



ADULT HUMOR (18+)

# Kingly Knights & Knifing Knaves



A comedic, ribald & risqué town adventure  
for *Four Against Darkness*, for levels 3-4

Erick N. Bouchard



Andrea Sfiligoi





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With special thanks to Finnegan Brown's eagle eyes (proofreading).

Dedicated to Terry Jones (*Monthy Python*) and Aristophanes (*Lysistrata*).

**This book includes nude art, silliness and lewd adult content.**

**To play it, you need *Four Against Darkness* and a sense of humor.**

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

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

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*Art is never chaste. It ought to be forbidden to ignorant innocents, never allowed into contact with those not sufficiently prepared. Yes, art is dangerous. Where it is chaste, it is not art.*

*- Pablo Picasso*



## Introduction

*"You know the story about the lovers torn between their two feuding families, Porneo and Strumpetta? The one by the spear shaker? Well Kenspeckle's pretty much like that, except there are four families, and wizards, and courtesans."*

The elfish girl, Vulcania, wipes her runny nose on her shirt.

*"It all started with my sister. You see, we've got a proud tradition in the region. People come from all around Norindaal to be schooled at the the Sphilis School of Strumpetry – not to be confused with the almost as famous Sphylis School of Sorcery from Käsedorf."*

*My mother and father, our grandparents, my clan – they've all been strumpets for generations and generations, from the day Elidra threw down her rocks on the world, which made the elves. Not the common sort either. Not the slovenly trulls or cheap trollops of Tezany's Cove. No sir. Only the most expensive doxies and haughty courtesans of Kardalok. Their school is a philosophical phrontistery of esthetic esthetes, learned in the Book of Skalitos and all and all. High class stuff."*

*"And my sister – that's Pyrra, but don't tell her I told you – she just didn't make the final exams. It was a great shame for the entire family, but even that's not the worst. It broke the Margrave's heart."*

She snorts, but the mucus is still dangling.

*"You see, it's tradition – we're suckers for tradition here – that the high and mighty in the troublesome towns only marry the best students of strumpetry, those who graduated with honors. Pyrra may not be the sharpest knife in the back – don't tell her I told you that – but the gods gifted her with such a perfect arse that... Ahem. Well, no need to get technical, I guess."*



*"Let's just say that Margrave Van Ponterotto took it pretty badly. He blamed Guildmaster Evos for it, because he was like peas and carrots with Headmaster Lokki Davanzu of the Sphilis School, who always had a rivalry with the Margrave's sister, Headmistress Denzelian, who runs the local feminine branch of the Sphylis School."*

The goo running from her nose is now reaching her tights. She doesn't see it.



*"So the Margrave sent his burly men-at-arms to threaten the Guildmaster, killing a few of his family here and there when tempers got hot. He reacted in turn by burning a few of the Margrave's farms and peasants, to send a message if you see what I mean, to which the Margrave reacted by asking his sister to conjure*

**Kenspeckle** (*adjective*)

ken·speck·le

Definition (chiefly Scotland):

Conspicuous.

Source: Merriam-Webster

*frogs and elementals and whatnot against Evos, and then he had Headmaster Lokki Davanzu ask her students to murder their clients – many of whom were the Margrave's business partners, and so on. It's been like that for five years. People getting killed in the streets, strumpets against sorceresses, farmers against traders, with kingly knives and knifing knaves killing each other off like gremlins. Or is it lemmings? I'm not sure."*

It's almost touching the floor now.

*"The worse part is, Pyrra took a job in accounting at the bank, to our family's great shame. Everyone was so embarrassed she failed the exams, she couldn't find a mildly decent job – not even as a streetwalker. Now she's some accounting director for the greedy dwarves. Can you imagine, a fire elf spending eternity counting gold coins? How repugnant. How humiliating. To spare us the shame, mom has been telling the family my sister's become a pickpocket."*

She wipes it with her sleeve. Just in time. But it's all over her now.

*"So that's about it. If you want to do the town a favor, find a way to end the families' feud, such as by killing them all. Not that I care. Nobody likes us fire elves anyway. Evos or Van Ponterotto, Sphylis or Sphilis, it's like strumpets and trumpets to me. Or is it peas and carrots?"*

*"Now give me the gold coin you promised or I'll open my eyelids and burn down the whole wretched lot of you horse foggers."*

## Playing the Adventure

*Kingly Knights & Knifing Knaves* (KK&KK) is a pre-generated adventure for *Four Against Darkness*, inspired by two ancient plays: Aristophanes' millennia-old *Lysistrata* and Shakespeare's *Romeo and Juliet*. It is farcical comedy that features sex, drunkenness, cuckoldry and nudity in a wacky town setting.

The adventure happens in the continent of Kardalok, a few days' ride by horse south of Tezany's Cove, in the wild woodlands. You will need to refer to the map in the appendix to play.

Only the *Four Against Darkness* book is needed to play. Whereas most of your adventures insofar probably happened

in dungeons, KK&KK occurs in the town of Kenspeckle and its whereabouts.

In Kenspeckle, two factions are killing each other off – the Kingly Knights (Margrave Van Ponterotto and the Sphylis School of Sorcery) against the Knifing Knaves (Guildmaster Evos and the Sphilis School of Strumpetry). Given the similarity of the names, much of the killings and feuds going around town are due to confusion and misunderstandings.

There is no Final Boss to kill in this adventure. Instead, you explore the locations and buildings one by one, reading the appropriate entry in the *Book of Secrets*. You will get to talk to the various belligerent factions, complete quests and pick sides or not, and pocket gold in the process.





There are different ways to complete the adventure, such as ending the feud.

Of course, you can simply go around town and kill everyone you meet if you wish. But the townsfolk won't like that.

**General Note:** While there are references to a few other books in the 4AD line to allow you to "connect" this adventure in the global universe, it's entirely optional. If you plan on keeping the same party again, it would be good to keep track of keywords and MURDERER ticks you will gain.

## Design Notes

KK&KK was an experiment in gamebook design. All locations in the town of Kenspeckle were generated randomly by mixing the *Crucible of Classic Critters*, *More Mountainous Mayhem* and *Treacheries of the Troublesome Towns*. The overall plot was added later by connecting the locations with an over-arching

narrative, and enriched by mixing the key themes of *Lysistrata* and *Romeo and Juliet* (Pyrre's story). Since this is a farcical & ribald comedy, the non-player characters (NPCs) are portrayed in blunt lines and caricatures. Hence, all men in Kenspeckle are lecherous, imbecilic drunkards, whereas their women use their husband's unsavory penchants to support a nobler idea – peace, by withholding from them what they hold dearest: carnality.

Once you are done playing this adventure, at your discretion, you can use the books above to generate more outdoors map areas, connecting Kenspeckle to them.

To enlarge the town proper with TTT, replace any strumpet (S) map icon by husbands (H) and entertainers (E) by wives (W) to make Kenspeckle bigger.

## A Chaster Kenspeckle

To play a more prude version of this adventure, simply replace the strike's object by a **cooking strike**. To stop the feud, women have stopped cooking for their husbands and the starving dolts, incapable of pulling and eating a carrot even if it would strike them, are desperate for food.

In this case, breeding saves become cooking saves (halflings add +L, alchemists +½L), strumpets become cooks, the Sphillis School of Strumpetry becomes a Strudel School and Indigo Waffles become pastries. You might want a pen to draw underwear over the occasional naughty bits, too.



## Acronyms

Options are provided to allow you to create synergies with other books. The following acronyms refer to various books in the 4AD line like *Four Against the Abyss* (4AA), *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Caverns of Chaos* (CoC), *Crucible of Classic Critters* (CCC), *Concise Collection of Classes* (CoCoC), *Digressions of the Devouring Dead* (DDD), *Four Against the Netherworld* (4ATN), *More Mountainous Mayhem* (MMM), *Ordeal of the Magic Tower* (OMT), *Wayfarers and Adventurers* (W&A), *Treacheries of the Troublesome Towns* (TTT) (upcoming).

## ‘Appendix N’

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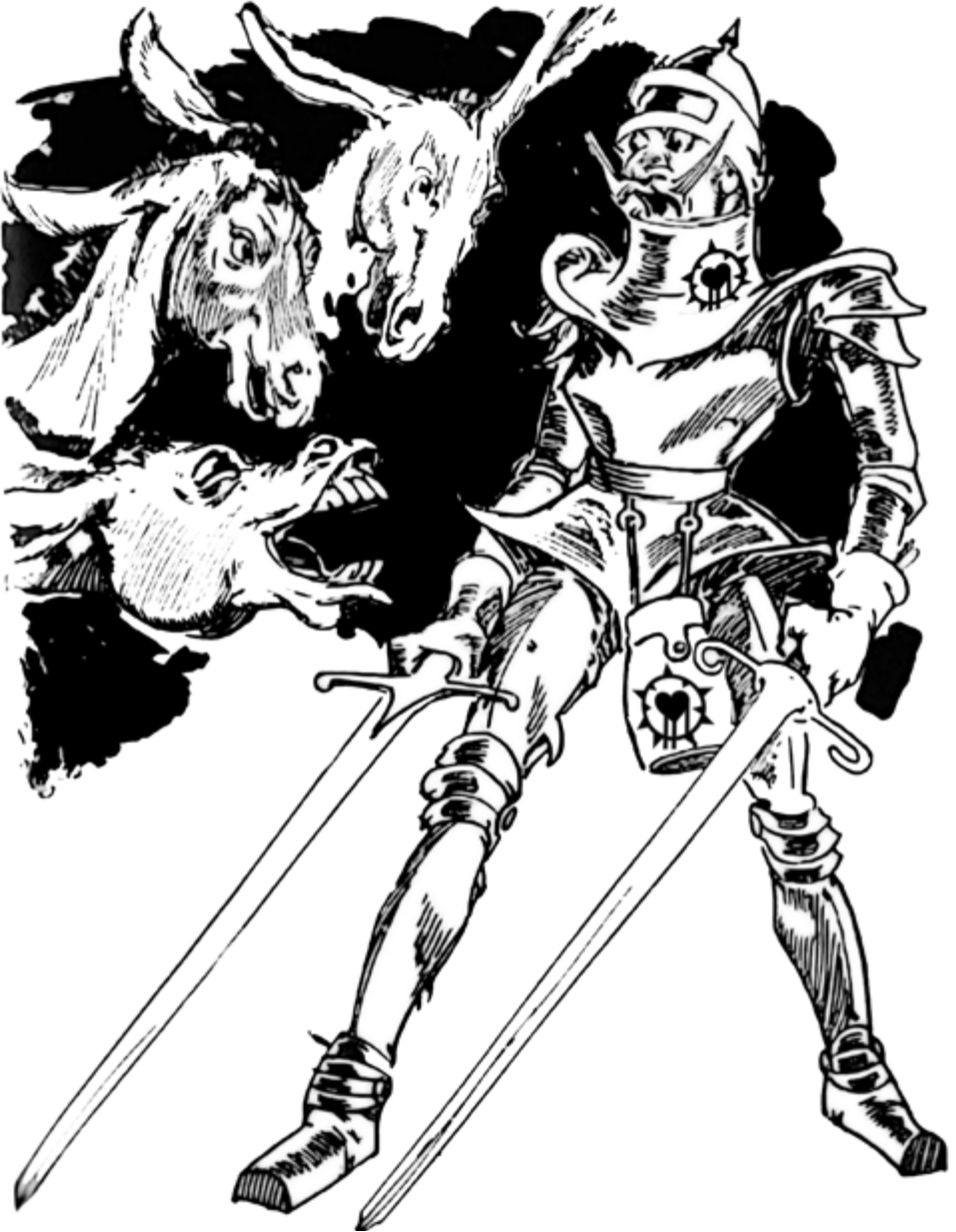
Jackson and Ian Livingstone (*“Fighting Fantasy”* & *“Sorcery”*, and especially *“City of Thieves”*, *“Blacksand”*, *“City of Traps”*, *“Citadel of Chaos”* and *“Crown of Kings”*), Arnold Hendrick (*“Barbarian Prince”*), Jamie Thomson, Dave Morris & Russ Nicholson (*“Fabled Lands”*, especially *“The Court of Hidden Faces”*, also *“Talisman of Death”*), Gary Gygax (*“AD&D Dungeon Master Guide”*, *“Random Harlot Table”* and others), David Cook (*“Veiled Society”*), Bethesda (*“The Elder Scrolls”* III and IV), Jack Vance (*“Cugel’s Saga”*), Shakespeare (*“Romeo & Juliet”*) and above all Aristophanes (*“Lysistrata”*), Giambattista Basile’s *Pentamerone*, Arabian folk tales and Norman Lindsay’s art, for inspiration. This book owns a lot to Italian commedia dell’arte, a centuries old theatrical tradition which upholds irreverential humor and which delights at taking pokes at the prude and haughty.



