventure, over the course of your campaign.

Allies: <Guildmaster Evos>, <Dorantian Merchant Guild>, <Red Scarves Ostriches>.

Enemies: <Bahadur's Bombastic Buccaneers>, <Black Cape Ostriches>, <Chaos>, <Withering Warlord>.

<Undead Bosses>, <Van Pontoretto>, <Viscount Visfafen>.

Patron Quests: (d6): 1-2 "Bring me his head!", 3-4 "Bring me that!", 5-6 "Slay all the monsters!" (4AD p.39).

Patron's Reward: A random magic item from 4AD or CCC, or one of the Archbaron's own platinum wolf cubs (animal companion): level 0, life 3, no bonus to Attack and Defense rolls. Having this animal companion adds +1 to Search rolls. There is no cumulative bonus for having two wolf cubs. Unlike usual animal companions, you can assign XP rolls to increase a wolf cub's level (e.g. it grows into an adult platinum wolf), but never to a level higher than its master. Add +1 to the platinum wolf's life and +1 to either its Attack or Defense with each level gain.

Special Rules:

- When serving this patron, all hostile monsters met in the wilderness will have the "undead" keyword added to their profile on a d6 roll of 1-3. The Wolflord loathes their kind and hunts them.

- Replace entries #1 and 2 on any Minion table by **d6+(HCLx2) Cynical Corsairs** (minions). Level 4, treasure 2d6 gp. d3+1 of them have bows, letting them strike first if the party chooses to attack before rolling reactions. Party members with bows shoot first unless surprised. The bow-using corsairs will forfeit their following attack, using their action to draw hand weapons. They will have a leader (L5

Boss, 2 attacks, 3 life, 1 treasure roll) on a d6 roll of 1-2.

Reaction: always fight.

• If you wish, you can replace any generic Baron (from TTT) or noble by the Wolflord and his retinue of platinum wolves (2d6+6 L6 minions) in any random adventure that occurs in a forest. It won't be a coincidence: you knew that he was hunting in the nearby lands.

Patron's Secret (d3):

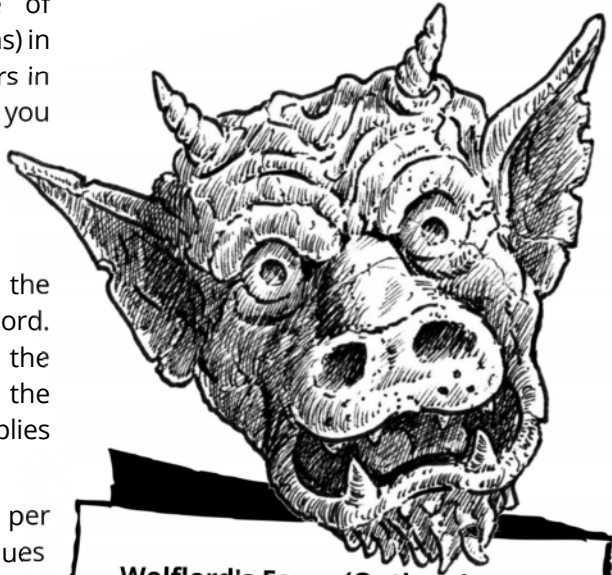
□ **1 Run to the Hills:** Few know the woodlands better than the Wolflord. Once per outdoors adventure, the party adds 1 when rolling for the woodland content table, and applies the results.

□ **2 Run Silent Run Deep:** Once per adventure, when the party subdues any four-legged animal (manticore, sphynx, dragon, wolf) ignore the -1 attack penalty.

□ **3 Seventh Son of a Seventh Son:** You learn that the Wolflord is in search for his son, who fled from Almyrli to train in an unknown land. You hear rumors that he joined the monks aligned with Foryos. Whenever your party recruits or encounters a monk of Law, roll d6. On a result of 1, you have found the missing son of the Wolflord. His son has +1 life, and always starts as a 3rd level monk. Alternatively, if you do not have the *Concise Collection of Classes*, whenever you recruit a warrior, roll d6. On a 1, you found

the Wolflord's son, Ansal Almyrli, a L3 warrior with +1 to his life points.