## New Glasses Cavalier

Proud, arrogant and confident in their superiority in all fields, these fierce hussars ride to battle on mighty horses

to defend their lands and uphold the privileges of their caste. Whereas "knight" is a title up to which not all noble-born will live up to, cavaliers are the cream of the cream, courageous to the point of foolhardiness.



**Traits:** Cavaliers add +L to their Attack rolls, but in melee only.

*Duelist Champion:* When fighting a Boss while riding a steed in a duel, alone and unaided by other party members, cavaliers get a +2 bonus to all melee Attack rolls, on top of any other bonus they have, including bonuses for riding a warhorse. They also add +L to any saves made during that duel.

*Lancer:* When riding a steed, cavaliers can wield both a lance and a shield. The lance counts as a two-handed slashing weapon (+1 to Attack rolls), even though it is wielded in one hand. Other classes using a lance treat it as a one-handed slashing weapon. Lances may not be used on foot.

**Options:** Cavaliers start with 1 faction point with a political faction of your choice. In KK&KK, this gives them the KINGLYKNIVES keyword if you choose the Van Pontoretto faction or the KNIFINGKNAVE keyword if you choose the Davanzu faction.

You can also choose a political faction from another book, such as the Wolflord from GGG, or invent your own. If you have W&A, instead of rolling for a Character Trait, cavaliers start with the Noble Birth. You can roll a second one if you wish.

**Restrictions:** Cavaliers who flee or withdraw from a combat lose 1 level and their Duelist Champion trait until a solo "Kill All the Monsters!" quest is completed with success. This can represent either killing all witnesses of

their cowardice or acts of bravado made to restore one's reputation. This level reduction results from shame, not magic, and cannot be cured by any means except completing the quest. If this brings them under level 1, they retire in utmost humiliation: remove them from your campaign.

**Saves:** Like warriors.

**Weapons allowed:** Two-handed weapons, one-handed weapons, light weapons.

**Armor allowed:** Heavy armor, light armor, shield.

**Starting equipment:** Heavy armor, shield, lance, one-handed weapon, warhorse (see below).

**Starting wealth:** 5d6 gp

**Life:** 5 + L. A 1<sup>st</sup> level cavalier has 6 life.

**Expert skills:** Commanding Presence, Deadly Strike, Dying Action, Impervious, Sworn Enemy, Withstand Pain, Whirlwind of Steel.

**Warhorse:** Level 2 animal companion/mount, life 3, 1 attack, Attack +1, Defense +1, morale +0. They can be used for mounted combat outdoors (e.g. not in buildings or in indoor dungeons) and provide a +1 Attack bonus to the front rider. An armorer can craft light or heavy armor for a horse (called barding) at 10 times the normal cost. Warhorses will not enter dungeons. Cost: 30 gp.

## Harlot

Whereas strumpets are courtesans of high rank, belonging to an honorable institution deemed both illustrious and prestigious, harlots are the non-unionized, pauper, untrained commoners who plight their trade in shady alleys, wary of being caught and denounced as thieves and union-breakers by the high born strumpets.

No love is lost between strumpets and harlots, who loathe each other. While harlots lack the grace, erudition and sophistication of strumpets, they make it up with streetwise and fisticuffs.

Harlots may be of any gender.

**Traits:** Harlots add +L to Defense rolls.

*Mud Wrestling:* Harlots add +L to their Attack rolls when fighting naked in the mud. Outdoors encounters feature mud on a d6 roll of 1-2. There is always mud besides water and rivers.

*Oldest Profession:* Once per adventure, in a town, a harlot can choose an unexplored building to be an inn. The harlot's trade can be practiced there for a revenue of L x 2d6 gp.

*Riposte:* Harlots have learned to strike back. When assaulted by humanoids, they add +L to Attack rolls, but for only 1 turn for each level they have. This applies to all fights.

This bonus applies only when harlots wait for the monsters' reactions or are ambushed, not when they attack first.

*Sexy:* Harlots add +½ L to breeding and seduction saves.

*Thief:* Harlots add +½ L to lockpick, pickpocket and trap saves.

*Option (TCOTFD):* Harlots can woo & breed like satyrs do but with the class bonuses of barbarians. When wooing, they can't use romantic stances as they lack a strumpet's academic training. Who can be wooed? You decide.

**Restrictions:** Except in towns ruled by Chaos, the harlot's profession is illegal because of the strumpet's monopoly over the carnal trade. They always start with 1 THIEF tick, which may cause issues with town guards.

Harlots cannot have Noble Birth nor benefit from faction points with nobility, as no self-respecting noble would admit to meeting harlots (whereas strumpets would be fine.)

Strumpets and harlots never share the same party or mercenary company.

Strumpets, and all agents of the Sphilis School of Strumpetry, hate harlots. They'll fight them on sight, but not to the death (stop at 1 life). This catfight, inexplicably, always occurs in the mud.

**Saves:** Like rogues, with +½L to breed, lockpick, pickpocket seduction & traps.

**Weapons allowed:** Light weapons.

**Armor allowed:** None

**Starting equipment:** Light weapon.

**Starting wealth:** 2d6 gp.

**Starting life:** 3 + L. A 1<sup>st</sup> level harlot has 4 life.





FRANK C. THORPE

**Expert skills:** Like rogues, plus those below which are unique to this class.

## Air of Sophistication

### *Harlots only*

The harlot has learned the courtly manners of the refined strumpets enough to pass as one, at least to the untrained eye. They may ignore their class' restrictions anytime they wish.

## Bedside Fatigue

### *Harlots only*

Once per adventure, a harlot may use the Oldest Profession class ability on any non-hostile NPC or sentient creature (you decide who and what it can apply to). After using that ability, the target falls asleep. This counts as the Sleep spell for all purposes but is not magical. It allows, for example, to slay a sleeping NPC in order to take their treasure or Search their location.

## Special Services

### *Harlots only*

Once per encounter with any non-hostile humanoid, the harlot may agree to disreputable things for a few more coins. Get 1 wound and 3d6 gp.

## Viral Tolerance

### *Harlots only*

Repeated exposure to venerean infections has made the harlot immune to all diseases.

# Skunk Folk

Related to the mole people from the Forest of Thraa, the seldom seen, shy skunk folk have found employment as town guards in the cities of Kardalok, effective at clearing out vermin and thugs alike with pungent animosity.

Indeed, their odoriferous effusions are barely worse than many a city's sewage. Indeed, the effluvious skunk folk are kindred spirits to goblins, gnomes and gnoblyns, with whom skunk folk share a common love for trash, treats, useless shiny baubles and dubious hygiene.

**Traits:** All skunk folk have the following.

*Polyvalent:* At each odd level, skunk folk add +1 to their Attack rolls. At each even level, they add +1 to their Defense rolls.

*Pestilent Cloud:* Twice per level and per adventure, skunk folk may emit a nauseating cloud. In closed areas, it works like the Sleep spell but is not magical (add +½ the skunk folk's L to the casting). In open areas, the cloud forces all foes to check morale.

In towns, all non-hostile NPCs in the building or street (including map icons) will leave for the rest of the day.

Party members are also affected but may avoid its effects with a L3 poison save. Those who fail cannot take any action but flee the area.

Skunk folk, troglodytes, undead and artificial beings, like golems, as well as monsters with odor-based abilities, are immune to the stinky cloud.



**Saves:** Like halflings. Saves vs poison may be re-rolled.

**Weapons allowed:** light weapons, sling, bolas, boomerang.

**Armor allowed:** Light armor only.

Starting equipment: Light weapon or sling, small bag of berries (d6 rations).

**Starting gold:** d6 gp.

**Life:** 3 + L. A 1<sup>st</sup> level skunk folk has 4 life.

**Expert Skills:** Like halflings, except those exclusive to halflings, plus those below, which are exclusive to them.

## Exclusive Expert Skills

### Curious Learner

#### *Skunk Folk Only*

The skunk folk has learned an Expert-level skill reserved for another class. It must be a skill already possessed by another character in the party.

This skill can only be taken once.

### Flammable Scent

#### *Skunk Folk Only*

A habit of hard drinking turned the skunk folk's internal gazes into a highly flammable spray. When holding a lantern, the skunk folk's spray works like a Fireball spell instead of a Sleep spell. However, if a 1 is rolled, the ensuing explosion causes d3 wounds to all present, friend and foe alike.

### Nocturnal Spray

#### *Skunk folk only*

When surprised by monsters, skunk folk will spontaneously emit an pestilent cloud on a d6 roll of 5-6. This is in addition to their normal uses.

### Team Forage

#### *Skunk folk only*

When foraging in the wilderness, skunk folk may roll twice. They never suffer from poisoning when foraging for food.

## Flamingelf

Rare and fascinating creatures, flamingelfs combine the mysterious charisma of elves with the graceful beauty of the flamingo. Very elf-like, the striking fuchsia of their feathered hair is the flamingelfs' common trait. Most are elf-like but many bear distinctive flamingo features such as beaks, bird legs, wings or even the lower body of a flamingo. No two are alike. Most live their long lives as wandering minstrels or courtiers of the bird kings of in the Tori isles.

Elves pretend that flamingelfs were born from the mating of a high elf poet, Finnagen the Fair, and the goddess Pandalatra. However, in his famous book, the controversial archwizard Skalitos points out to the wedding records between the last flamingo emperor, Fandango IX the Grim, heir of the Rose Regal lineage, and the elf marchioness Falderal the Lewd. Dwarves and orcs have much lewder theories, best left undocumented.

**Traits:** Flamingelfs add +L to their Defense rolls.

*Mutation:* Either roll twice on the Flamingelf table or pick one mutation.

*Bassoonist:* Born from the goddess of music, all flamingelfs are excellent fagottists. Twice per level and per adventure, flamingelfs can choose to play ancient eldritch songs on the bassoon by forfeiting all attacks.



This melody increases by  $+\frac{1}{4}$  the flamingelf's L (round up) the Defense rolls of all party members who do not wear armor, as the rhythmic music enhances their step. The song also heals 1 life, each turn, to a single party member of the flamingelf's choice. The song can be repeated each turn until the combat ends, as long as the flamingelf forfeits all attacks. The song can only be played during combat. For example, a L2 flamingelf could play the bassoon 4 times during an adventure. On dragons, the flamingelf's melody has the pacifying effect of a Sleep spell.



**Charisma:** Flamingelfs are friendly, witty and adapt well to all social contexts. They add +L to persuasion saves, except with shrimps.

**Woosers (Option):** If you have TCOTFD, flamingelfs can woo like satyrs.

**Saves:** Like elves. When playing the bassoon or the fagotto, flamingelfs add twice their level to music saves.

**Weapons allowed:** Light or one-handed weapons, bows.

**Armor allowed:** Light armor only.

**Starting gear:** One light or hand weapon, a shield or a bow, light armor, bassoon\*, shrimp snacks.

**Starting wealth:** 2d6 gp.

**Life:** 4 + L. A 1<sup>st</sup> level flamingelf has 5 life.

**Expert skills:** Like elves.

\* *Bassoons can be bought in any town's general store for 10 gp.*

### Flamingelf table (d66)

**11-15 Beak:** The flamingelf's beak is a one-handed magic slashing weapon. It can be retracted anytime so that the flamingelf may show an elven face.

**16-24 Bird legs:** The flamingelf ignores terrain effects, including traps, lava and fire. These fast legs allow them to flee without needing to make Defense rolls. Furthermore, no penalty ensues should one leg be amputated as they can stand and jump on one leg. The flamingelf can't wear boots or shoes.

**25-33 Flamboyance:** Once per day, the flamingelf can summon a flamboyance (flock) of flamingos that will mesmerize foes with their beauty and glamour. All the party's attacks are made with a +2 bonus on the next turn.

**34-42 Red Milk:** The flamingelf can excrete the red crop milk of flamingos, once per day. This milk heals 1 Madness point and counts as 1 Food ration to the imbiber. Flamingelfs can't eat their own milk.

**43-46 Undead Sensitivity:** Flamingelfs can "feel" undead nearby. They will not know type or number, just that they are near. Parties with a flamingelf are never caught by surprise by undead wandering monsters.

**51-54 Elongated Neck:** Once per adventure (or week), the flamingelf can extend their neck the length of a spear. While extended, their vocal chords can summon a true flamingo (see Flamingos as Magic Retainers). The flamingo will stay once the encounter is over, but will leave normally.

**55-62 Wings:** The flamingelf's beautiful pink wings allow them to ignore terrain effects. When unarmored, they may fly at thrice a human's land speed and carry a rider up to their own size.

**63-66 Fetid Gases:** A diet of zombie shrimps imbued the flamingelf's intestinal gases with necromancy. Once per day, the flamingelf may reanimate the dead with this fierce flatulence; see p.40 in this book for rules, or the Lesser Necromancy skill in *Four Against the Abyss*.

## Flamingo Folk

Before the Century of Rain & Fire, it is said that most of Norindaal was divided between the serpentine empires of Ssiklis' dinosaurs and lizardmen, and the smaller Eastern avian empire to the South-East.

The peaceful flamingo folk ruled over their many kind as just, respected rulers who mastered the arts of ancient magic long before Man did. The Ostrichian knights wisely enforced their rule, but these times are long past, and the scions no longer serve their old masters.

When the gods' fury fell upon the world, little was left of the bird folk paradise. Their tutelary goddess, Pandalatra Telemvii, was imprisoned for siding with her father Xichtul and the encroaching race of Humankind lay its clutches upon the world.

The bird civilization retreated in resentment, and as the flamingo folk lost their kingship, they turned to the foul sorcery of the chaos stones in the vain hope to restore their powers.

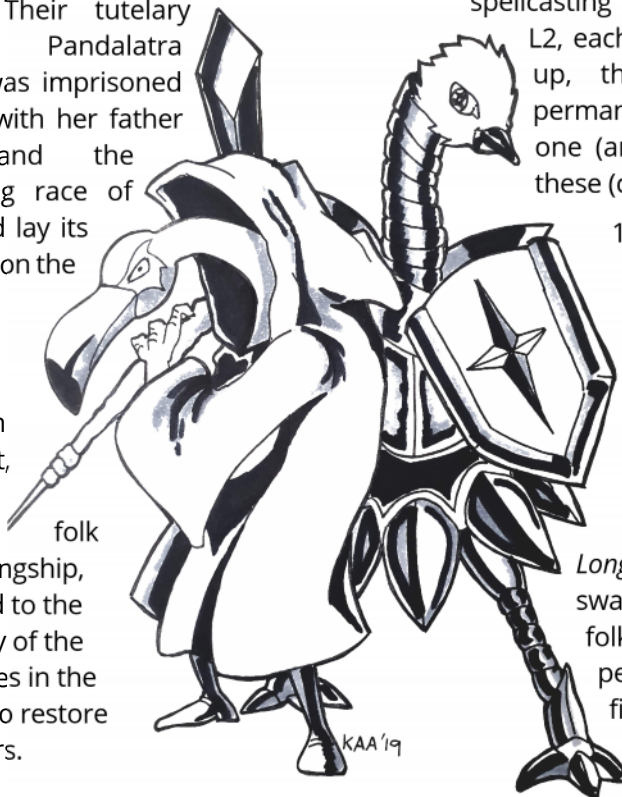
They ended up tainted and twisted, their intestinal gazes raising the dead even as they walked. Some saw this new power as a blessing, and sided with the chaotic armies of the Harrowing Hierophant, chief among Xichtul's cultists, supporting his twisted schemes so that their goddess can be free again. Others saw their power as a curse, and retreated to the corners of the world to mourn their loss.

A tragic people, the flamingo folk are necromancers not by choice but by the workings of this foul taint. Some are virtuous, some are wicked; all suffer tragically from their fall from grace.

**Traits:** At L1, flamingo folk have no bonus to Attack rolls, Defense rolls or spellcasting rolls. Starting at L2, each time they level up, they get a +1 permanent bonus to to one (and only one) of these (choose):

- 1) Attack rolls with light or one-handed weapons.
- 2) Defense rolls.
- 3) Spellcasting rolls.

*Long Legs:* In swamps, flamingo folk suffer no penalties for fighting nor do



they risk catching diseases there.

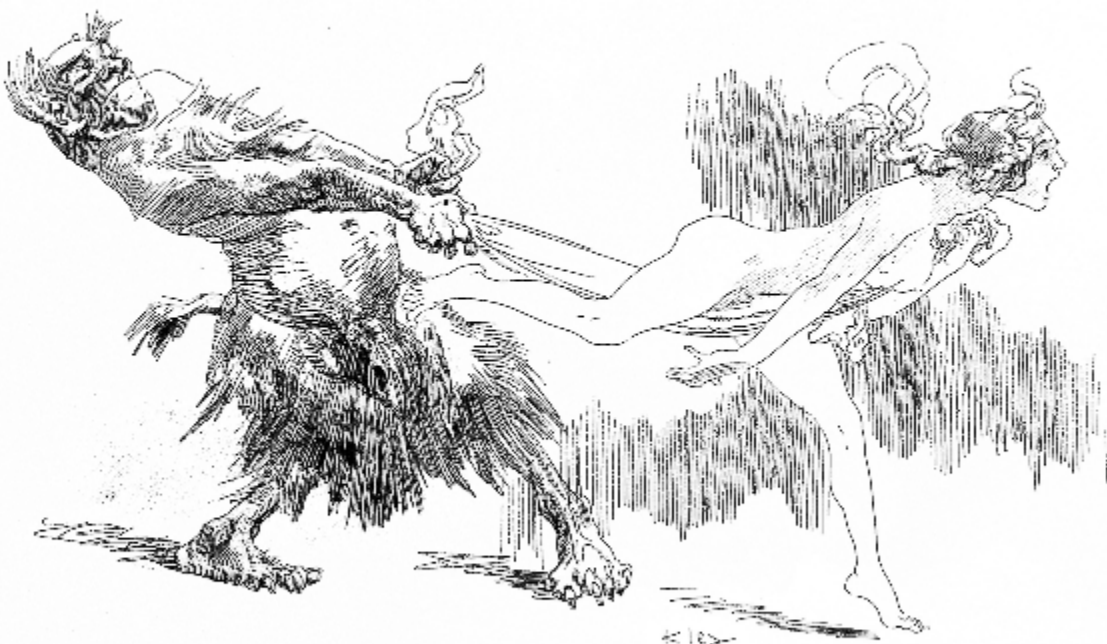
*Reanimation:* Flamingo folk are surrounded at all times with nauseous digestive gazes, which reanimate the dead around them. This is automatic and flamingo folks have no control over this (including in cemeteries!) At the beginning of the flamingo's combat turn, a number of corpses reanimate as zombies, to a maximum of animated corpses equal to the character's level.

Reanimated undead fight like L0 retainers (1 life, no bonus to Attack or Defense, never tests morale). This includes both party members (e.g. characters, mounts, retainers) and monsters except incorporeal ones

(ghosts, vampire mist, etc.) Corpses stay animated until the combat is over.

You may choose who reanimates if there are more corpses than the character's ability to reanimate them. By the end of the combat, flamingo folk can choose to keep a single reanimated corpse to serve them for 10 minutes (1 encounter) per caster level. Utterly mindless, these undead cannot open doors but can walk into traps if ordered to (which neutralizes the trap and destroys the corpse). Other non-undead retainers must make a morale check when party members are re-animated or flee.

This ability does not work underwater or in areas described as affected by strong wind (e.g. the Windswept



*A satyr chastefully enforces Lysistrata's Bareness Order upon vile strike breakers.*

Plateau in the Netherworld.) Reanimation needs no free hand, but one hand must be free when casting other spells. For game purposes, treat this power as similar to the Children of the Damned spell from DDD.

**Spells:** In addition to their undead reanimation power, flamingo folk can cast a single spell per level per adventure. Their spell selection is limited: they can only cast the Blessing and Protect spells plus all Netherworld spells, necromantic spells, swamp spells and volcanic island spells (from future supplements).

**Restrictions:** Flamingo Folk can't fly as their wings are atrophied. They cannot enter temples devoted to the gods of Life (doing so would call forth an alignment angel to punish the offender) and never benefit from altars or benedictions from the Life deities. Blessing and Healing spells by clerics of the Life deities work normally. Clerics of the sun god Luura cannot heal or bless flamingo folk, as the sun god commands his followers to not assist them. For obvious reasons, and although they worship the god of death Zur, flamingo folk avoid funerals; families react poorly when loved ones rise from their coffins.

**Saves:** Like wizards. They add +2 to swimming saves. Flamingo folk are considered necromancers for all game purposes (e.g. they can use Wands of Sleep and other items restricted to wizards).

**Armor allowed:** Shield, light armor.

**Weapons allowed:** Any except firearms.

**Starting equipment:** Light armor, light hand weapon and bow or a one-handed weapon and a shield.

**Starting wealth:** 3d6 gp.

**Life:** 4+L. A 1<sup>st</sup> level flamingo folk has 5 life.

**Expert skills:** Alchemical Training (CoCoC), Arcane Tanner, Detective, Fire Breather (CoCoC), Ghoulish Familiar (DDD), Intuition, Knife Throwing, Lesser Necromancy, Protective Incense, Slow Fall (CoCoC), Spore Alchemy, Spot Weakness, Stabbing Attack, Strong Will, Super Logic, Terrifying Presence, Vampire Hunter, Wings (DDD; cannot be used while wearing armor). Flamingo folk can also learn any one of the Expert necromantic spells (from DDD) as if it were an Expert skill.