Recruitment: Warrior, barbarian; marksman (from CoCoC), beastmaster (from CCC).



Wolflord's Favor (Optional):

Get 1 faction point for these deeds:

- Complete a patron's quest
- Defeating a Final Boss from an enemy faction
- Defeating 5 chaos lord Bosses
- Singing him "Me One Tail Feather", if you heard the song before (in FotW) and win a L5 music save

Lose 1 faction point for these deeds:

- Gain 3+ faction points with an enemy
- When a character gains Tainted by Darkness or completes quests for ghosts, chaos lords or any undead Weird monsters or Boss.

Monster Thralls: Any animal companion from the *Crucible of Classic Critters*, including rules for creating your own animal companion. Increase by 1 the level of all animals trained by the Wolflord.

Patronizing: The Wolflord will not join a party that has ties to the Netherworld or the undead (e.g. cambions, demighouls, necromancer, necromingos, flamingo folk, succubus, paladins of Zur). The Wolflord is both a L5 ranger or warrior (your choice) and a L2 beastmaster in all respects. Alternatively, you can make him a L7 warrior. He has the Culling of the Weak and Sworn Enemy (undead) skills (from 4AA) as well as Noble birth and Master of the blade traits (from W&A). The Wolflord adds his warrior level to his Attack rolls, as well as his beastmaster training bonus to his animal companions.

In this case, his animal companions are one platinum wolf (level 1, life 5, Attack +1, Defense +0, morale +1, can be mounted and adds +1 attack bonus only to the Wolflord if he mounts the companion, and one wolf cub (Level 0, Life 3, Attack and Defense +0).

If the Wolflord dies or is rendered paralyzed or unconscious, both animal companions leave the party, heartbroken that they lost their master.

Keywords: None

TTT Profile: The Baron.

Appendix

Damsel-in-Distress

Frail, beautiful and innocent, Damsels-in-Distress are an age-old male romantic fantasy and the bane of feminists. They have an unfortunate tendency to face dire predicaments and require male heroes to save them from a fate worse than death. While they don't do much, they provide their protector with motivation that can move mountains.

Damsels-in-Distress come in several subclasses (see below). You can have several per party but they are likely to bicker. One of them counts as a 5th character, the rest take normal character slots.

Traits: The Damsel-in-Distress has no attacks. She can't cast spells either or even use magic items to defend herself. She has absolutely no offensive capabilities, even against kittens. However, she adds half her level+1, rounded down, as a "protector bonus" to a single dice roll on each turn made by a single male character. This can be an Attack, Defense, save or spellcasting roll. Married characters cannot use this bonus.

For example, a L2 damsel adds +2 to her protector's rolls. The target of her affections (e.g. her protector) cannot change until the adventure is over or if

he dies or becomes incapacitated. Monstrous characters (e.g. goblins, trolls, ogres, moonbeasts) are not suitable as protectors, except for Children-in-Distress and Davanzu.

The damsel's bonus to a given character does not stack to a shrew's nor with a beastmaster's training bonus (presuming it would apply).

A damsel's protector can always take damage in her stead, but not from monster abilities or dungeon effects that inflict no damage (ex. petrification or falling into a pit.) The protector gains 1 Madness if a damsel under his protection is killed, petrified or otherwise out of the game.

Multiple Damsels: Several damsels can direct their attention to the same character. These bonuses stack. For example, in a party of four, if Croum the Barbarian fights with three cooing Damsels-in-Distress of level 1 holding his muscular legs, he could add +6 to his Attack or Defense rolls, or split this bonus. After the combat, our virile barbarian could use this bonus for a +6 to breeding saves with these ladies. While this may seem a lot, remember that in this case, Croum is the only active combatant in the entire party.

Subclasses: If you wish, you may pick one of the following subclasses for this character if you wish.

Child-in-Distress: The Child-in-Distress is a variant of this class. Monsters never attack them when there's another available target (including succubi, but not invisible characters).

Moreover, they have "script immunity" and can't die. When they lose their last life, they fall unconscious until healed back to 1 life or more. Until then, they must be carried like a dead party member (4AD p.41). Unconscious Children-in-Distress provide their protector with the usual bonus. The protector of a Child-in-Distress can be of any sex or class, or even sexless (e.g. a golem).