## Swain

Dreamy, innocent boys on the shores of adulthood, swains are drawn to adventurer parties by romantic illusions of chivalric deeds and songs to sing. Most end up dead in a trapdoor or impaled upon a goblin's spear.

Their main use for parties is that while girls their age find them shallow, more mature women cherish swains and care for them. Moreover, certain felines seem inexplicably drawn to them, driving away other predators.



**Traits:** Swains add +1 to their Defense for every female character older than them in the party, including relatives. It's a hormonal thing and has nothing to do with likes or dislikes. It includes their mother and sisters too.

**Cougar Magnet:** Twice per level, per adventure, a swain can replace an encounter with a random monster, except a Final Boss, by d6+1 cougars (L3 minions, no treasure, always capture). If the cougars bring the swain's life to 0, he doesn't actually die but is simply taken away for the rest of the adventure, for unfathomable purposes. Don't increase the cougars' level for higher level dungeons or HCL.

**Doted Upon:** In towns, a swain regains 1 life whenever he encounters a group of townswomen with the [S] or (in Kenspeckle) the [W] icon for the first time, as they swoon over him. Should

he lose his virginity after this event, he must change his class (see Virginity).

### Restrictions :

**Youth:** Swains are younger than most classes. Their age, by default, is 14+½L, whereas other humans start at a minimum age of 20+L. Swains cannot drink alcohol nor enter houses of ill repute, or legally buy a weapon without their parents' consent (a human party member of L3 or more can be their parent if you wish).

**Virgin:** Swains who lose their virginity must change their class (see Coming of Age). Should this bring their level to 0, they marry and retire from adventuring. Unicorns (from CCC) treat them as if they were chaste maidens.

**Coming of Age:** Swains who reach L5 cannot progress onto Expert levels unless they switch to another human



class (e.g. warrior, rogue, etc.) They lose all swain abilities thereafter.

**Saves:** Like elves. Swains have no intrinsic spellcasting ability and cast spells from scrolls like warriors do. They woo like halflings, but can only take a romantic stance (see TCOTFD).

**Weapons allowed:** Light weapons only.

**Armor allowed:** Light armor only.

**Starting equipment:** Light weapon, book of poems, pastel clothes.

**Starting gold:** d6 gp.

**Swain** (*noun*) swān

1. LITERARY a young lover or suitor.

2. ARCHAIC a country youth.

Source: Oxford dictionary.

**Life:** 3+L. A 1<sup>st</sup> level swain has 4 life.

**Expert skills:** None.

## New Optional Skills

### Delicious

**All halflings get this skill at L1**

Halfling meat is both very tasty and lucky, which explains why so many monsters - minotaurs the first among them - salivate ravenously at the sight of them. A dead halfling provides the party with 10 food rations. Once per

adventure, eating 10 such rations heals 1 life. Eating more causes heartburn and no recovery of life points.

Halflings can be offered to monsters as bribes worth 100 gp (to be eaten).

Eating a halfling causes no Madness checks and is actually common in Andamon and the Tori islands.

### Hold My Beer

**All human men get this skill at L1**

As an option for more realistic games, you can apply the Hold My Beer rule to all male humans. It is meant to reflect ontological differences between the sexes, and specifically outlines that male adventurers, compared their fair brethren, are more lecherous, drunkenly, impulsive, irresponsible, prone to rash impulses and overall more dim-witted, qualities for which their muscle compensates inefficiently.

As such, men subtract 1 from all puzzle, will, intelligence, sobriety, purity, wisdom, planning and all other mental saves. They have +1 life to compensate. Fortunately for the species' survival, women have no such modifiers.

## New Character Traits

Introduced in *Wayfarers & Adventurers* (W&A), Character Traits are optional characteristics specific to a given character that may be rolled before a character's first game or for established characters. At your discretion, roll d6 on the list below



instead of the Character Traits list in W&A. Some are good, some are rather bad, many are both, and humorous.

### 1) Banker's Greed

Any gold held in stock by your character increases by 5% after each adventure. If your character is a dwarf, increase it by 10% instead. However, your character can never give gold to another party member nor buy anything for them.

Fire elves with this trait are so paranoid that they will never share any item with any other party member, even other fire elves and True Loves.

### 2) Butcher

You excel at the slaughter of animals for meat. Anytime you kill a normal

animal (one that exists or existed on Earth), you get d6 food rations in addition to any mentioned in its description. This also applies to butchering halflings and swamplings, because of their divine taste.

Characters with the Nutrition Proselytizer character trait get 1 Triggered point each time you make use of this character trait.

### 3) Shot Through the Heart

Your character knows who is to blame for giving love a bad name. He played his part and she played her game, giving love a bad name...

Forever heartbroken, your character is now considered purely platonic and sexless for all purposes. This makes them immune to seduction and the

mesmerizing of flower demons, but they can't woo, philander, marry, have children or seduce in any fashion.

## 4) Kingly Knight

You have family relationships with this faction and start the game with the KINGLYKNIGHTS keyword. Subtract 1 from all reaction rolls with this faction. Moreover, your connections with the Sphylis School of Sorcery allows you to sell spell scrolls for 20% more gold.

## 5) Knifing Knave

You have family relationships with this faction and start the game with the KNIFINGKNAVE keyword. Subtract 1 from all reaction rolls with this faction. Moreover, your connections with the Sphilis School of Strumpetry allows you to reduce by 50% the cost of all strumpet services.

## 6) Nutrition Proselytizer

You won't eat normal rations, even if your life depends upon it. Food rations for you cost 5 gp per day. More importantly, you feel compelled to brag about it, all the time, with everyone you meet, especially those who think otherwise. This causes your entire party a penalty on all reaction (+1) and persuasion (-1) rolls.

Note that this Trait is not so much about eating habits than constant and

pretentiously proselytizing. As such, even a character that doesn't eat at all (e.g. tree folk, golem) can have this trait.

## Flamingos as Magic Retainers

Upon becoming imprisoned, the bird goddess Pandalatra Telemvii transferred much of Her divine essence into Her sacred birds, flamingos, which explains their extraordinary powers. While usually peaceful (except against shrimps), each individual flamingo fights like a chaos lord when angered (see the Flamingo Eccentric Behavior table).

At the start of combat, roll d6 on the Flamingo Eccentric Behavior table (in the appendix) to see what the sacred bird does. Halflings can spend Luck to re-roll because flamingos like them.

You can also give a flamingo one shrimp (which costs 1 gp, available in any fishing town) for a re-roll, once per encounter. Shrimps don't stack with Luck and stay fresh for a single day.

**Acquisition:** Fortunate parties can find a flamingo roaming about in a dungeon, unharmed by monsters who dread its magical might. Once per adventure, you can decide that your party finds a Summon Flamingo spell (see Gestalt spells) whenever a spell



scroll or magic item is found in a treasure. A halfling can also spend 1 Luck, at any time, to find a flamingo retainer. You cannot have more than one in your party.

Flamingos are never sold as their enslavement is illegal, blasphemous and dangerous. Flamingos have 4 life.

**Animal:** Flamingos count as animal retainers, not characters. Being non-sentient animals, flamingos cannot talk, manipulate items, carry gear, open doors, read scrolls or do things that a bird can't. A flamingo takes a normal spot in the marching order. Flamingos can fly and therefore ignore all terrain effects such as crevices, lava, swamps or water. They can only be ridden (like flying mounts) by lutins or other characters of very small size.

**Blessed by Pandalatra:** Recognizing their holy condition, monsters will not

attack a flamingo, directly or not, unless the pink bird attacks them first.

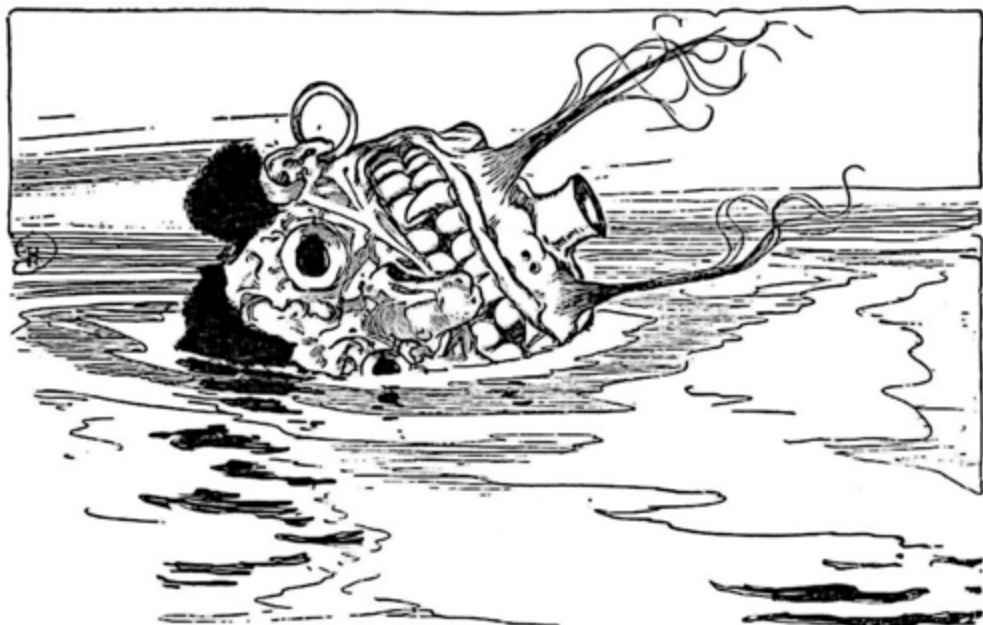
**Option (W&A):** If you have *Wayfarers & Adventurers*, all flamingos start with the Noble Birth trait.

**Note:** This profile is for regular flamingos (the birds), not humanoid flamingo-kin. All flamingos in Norindaal are magical, like unicorns. Yes, all of them.

## Craft Skills

Optionally, characters may start with a Craft Skill. Roll d6 on the Craft Skill table. Halflings can re-roll. Nobility (such as cavaliers, court magi, Rose Regals and all characters with the Noble Birth trait) roll on the Aristocratic Craft Skill table instead.

Craft skills are essentially for humor and characterization. Their impact



during solo gameplay is trivial, but they certainly could find a use if you play *Four Against Darkness* as a multi-player roleplaying game.

## Peasant Craft Skill table (d6)

**1 Tomb Robber:** You learned with the best masters. You get +L to shoveling saves and count spades like either light slashing weapons or light bludgeoning weapons, depending which part of the shovel is used (you can choose each turn).

**2 Potatologist:** Nobody plants them like you do. Add +L to potato saves and +1 to Attack rolls vs potato monsters.

**3 Taxpayer:** Paying crushing taxes has been your lot since childhood. When bribes or taxes must be paid, add 10%. On the positive side, your party can always pick the "bribe" reaction from a monster if that option is available, unless the bribe involves food or blood.

**4 Proletarian:** You loathe the wealthy (but only because you're not). Get +L to proletariat saves and +1 to Attack rolls vs. nobles.

**5 Accountant:** You are the shame of your family. You may reduce the price of any gold bribe by 25% (round down) with creative accounting but add +1 to your party's reaction rolls vs humans.

**6 Shearer:** You are unbeatable when shearing sheep. Get +L to shearing

saves. Also, subtract 1 from reaction rolls, and add +1 to saves, vs. any monster with "sheep", "goat", "llama" or "alpaca" in its name. This includes shape-changing llamas.

## Nobility Craft Skill table (d6)

**1 Embroider:** You get +L to embroidery saves. If you wish, this character can miss 5 adventures in a row to embroider a tapestry which can be sold for 3d6 x level gp.

**2 Dandy:** You have impeccable taste. You get +L on fashion saves and buy non-magical clothing at half price (including tailor-made suits from 4AA).

**3 Gossip:** Nobody babbles like you do. You get +L to gossip saves. At any time, you can spend 1 clue to change the reaction of any group of human minions to "friendly" if they have at least one non-hostile reaction option.

**4 Poseur:** You are good at *looking* bright. You get +L to stupidity saves and a -1 reaction bonus vs human nobility (vermin and minions only).

**5 Minuetist:** Your talent for dancing the minuet is amazing. You get +L to dancing saves and a -1 reaction bonus vs elves and flower demon Ladies.

**6 Dilettante Dabbler:** Once per adventure, you can cast the Wax Mustache spell, which either waxes d6+L mustaches for one hour or a

### Kardalok's Most Famous & Infamous Professions (From Most to Least Respected)

**Famous:** Nobles, clergy, strumpets, other social parasites, wizards, warriors.

**Infamous:** Harlots, adventurers, robbers, kobold slave-masters, accountants.



single mustache for d6+L hours. Add 1 to persuasion saves vs noble-born human or dwarf bosses (but not Final Bosses) when the Wax Mustache spell is cast on them (vs. human men only or dwarves of both genders).

### The Factions

When you start the game, you have no faction affiliation.

There are two factions in town: the Kingly Knights and the Knifing Knaves. While it could be romantic to imagine their feud as the righteous opposition between the oppressive tyranny of the nobility against the oppressed proletariat, it's nothing like that.

While it is true that the Kingly Knights hail from nobility and that nobody without wealth and privilege enters the prestigious Sphilix School, the Knifing Knaves come from the long-established bourgeoisie and hold prestigious positions of power in town, strumpetry being considered the



noblest profession imaginable, whereas those involved in the professions associated with money, lawyering and medicine are scorned and despised. Parents would have rather their children become beggars or pickpockets rather than doctors, lawyers or – the horror – accountants.

If you find the similarity between the warring factions confusing, imagine how the townsfolk feel. They have to deal with this utter nonsense every day.



**Game Effects:** If you belong to a faction, all members of the opposite faction will attack you on sight. You cannot buy at their shops nor receive quests for them. The only possible interaction with them is a fight.

Here's a round up of who's on who's side among the major actors:

**Kingly Knights (ψ):** Margrave Van Ponterotto, Headmistress Denzelian, the Knights of Kingliness and the sorceresses of the Sphylis School.

**Knifing Knaves (⊗):** Guildmaster Evos, Headmaster Lokki Davanzu, the mercenary company of the Knives & Knaves (aka "Knights of the Peel") and the strumpets of the Sphilis School.

**Icons:** To help you keep track of the factions, the townsfolk in league with the Kingly Knights have a sword icon (ψ) whereas those with the Knifing Knaves have a buttocks icon (⊗). Here's a mnemotechnic trick: "Swords for knights, buttocks for strumpets".

## New Rules

Unless otherwise noted, this adventure uses the same rules as in *Four Against Darkness*, except as follows. Kenspeckle

being a town, killing people as you wander around will get you in trouble.

### Buying Supplies

Many shops will allow you to buy supplies. There are no temples in Kenspeckle; the clergy and clerisy both left when the factions began killing each other. You can't buy Blessings, holy water or resurrection in Kenspeckle.

### Patriotic Philandering

Given Lysistrata's Cuckoldry Order, several encounters can result in carnal enjoyment if you are so inclined. Each time this happens, roll for the concerned characters on the Patriotic Congress table in the appendix. Sexless characters (e.g. golems), and those who loathe sex (censors and shrews) will not engage in fornication.

Those with a vow of chastity, such as monks or paladins of Zur, lose their class-specific powers until a Blessing spent is spent or they purge their sins with a good whipping (lose d3 life).

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**Modest Variant:** *If you are using the rules for a Chaster Kenspeckle, do not roll on the Patriotic Congress table nor use the rules below for Horny Husbands or Witty Wives. Instead, make a L4 cooking*

*save whenever you encounter townsfolk with the [H] or [W] icons, or when carnal congress is mentioned. If you win, menfolk [H] will buy your pies for 2d6 gp, whereas womenfolk [W] will give you a pie, which heal 1 life apiece.*

## Horny Husbands (H)

Kenspeckle's men are desperate, torn between the torture of six month's abstinence, but too proud, stupid and stubborn to stop their feud. If the party includes any female members (even ogresses), each encounter with males in Kenspeckle will involve vague obscene propositions. They have learned to be wary of adventuresses, however, and keep their hands to themselves less they lose fingers.

If you wish, any female party member can engage in frolicking with any male non-player character (NPC) whose description is marked with the [H] icon. This private merriment heals 1 life and takes d6 minutes (barbarians & satyrs add +L; minimum 10 minutes for game purposes).

Once this entertaining process is over, if the adventuress succeeds a L4 breeding save, roll for her on the Patriotic Congress table. Succubi and

strumpets add +L, medusines and liana dryads add +½ L.

However, the townswomen will be furious at these strikebreakers and will attack any adventuresses (still unarmed and naked at that point) who frolic with their husbands and sons on a d6 roll of 1-4. Add a MURDERER tick if you kill any of them; in that case, their men will join the fight against you too.

**2d6 Witty Wives & Widows.** Level 2 minions, morale -1, treasure -3.

Adventuresses must fight them alone and without weapons (-2 to Attack rolls). Note that if you fight the town's women, ignore any [W] icon in their location; your party won't get any philandering from them, even if you used non-violent magic such as Sleep. The only exception is charm-type spells, such as Song of Charm.

## Indigo Waffles

Beyond its political and marital repercussions, Kenspeckle's wanton frolicking with the satyrs who flocked to town has favored a mutation of the venereal fungal infection known as elfscrotch. The thusly evolved Indigo Waffles are much worse: infected characters not only suffer a -1 penalty



to all rolls, as for elfscrotch, they also see budding grow at an alarming rate into fungi folk.

Whenever an infected character meets a NPC with the [H] or [W] icon, roll a d6: if the result is 1 or 2, this is the number of **Fungi Folk** (L3 minions) that bud off the character. It's awkward, gross and causes 1 Triggered point.

By some form of psionic osmosis, these fungi folk always join their kin's Knifing Knave faction (C).

Mercifully, nothing happens on a 3-6.

A Blessing cures Indigo Waffles. It also goes away when the adventure ends.

Fortunately, the infection seems limited to Kenspeckle. Unless... this is where the town's fungi folk come from?

### Killing Townsfolk (MURDERER)

Murder is frowned upon in civilized societies. Townsfolk and lawmen do, however, make a distinction between manslaughter (which is bad) and political assassination (which is fine with them, except if they're at the business end of the sword).

If you side with a faction by completing a quest for them (see below), and kill members of the opposing faction, only the opposing faction will become hostile – change their reaction to "always fight". If you accepted the Margrave's quest, for example, and went around killing Knifing Knaves, other Knaves will attack your party on

sight. The same goes for the Kingly Knights if you side with the Knaves.

However, if you kill non-aligned townsfolk except in self-defense, your party (as a whole) gets 1 MURDERER tick. Do NOT get 1 MURDERER keyword if the townsfolk attacked first, nor for attacking creatures outside of town (e.g. fire elves and owlfolk don't count).

For each MURDERER tick your party has, add 2 to the townsfolk's reactions as they become more hostile. This includes all interactions with townsfolk inside the tiles which are the town proper. You also subtract 2 points, as a penalty, to any persuasion saves with townsfolk. This applies to both factions.

MURDERER ticks don't apply to monsters outside the town proper.



**Note:** If your party has already any MURDERER or THIEF ticks acquired in Tezany's Cove (from playing TTT, for example), they add to those you gain in Kenspeckle given the proximity between the two settlements.

Likewise, if you have any faction points with a ruling block faction in that city, they also apply to the Margrave.

### Madness

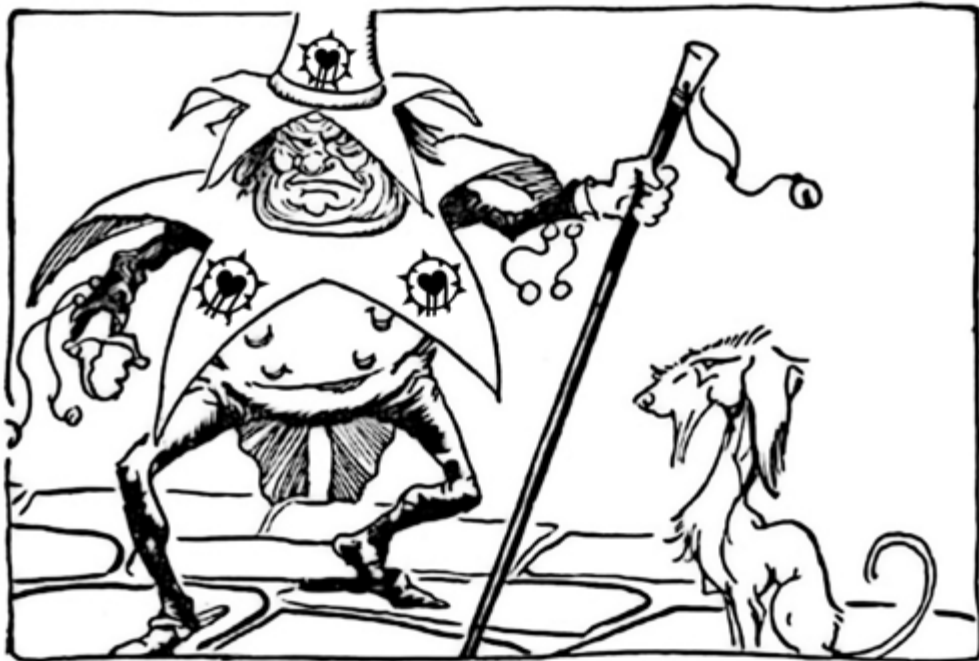
Characters with Madness points won't share equipment or gold. Those whose Madness overreach their level leave the party. If it results from Triggering, they throw a tantrum, then sulk until a wandering monster kills them. Write them off your party sheet in both cases.

### Map Icons (Guards)

You will notice three types of icons in Kenspeckle's streets: unaligned town guards (G), armored Kingly Knights ( $\psi$ ) and fungi folk horse riders in the Guildmaster's pay – the Knifing Knaves (G). Whenever you come within direct line of sight of such an icon, roll for their reactions unless you are of the same faction (always peaceful) or of the opposite faction (always fight).

If you previously defeated a group associated with a given icon, cross it out on your map. You will only encounter again if you return to this position on a d6 roll of 1-2, like wandering monsters of the same type.