Davanzu-in-Distress: Favored by the jester god Gobras, Harros Davanzu is a young nobleman from Kardalok with a penchant for merry drunkenness and losing his three signet rings to the predations of orcs. Davanzu is always mildly drunk if not worse and cannot attack or do much actually. When you take him with your party, you always get three "Bring me that!" quests (see 4AD p.39). The quest item is always one of his three rings. Roll for an Epic Reward only all three rings are found. However, Davanzu's drunken singing and incautious behavior increase by 1 in 6 your odds of attracting wandering monsters (e.g. 1-2 on a d6).

Davanzu can die (and does often) but seems to have a knack for reappearing inexplicably. If he does die, you can find him again by the next adventure, or after the passing of 2d6 days, but he will be L1 again and have no memory of previous events. This is not surprising, given his aversion to sobriety.

There is no limit to the number of Harros Davanzu in your party. They all

share the same name and identity but, awkwardly, don't recognize each other. Their quests do repeat and add up (three quests and three rings per Davanzu). The answer to the Secret of Davanzu is to be found in *Revenge of the Ravenous Ratmen*.

Any character can be Davanzu's protector, irrespective of sex or class: no romantic entanglement is implied, just chummy behavior.

Wimp-in-Distress: These pampered, effete males are hopelessly incapable and look onto a female character to save them. For reasons which are let for you to determine, the female protector feels the need to protect this feeble milksop upon whom other males look down in contempt. Perhaps they're spouses, siblings or their patron's relatives. This variant has a stronger humorous streak.

As it reverses gender stereotypes, this subclass is funnier if you have an amazon, ogress, half-orc or big woman as a protector. Especially if she's in love with the aforementioned weakling.

The key ability of this subclass is that, at any time, they can take a wound meant for another male character as these machos don't care for the milquetoast and won't protect him.

Princess-in-Distress: The archetype of this class is an aristocrat of high rank, a fragile flower totally incapable of fending for herself a glass of water from a well, even if her life depended on it. She is as beautiful as she is defenseless. Her main modes of



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defense are swooning, sighing and crying for help. Modest and conservative, she will not join carousing or engage in inappropriate behavior outside of marriage. She starts with 1 faction point with any faction of your choice (her family). This can be a patron from any book (e.g. GGG or HHH) or a faction from TTT. Obviously, the party can't have a negative faction score with this faction, otherwise the Princess-in-Distress can't join them. This subclass is especially useful when playing with *Treacheries of the Troublesome Towns*. If you desire, she can also start with the Noble Birth trait if you have W&A (p.27).

Wench-in-Distress: A more wanton or "bad girl" variant, the Wench-in-Distress has seen a lot of ceilings and knows how to spin men around her little finger. She can change protectors at the beginning of each encounter, making her suitors jealous. Once per adventure, the Wench-in-Distress can engage in lustful behavior with her protector. This takes at least 10 minutes (make a wandering monster roll), can happen only in an empty room or area. It cures him of all life points lost and all Madness points gained. However, by doing so the damsel loses her ability to provide her protector with a bonus until the adventure is over.

Restrictions: Damsels-in-Distress are not mules. All subclasses can only carry a number of items with an actual game effect equal to their level (e.g. a light weapon at most at level 1). This doesn't

include clothing, rings, keys or similar items that do not count against weight allowance. Shrews (from RRR) will never share equipment with Damsels-in-Distress but may do so with children-in-distress, specifically.

Save: All subclasses get no class bonus to saves. If a class type is needed for a save, treat them as level 0 retainers.

Weapons allowed: None.

Armor allowed: None. No shields. Wench-in-distress (only) can wear fur bikinis or combat lingerie. Children can only wear light armor made for halflings. Princesses and Davanzu don't wear armor.

Starting equipment: None. Princesses-in-Distress and Wimps-in-Distress start with fashionable tailor clothes if you have 4AA (p.10). Davanzu always starts with a bottle of booze.

Starting wealth: 4d6 gp. No weapons, armor, shield or warlike items can be bought with this gold.

Life: 2 + level.

Expert skills: None.

Note: This class is a tongue-in cheek nod to old fantasy clichés. A party of five damsels in distress is quite powerless. If you have the TTT book and a male character finds "true love", that lady can join the party as a 5th character equal to her protector's level -1 (e.g. level 3 for a level 4 wizard). Likewise, two characters who are also parents could be the protectors of their own Child-in-Distress (or even several

of them if you wish); in that case, you may choose which of the two parents get the bonus from a child at any time.

Note: Anytime you find captives, if your party is under four characters, there can be one Damsel-in-Distress (any type).

Fiendingos

Brought to being by unholy summoning and the souls of the dead, these thralls of the goddess Pandalatra Telemvii serve only the most ruthless masters. The large demonic birds, graceful but murderous, bear lizard-like skin collars, vivid magenta feathers and deadly sharp wing tips. Too heavy to fly, they run like hell – literally – to tear away at the party's foes with beak and claw, eating their forlorn souls.

Conditions: A fiendingo is summoned from the corpse of a friend. The demonic bird can only be created by casting the Summon Fiendingo spell (see below). Fiendingos count towards the maximum number of four characters in a party. Those created beyond that limit stay with the party for only one encounter before going their own way in murderous frenzy.

Traits: Fiendingos are innate killers, quick as thunder, mad as a hatter, mnemonic and alchemically oozing.

Natural Born Killer: Fiendingos add +L to both their Attack and Defense rolls. These attacks count as magical.

Thunderbird: Fiendingos have lightning-fast reflexes. If the party is surprised, a

fiendingo's Defense rolls always succeed during the first round.

Blood Madness: Once fiendingos have caused 1 wound to an opponent, they succeed all saves against that opponent for the fight's duration. As blood madness overtakes them, fiendingos will not flee or stop fighting until that foe is dead and its soul consumed. Those a fiendingo kills can't be resurrected, because their souls have been eaten.

Insane: Fiendingos never gain Madness. They get no benefit a succubus' embrace, though they do try.

Ravenous: Although fiendingos are perpetually hungry, and eat as much as other party members when food rations are available, they never lose life points from lack of food.

Past Memories: Fiendingos start the game at the same level as the party member whence their flesh came. If the character had any expert skill, Character Trait or Milestone, these carry over to the fiendingo. Discard those that wouldn't make sense, like Noble Born.

Blessed by Tamas Zeya (or another deity) becomes Blessed by Pandalatra, for the same effect. Former class traits and abilities are not retained. For example, ex-wizard fiendingos cannot cast spells and ex-green troll fiendingos actually become more intelligent, losing their Stupidity.

Alchemical Waste: Fiendingo feces count as giant sundew shoots for alchemical

purposes. As such, the character has a neverending supply of putrid matter as an alchemical substitute. Unfortunately, this guano rots very quickly and cannot be sold.

Restrictions: Fiendingos are devilish beasts from the Nether, fiendishly foul fowl of the nastiest temper.

Animals: Though cunning as a bishop, fiendingos are not really sentient. They share the memories of their corpse's life but with an intellect equivalent to a smart ape or a genius dog. Fiendingos cannot use or carry gear, speak, read, try puzzle saves, gamble, make social interactions or share clues. They can open doors, make Search rolls (but they will NOT find Clues, only secret doors or hidden treasures) and carry a dead comrade.

Devilish: These hell birds can only be Blessed by clerics of the gods of Demons or Life. They may not use holy water; moreover, holy water causes them 1 wound if it is splashed upon them. They are not considered undead: they are reborn as living, flesh and bone beings. Fiendingos can't be resurrected, turned into undead or reanimated.

Unholy: Servants of the deities of Light won't adventure alongside fiendingos.

Moreover, fiendingos cannot bear the sight of Seals of Purity.

Saves: Like elves. They swim like barbarians.

Weapons Allowed: None. A fiendingo's beak and bony protrusions count as one-handed weapons.

Armor Allowed: None.

Life: As their former life + 1 per additional level gained. A fiendingo who used to be a L2 halfling starts the game as a L2 fiendingo with 5 life. For each level onwards, the demon gains 1 life, whatever its previous class was.