**[ $\psi$ ] d6+2 Kingly Knights Riders.** L5 minions, morale -1, normal treasure. On the first turn, their lances cause a -1 penalty to Defense rolls. Shieldless



characters on foot suffer this Defense penalty throughout the fight.

*Reactions: always fight vs  $\Omega$ , always peaceful vs  $\psi$ , otherwise like Unaligned Umpires (see below).*

**[ $\Omega$ ] d6+2 Knifing Knaves Fungal Mercenaries.** L5 horse-riding fungi folk, normal treasure. Characters taking damage from them must save vs. L3 disease or lose 1 life AND become infected with Indigo Waffles. Halflings add +L on this save. Fungi folk fight to the death if you have the LEPIDOPTERAPHILE keyword.

Fungi folk are awful horse riders. If you double their L on an Attack roll, the whole squad loses control of the horses. Reduce their L by 1 (once only).

*Reactions: always fight vs  $\psi$ , always peaceful vs  $\Omega$ , otherwise like Unaligned Umpires (see below).*

**[G] d6+1 Unaligned Umpires.** L7, treasure -1, morale -1. On a Defense roll of 1, they kick you in the nuts, causing male characters to lose their next attacks.

*Reactions (d6): 1-2 peaceful (get 1 clue), 3-4 insult your grandmother (make a single L2 cantankerousness save or you must attack them), 5-6 bribe (2d6 gp per character as "taxes").*

### Mountain Ledges

When your chosen path takes you through a square with a mountain icon, each of your characters must succeed a L4 climbing save or lose 1 life. Roll for each mountain ridge square crossed.





Mounts save at -1. Barbarians add +½L to the save. Dwarves add +1. Horses, halflings and elves save at -1. Party members with a rope add +1 to this roll. Those who fail still manage to move through the square but lose 1 life from the rocky edges. d3 life points are lost on a save roll of 1.

### Kisses for Bribes

Whenever asked for a bribe in town, a character of appropriate gender can try a seduction save against the demander's level (satyrs and succubi add +L; orcs, swashbucklers and medusines add +½ L). If failed, double the bribe amount. If successful, the seducer must make a breeding save whose L equals the number of humanoids seduced. Your party can split the frolicking partners among themselves if you wish.

Satyrs and succubi add +L to this breeding save; barbarians, liana dryads, medusines, half-orcs and swashbucklers add +½ L; trolls and other ugly monsters (use common sense) subtract 2 except vs their own species. If failed, the seducer suffers 1 wound from the rough treatment.

On a breeding roll of 1, your character catches Indigo Waffles – hygiene isn't one of the townsfolk's strengths. Succubi never catch indigo waffles this way but drain their partners to death on a breeding roll of 1: tick a MURDERER box. Furthermore, roll on the Patriotic Congress table if the breeding save succeeds, even if you or your partner dies in the process.

### Subduing

All monsters and NPCs can be subdued unless otherwise mentioned. You don't get MURDERER keywords for subduing them. To subdue a monster, you must either use the Sleep spell or fight with -1 on all Attack rolls (striking with the flat of the blade or trying to knock it out



instead of killing it). Subdued humanoids can be sold to slavers for 5 gp; wizards and alchemists will also buy monstrous Boss or Weird Monster organs for 5 gp per monster level, but you can't harvest them for alchemy components (as per the TCOTFD rules) if you do that.

### Triggered

Some things may hurt your feelings and cause you to feel a strong and self-righteous urge for victimization. This outrage deserves game rules.

Whenever you, the player, read or see something in this book that causes you great offence, you get 1 Triggered point.

Some game events may also cause you to gain Triggered points. Unlike clues or Madness points, Triggered points

are not assigned to a specific character but kept as a pool (a Triggered pool).

Whenever you get 3 Triggered points, one party member **MUST** fight with a barbarian's rage on the next combat (see 4AD) but gets 1 Madness point.



### Example of a Triggering Image

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If you ever reach 10 or more Triggered points (not counting those spent), you must burn this book and buy 2d6 more printed copies, which you must also burn in a public show of your outrage.

Once per encounter, you may lose 1 Triggered point by laughing out loud, very hard. Other people must hear you.

## Wandering Monsters

Do not roll for wandering monsters in town. Roll for them outside, in the wilds. Use the monster tables from the

4AD book unless you have the *Crucible of Classic Critters* (preferably) or *Fiendish Foes* or *Warlike Woes*; in the latter case, increase minion/vermin numbers by 2.

### Witty Wives & Widows (W)

The women have had quite enough of the manslaughter that has been killing their sons and husbands. Guildmaster Evos' wife, the cunning, crafty and cute Lysistrata, has convinced all the town's women - including the Sphilis strumpets, after much debate - to strike where it hurts the most, by withholding all carnal affections from all the town's men in order to force them to end the feud between the Kingly Knights and the Knifing Knaves.

After six months, as things weren't improving, Lysistrata convinced the womenfolk to up the stakes – by offering what they deny their husbands to every passing foreigner, driving their men mad with jealousy.

No wonder the satyrs flock to town!

**Game Effects:** Whenever your party has an encounter marked with [W], they encounter wily wenches and wives. All humanoid males must succeed a will save (Ld3+1; roll each time) to resist their (patriotically motivated) carnal proposals.

Characters with chastity vows and married ones add +1; success is automatic if their wives are present. Drunken characters and swashbucklers (although in their case, drunkenness is a pleonasm) save at -2; satyrs only succeed on an explosive die.

If at least one character fails, each of the carousers must succeed a breeding save against the same level (halflings and swashbucklers add +1, orcs and satyrs always win).

Those who win heal 1 life and roll on the Patriotic Congress table in appendix. This takes at least 10 minutes (one encounter's time).

**Saucy Shoppers:** Seduction attempts occur each time the party enters a shop or room with the [W] icon, with wives and daughters doing their best to anger their husbands and fathers respectively by doing so.

After any philandering is done (presumably in the bedroom upstairs, behind a locked door), make a L3 stealth save (rogues and halflings add +L). If you fail, the husband will attack.

Any fight occurs naked (armor-less, and in the mud) but melee weapons can be used. The cuckolds always attack first.

A MURDERER tick occurs if you kill the townsfolk, but not if you defeat them with non-lethal means (see Subduing).

## Water

Crossing running water is possible by swimming. Barbarians, swashbucklers, fish folk and water-related classes can swim across water automatically. All other classes need to make a L3 swimming save for each square crossed or lose 1 life. Apply a -1 penalty for shield carriers and an additional penalty of respectively -1 and -2 for those wearing light or heavy armor. Halflings, dwarves and elves (other than sea elves, river elves and sea dwarves) are especially poor at swimming and suffer an additional -1 penalty.

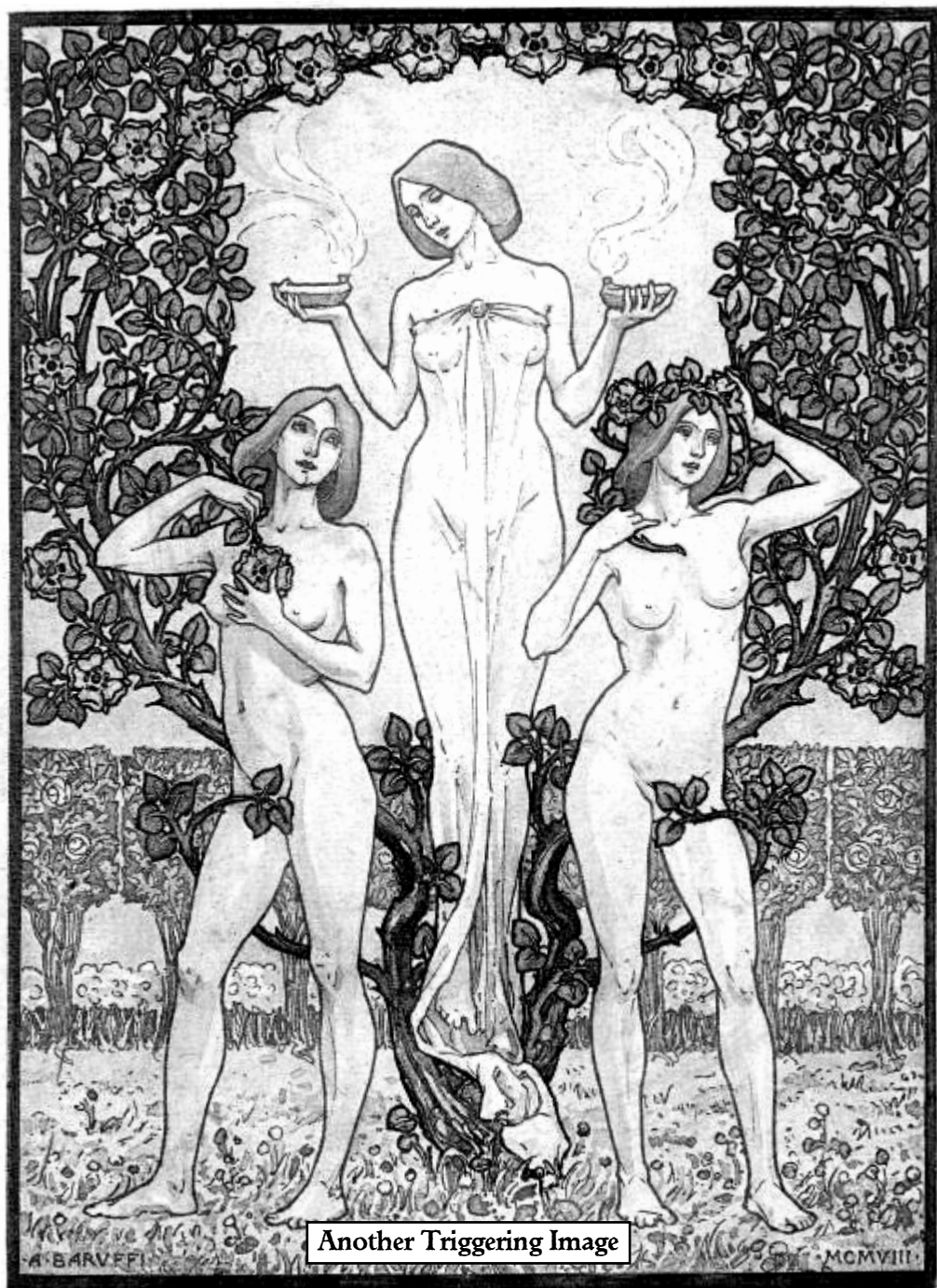
Learning to swim counts as an Expert skill (from 4AA) for all other classes (1 XP roll). Characters who can breathe underwater always succeed at swimming saves.

## Zirconium Zebras

These rare palm-sized idols cannot be bought, but can be found. Crushing a zirconium zebra restores all of a single characters' life and chi/psi points.



*No matter the temptation, manly patriots of Kenspeckle go about their daily duties.*



Another Triggering Image

*Inspired by the goddess Elidra, the towns' priestesses join in the strike, too.  
Now, it's the town's men's turn to complain about having headaches.*

## Strike Timeline

### A While Ago

Pyrra fails her strumpetry exam. Again. Arguments between the Knights and the Knaves turn into insults, then fights, then feuds, then outright civil war. Gobras, the chaotic deity of jesters, find this extremely funny and intervenes subtly to make Kenspeckle's menfolk even more preposterous and cretinous.