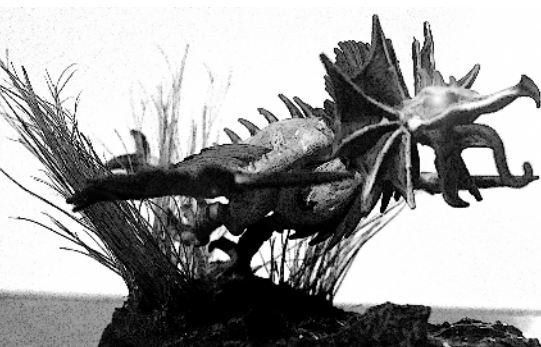
Expert Skills: Like barbarians except Arcane Tanner, Berserk Fury, Brawler, Whirlwind of Steel and skills requiring a ranged, light or two-handed weapon to be used (such as Deadly Strike).

Summon Fiendingo

This spell allows the caster to bring forth from the Nether a fiendingo from the corpse of a dead party member, who cannot be resurrected. Their souls merge as a single entity, obedient but full of wicked, spiteful intent.

The fiendingo shares the deceased's level. For example, a L0 lantern-bearer would rise as a L0 Fiendingo while a L4 halfling would become a L4 fiendingo. A spellcasting roll against the target's level is required. The caster adds +L to the roll as usual.

This spell cannot be cast on animal companions, steeds or foes. For the fiendingo to be loyal to the party, it



must have had a previously bond with it. It therefore only works on characters and retainers.

This spell can be cast by wizards and all classes able to cast necromancy spells, such as necromancers, cambions and necromingos.

Demonologists, although they cannot cast spells, can summon a fiendingo once per adventure. No spellcasting roll is needed.

Option: Whenever you find a random scroll, you can choose it to be a Summon Fiendingo scroll.

The Instigators of the Imperial Inquisitor

Mark the Monk and Pete the Paladin had recently graduated from the rank of "Acolyte" from their respective temples – Foryos, god of retribution and Tamas Zeya, goddess of justice, specifically. They were quite pleased to find themselves working as member of the Inquisition of Law and Light. They were looking forward to slaying many heretics in what they assumed to be their long, glorious lives.

The were similarly pleased to find themselves in the service of Imperial Inquisitor Irek Indigo, well known to be one of the most noble and incorruptible of the Inquisitions agents. Their first mission was to go to the Tomb of Tybar the Tyrant, and cleanse it of any creatures living within, for it was well known that Tybar, while being a brutal tyrant who executed hundreds under his reign, was

also a devout follower of the gods of Light and Law, and therefore deserved the respect of the Inquisition.

The pair of them were told that they were to rendezvous with two more inquisitorial agents at the entrance to the dungeon. However, they were not expecting the two "agents" to be a succubus and a cambion. Upon seeing them, their inquisitorial training kicked in and they immediately attacked. Luckily, they were both men, so the moment the Succubus smiled at them, their Inquisitorial training decided to take a long vacation.

After a pointless conflict was averted, the demonic duo introduced themselves. The succubus was called Soffely, and the cambion was her half sister, named Commora. Both of them also claimed to be working for Inquisitor Indigo.

Both Mark and Pete were suspicious, but the two of them produced two sets of official paper which read:

"Soffely: She's good at what she does."

"Commora: Her sister can vouch for her."

While this alone did not really count as proof, technically, both sets of paper also were marked with Inquisitor Indigo's seal, so Mark and Pete, not wanting to disobey Inquisitor Indigo's command, not-so-reluctantly allowed the demons to accompany them on their quest.

With (relative) ease, the tomb was cleared – the group faced several groups of hobgoblins, and goblins, a troll, two mummies, a chaos lord, and a medusa. No one was seriously hurt (although some of them were temporarily turned

to stone). However, the team had to rely on Soffely's... er... healing talents on more than one occasion. Mark and Pete both chose not to speak of what exactly occurred.

The team's second mission was to cleanse the Perilous Pits of Petrification, a known stronghold of the forces of chaos and demons. This dungeon posed much more danger to the group, being filled with hordes of chaos worshipers, several lesser demons, and swarms of kobold servants. The group had to rely on Soffely's ... er.. healing talents many more times. The dungeon even proved to be fatal to one of the team's members – Mark, brought down by a chaos overlord. The remaining team members were also nearly slain by the dungeon's Final Boss – an undead wight, who rode a zombie dragon as its steed.