### Not So Long Ago

Fed up with violence, Lysistrata promulgates the **Untickling Order**. The women's carnal strike begins. The men plead and threaten, to no avail.

### A Bit Less Long Ago

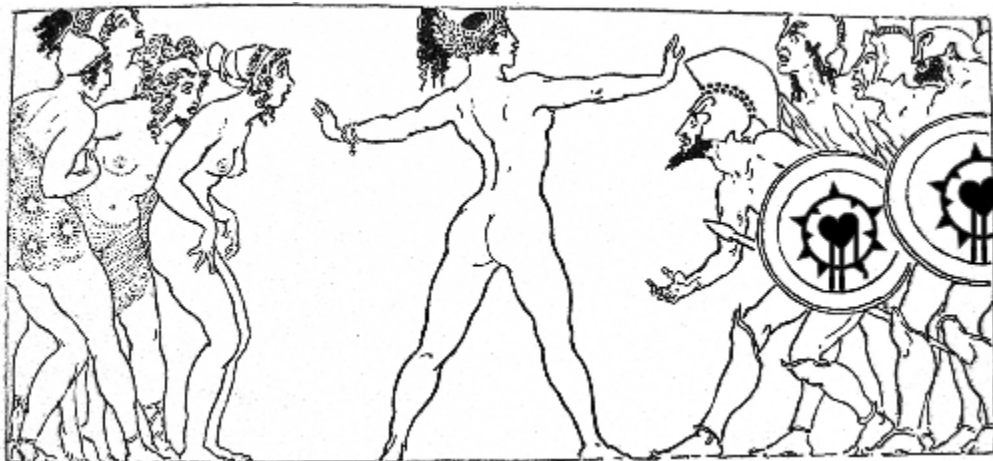
Kenspeckle's men keep warring in their proud idiocy. Exasperated, Lysistrata escalates and promulgates the **Bareness Order**. All of Kenspeckle's women henceforth go bare naked to inveigle the men. Except for Pyrra, clueless as ever.

### Yonder in Time

Outraged by this escalation, Kenspeckle's men also decide to go around naked as Van Pontoretto signs the Manliness Decree. Alas, old age, beer guts and overweightedness plummet their goals. Female hilarity ensues; the Decree is soon lifted. Nevertheless, male pride wins over female arguments for peace.

### Quite Recently

Exasperated, Lysistrata upsurges the strike by promulgating the **Cuckoldry Order**, whereby all women are to cuckold with every passing stranger. Satyrs migrate towards Kenspeckle in vast numbers. Unfortunately, tensions (of all kinds) only increase. Lysistrata, who had underestimated male idiocy, is getting short of ideas.



Mark on your sheet that a psionic pylon as activated for every zirconium zebra crushed or sold. It will be useful in other books, for reasons that will remain mysterious at this time.

An intact zirconium zebra idol sells for 150 gp to any wizard or alchemist.

### The Book of Secrets

To play this game, you will need the map of Kenspeckle in the appendix. The following entries describe each location on this map in detail.

**Do not read the entries ahead!** You'd spoil your own fun. When you are done reading an entry, return to the map.

### Options from Other Books

To keep this adventure simple, options from other books were kept to a minimum. If you have them, feel free to use gear, spells and classes from other books, and of course Van Pontoretto as a patron (from GGG).

For example, you could generate the woodlands around the town with the *Crucible of Classic Critters* and the crags with *More Mountainous Mayhem*. The other locations on the hex map itself will feature in *Pirate Ports of Pestilence*.

### Troublesome Kenspeckle (Option)

Using *Treacheries of the Troublesome Towns*, you can expand Kenspeckle as a much bigger town. Feel free to use the advanced rules for towns or just keep Kenspeckle a hamlet, albeit with two warring factions (both Dukes). The official ruler is the Margrave.

## Where Do We Start?

You have several options:

If you played *Three Rings* prior to this adventure, you come from the north-east, Tezany's Cove, at **entry 6**.



*Unmarried guards make do with the situation and turn to their true love: booze.*



If the last adventure you played was a wilderness book (CCC, MMM, *Three Rings*, etc.) you start at **entry 3**.

If it was *Caves of the Kobold Slave-Masters*, beyond the Swine Marches, you start at **entry 32** or **entry 33**.

If you didn't play any of them on your last game, you start at **entry 1**.

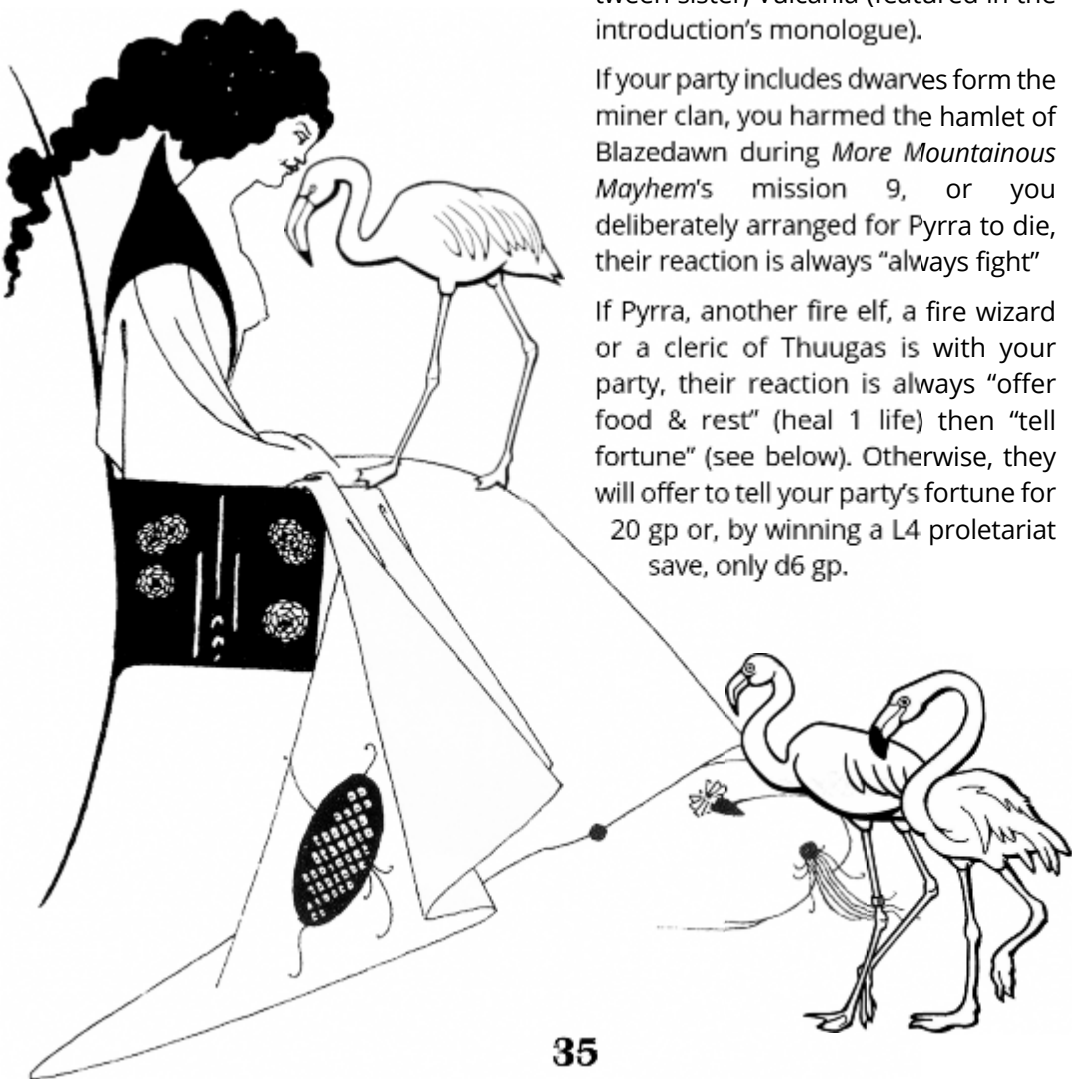
~ 1 ~

**Fire Elf Camp:** These blind but dangerous renegades have made their semi-permanent camp outside the town. Outsiders are not welcome.

They have come from the community of Blazedawn, fleeing the persecutions of the dwarf miners of Elvenbane yonder. There are as thrice as many non-combatant children and elders as there are combat-worthy adults (3d6+6) including Pyrra's talkative tween sister, Vulcania (featured in the introduction's monologue).

If your party includes dwarves from the miner clan, you harmed the hamlet of Blazedawn during *More Mountainous Mayhem's* mission 9, or you deliberately arranged for Pyrra to die, their reaction is always "always fight"

If Pyrra, another fire elf, a fire wizard or a cleric of Thuugas is with your party, their reaction is always "offer food & rest" (heal 1 life) then "tell fortune" (see below). Otherwise, they will offer to tell your party's fortune for 20 gp or, by winning a L4 proletariat save, only d6 gp.



If you refuse to pay, their leader, Hwl the misogynist, will threaten your party into leaving.

**Fortune telling:** Roll 2d6 and choose one of the results; the character may use that number rolled on that die as the result of any one roll during the game. If unused by the adventure's end, the fortune telling is wasted.

**d6+5 Fire Elf Bohemians (minions).**

L6, 2 normal treasure, immune to Sleep. Roll d6 each turn starting on the second turn. If the number is under the number of combat turns, flames burst out as the fire elves open their eyelids. All party members must succeed a L5 dragon breath save once per turn or lose 1 life in addition to the fire elves' attacks. Rogues and fire elves add +L to the save.

On a Defense roll of 1, the area is set on fire, causing the elves to flee and your party to lose d3 life should you come in this location again. If you kill the fire elves, mark the BIGOT keyword.

**Hwyl the Misogamist (Boss).** L7, life 7, 2 attacks, normal treasure. Same abilities as above. Secretly in love with Pyrre, he hates married characters.

*Reactions: see above.*

### ~ 2 ~

**Lady of Cringe:** A swirl of dust and leaves comes over you as a strange woman is feeding fawns. It would be absolutely cute if she wasn't actually... well... Let's just say it's awkward.

Read her shocking entry next page; prepare for Triggered points!

### ~ 3 ~

**Woodland Lakeside:** Get 1 clue as you hear a dirty, shriveled man moaning in pain at the bottom of a pit. He claims he's Guildmaster Evos, fallen into this trap after fleeing from a man-tiger in the forest of Kraa.

This doesn't sit well with the fact that another citizen with the same face and name sits in his house. Mark the DUPLICATE keyword.

The prisoner is guarded by a hidden pit: L4 trap, subtract the armor bonus from the save, rogues add +L, halflings and elves add +1. Add +2 with a rope. Lose 1 life on a failure. A lone character who falls in the pit dies unless a L5 climb save is made. If you wish, a witchhunter, a censor or a paladin can torture the so-called guildmaster for 1 clue.

If you would rather help him, he offers you a quest: his goods were stolen and he desperately wants them back less his business is ruined. The party gets an Epic Reward for completing the "Bring me that!" quest (see 4AD), except that the quest object is the merchant's stash (cargo and hard-to-sell baubles) instead of a magic item. If you complete the quest, mark the NEMESIS keyword and get your reward.

Oddly, "Guildmaster Evos" doesn't want to go to Kenspeckle and will flee

**The Lady of Cringe.** Level 5 Weird Monster (fey), 5 life, no attack, treasure: 2d6 food rations. If you accept to drink her milk, make a L4 awkwardness or milking save (farmers, harlots & satyrs add +L, swain subtract 1). Win: Make an XP roll -1. Fail: get 1 Triggered point. On a 1, catch Indigo Waffles.