In the end, the power of believing yourself to be good prevailed, and the team was able to cleanse the dungeon of "Evil". They even managed to carry Mark's corpse out of the dungeon, to attempt a resurrection (which failed).

The dungeon ended up earning the group a large amount of money, although most of it was spent on Mark's (failed) resurrection, and on blessings to remove the unluck gained by the team following a nasty encounter with chaos gremlins.

Now, the group awaits in a small hamlet, wondering who Inquisitor Indigo will send as a replacement for Mark, and what their next mission will be...

Playing the Instigators of the Imperial Inquisitor

The report above derives from actual playtest using Imperial Inquisitor Irek Indigo as a patron. Many boat ends died to bring you this information.

Mark the Monk: Level 1 monk of Law (Foryos; CoCoC).

Pete the Paladin: Level 1 paladin of Tamas Zeya (4ATN).

Comorra the Cambion: Level 1 cambion, Seal of Purity (4ATN).

Soffely the Succubus: Level 1 succubus, Seal of Purity (BBB).



Lady Frejid ibn Dazs, King Ve's Seventh Ice Elf Wife

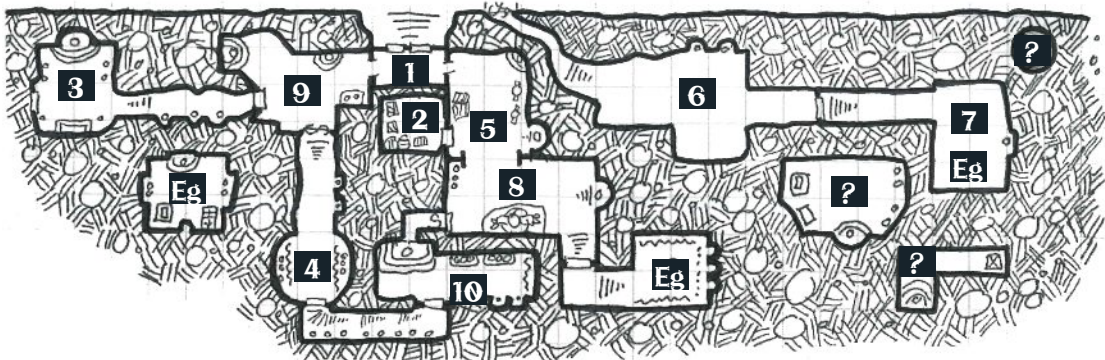
Angst & Anger of the Arachnophiles

For level 2

Aranea, psionic queen of all spiders, mourns the slaughter of her thousand children, massacred by the intolerance of mankind, murdering all that is different from it out of fear. Her sincere tears have moved Empress Galzuural. Her champions are to slip inside the Adventurers' Guild of Tezany's Cove and retrieve the spider eggs they have hoarded for alchemical use. The Empress' own flying gondola, pulled by giant vultures, will carry your party off to the Kardalok capital and wait 15 encounters' time before leaving under the arrows of the guards, forcing you at that time to flee by killing everyone.

[1] 2d6+2 Bandits (L3-M, 4AT), **[2]** 3d6+3 Stymphalian Birds (L2-V, 4AT), **[3]** Chaos Lord (L6-B, 4AD) + Library of Spells* (WW), **[4]** Bottomless Pit* (WW) or trapdoor, **[5]** d6+3 Boozer Bandits (L3-M, WW), **[6]** d6+2 Amazons (L4-M, 4AT) + d6+1 Wanton Wenches (L3-M, WW), **[7]** Captain (L5-B, BS) + Chaos Necromancer (L4-B, BS), **[8]** 2d6+3 Wary Witchhunters (L3-M, WW) + Cursed Altar of Foryos (4AD p.32), **[9]** Crying Angel of Peace (L4-B, WW), **[10]** Greed Demon (L4-B, WW) + Book of Secrets* (4AA), **[?]** Random room content, **[Eg]** 2d6 giant spider eggs (Aranea rewards 15 gp each). Inaccessible rooms can be reached with an Escape spell.

* Ignore these entries if you don't have these books.





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Intended for mature audiences and expert players.