*Reactions (d6): 1 flee, 2-6 awkward invitation (see above).*



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*If you didn't  
laugh, this  
shocking image  
is well worth 2  
Triggered  
points.*

**A Very Triggering Image**



if you force him to. He's surprisingly nimble for his age; you won't catch him.

If you desire, you can select a character to make a L3 stupidity save. If it fails, you may choose to erase the NEMESIS and/or DUPLICATE keyword if you don't trust "Evos", or keep it if you do. If you win, mark both keywords.

**Note:** Oddly, your party is not technically part of the Knifing Knaves faction even if you accept the quest of this "Guildmaster Evos". Maybe this has to do with his red eyes and fangs?

~ 4 ~

**Woodland Clearing:** What seems to be, at first, a swarm of huge spiders comes out of the well. Soon, it condenses into a horde of horrible gibbering faces with insect legs, their eyes and tongues rolling madly.

The shock at this hideous sight surprises your party on a d6 roll of 1-4

unless a character succeeds a L5 farming save (farmers add +L).

**d6+6 Crawling Faces (vermin).** L3 demons, never check morale, no treasure. If they kill party members, their victims' faces sprout spider legs, tear from the corpse and run away. Faceless party members cannot be resurrected unless a necromancer, a flamingo folk or a tailor kills a crawling face and stitches it back on the character's corpse. A vial of holy water kills 2 of them. They never attack faceless characters (e.g. moonbeasts or golems) as their goal is to "free" the faces from the bodies that hold them.

*Reaction: always fight.*

**The Well:** Once you have dealt with these repulsive monsters, one or more party members can drink from the well. You can also ignore it. Decide before rolling. Each party member can only drink from a well once.

Roll d6 when drinking: 1 poisoned (make a L3 poison save or lose d3 life), 2 roll for a random treasure, 2-3 nothing happens, 4-6 heal 1 life.

~ 5 ~

**Woodland Clearing:** While a random party member is taking a pause to have a bowel movement in the woods, imps attack before he can raise his pants. Ignore any armor bonus for the combat's duration (shields are allowed). The rest of the party can only act on the 2<sup>nd</sup> turn; ranged weapons

will hit their friend (the “primary target”) instead on a d6 roll of 1-2.

**d6+1 Impudent Imps.** L5 flying hellspawn vermin, treasure -1, morale -1. On a failed Defense roll, the character suffers no damage but loses a random object as a single imp flees away with it. The first object they steal from the primary target is his armor, the second one is his pants or skirt, causing a -1 penalty to the party's persuasion saves and reaction rolls until new ones are found or bought.

A single vial of holy water thrown at them kills 2 imps. A Blessing spell cast by a cleric of a god of Light causes d6+L imps to flee without stealing anything.

A L5 shearing save forces them to make a morale check, ashamed of their clean-shavenness. Subtract 1 from their level per demonologist in the party. Imps never harm clerics of Akerbeltz but hate witchhunters.

*Reaction: always fight.*

~ 6 ~

**Woodland River:** Bloated, disgusting white worms with tentacled maws crawl towards your party. Are they hungry or simply friendly?

**2d6 Coloscopes (aka Carrion Worms).** L4 vermin, treasure -2. When hit by a carrion worm, a character must succeed a L2 potato save or be paralyzed for the next turn (immature carrion worms are notable potato parasites). Golems and potatomancers are immune. Pant-less characters

defend at -1. Paralyzed characters cannot attack and fail all Defense rolls but can make poison saves normally. Add your party's farming or potato save bonuses to the monsters' treasure roll.

*Reactions (d6): 1-2 peaceful, 3-6 fight.*

If you want, you can use the rules for fighting in corridors when a bridge is present (see 4AD). Your party can retreat from a combat without suffering their attacks in return by destroying the bridge. Wooden bridges can be destroyed with a Fireball or Lightning spell. The coloscopes attack from the north-east (let's not go into details as to where exactly they attack).

~ 7 ~

**Town Guard Post:** Half a dozen guards in the town's maroon livery are playing a bizarre game of cards and polyhedral dice, betting llamas. They barely raise their heads as you open the door, busy as they are at burning orcs alive in a pyre “*less they spread spores and sprout more orcs*”, quoting Skalitos' alternative facts according to which orcs are fungi.

Roll d6 to determine their allegiance: 1-2 Kingly Knights (ψ), 3-4 Knifing Knaves (Ϸ), 5-6 neutral.

Neutral guards are unionized and don't interfere in the feud between the Kingly Knights and the Knifing Knaves.

Once you opened the post's door, guards will watch you and will join the fight against you if you attack townsfolk in Rooms #8, 9 or 10, unless

those attacked are from the opposing faction. Their llamas won't help either.

If the guards demand a bribe and a fight ensues, characters who are defeated to not die; instead, a single guard leaves combat and goes to sell them to slave traders. If and when you meet them, you will get a chance to get your party member back. You will know when it happens.

## [H] 2d6+4 Town Guards of Uncertain Allegiance but Certain Ineptitude.

L6 minions, treasure -1.

Despite their level, they aren't good fighters: they're simply so ridiculously incompetent that your party can't stop laughing even as they fight.

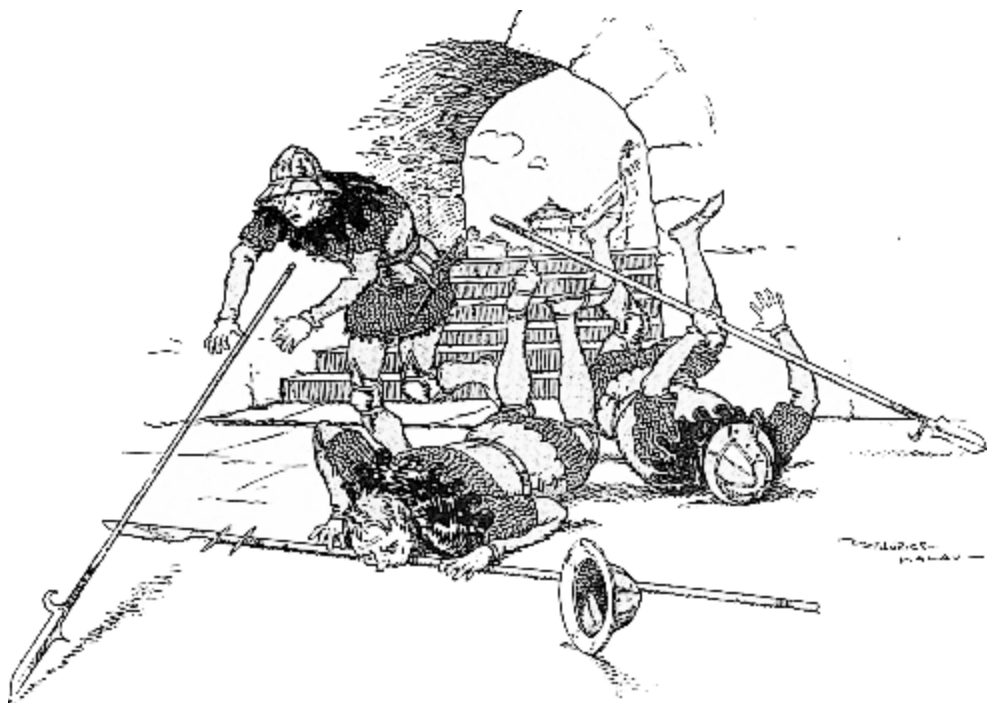
*Reactions (d6): 1-2 peaceful (get 1 clue), 3-4 insult your mother (make a single L3 will save or you must attack them), 4-6*

*bribe (2d6 gp per character). If you have any MURDERER ticks, their reaction is "always fight".*

## Oxymoronic Unexpected Twist

If you have the DUPLICATE keyword, one of the guards' llamas transforms into a doppelgänger and attacks your party, surprising on a d6 roll of 1-4. Do this after any philandering, if any. When it attacks, the other guards flee. Delete the DUPLICATE keyword if you kill the doppelgänger (do not if it flees).

**Doppelgänger:** L5 weird monster, 5 life, normal treasure. Before the party attacks, the doppelgänger takes the form of a random character. Each turn, a save vs. L4 confusion must be made by the other characters. On a fail, they will not attack, being confused about





who is real. If successful, they fight normally.

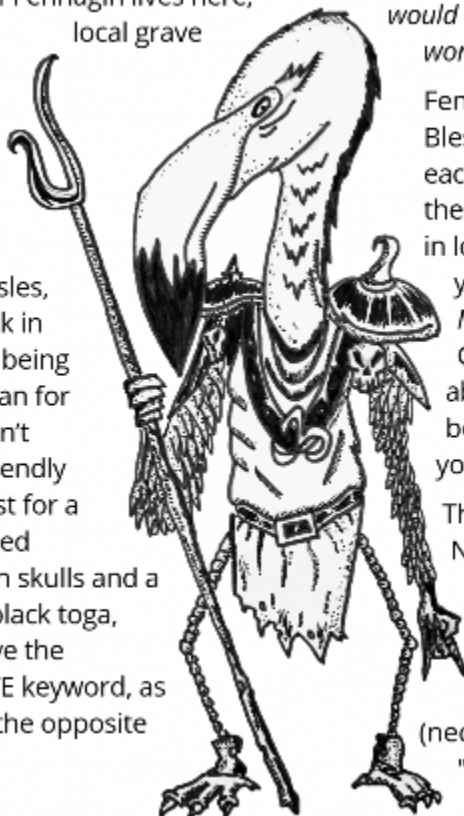
The mimicked character, blind heroes (e.g. fire elves), llama folk, steeds and pets (who have different senses) may attack as normal. The doppelgänger attacks the mimicked character. If that character dies, the doppelgänger flees after taking a single magic item from its double's treasure.

Factions: Genomic Robbers, Chaos.

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

~ 8 ~

**[ψ] Necromancer Cemetery:** The pungent smell of corpses and guano is barely breathable. A flamingo man by the name of Fennagin lives here, acting as the local grave digger, necromancer and, when necessary, priest of Zur. An immigrant from the Tori Isles, he tried his luck in Kardalok after being exiled by his clan for reasons he won't speak. He is friendly enough, at least for a flamingo-headed creature clad in skulls and a high-collared black toga, unless you have the KNIFING KNAVE keyword, as he belongs to the opposite faction.



In that case, he'll lock the door and fight to the death if you enter forcibly.

Even if your encounter is peaceful, Fennagin will deny vociferously (and a bit suspiciously) any relationship with Finnegan or Fannegin, fellow flamingo folk from Almirly.

Fennagin left his home in the tropical Tori isles, disgusted at his people's pernicious plots. *"I love our mother goddess, Pandalatra, and I want her back as much as any bird-man, but I couldn't stand to see my people engage in evil conspiracies with such despicable chaos lords as Skëyletir and the dragon witch Xi-Golog."*

*"What they did in the North Beyond the World - they crossed a line there. I would do anything for love... but I won't do that."*

Fennagin sells up to d3+1 Blessing scrolls for 100 gp each. He's happy to chat about the Sphylx School of Sorcery in location 10, suggesting that you buy *The Ordeal of the Magic Tower* (by Ganesha Games) to learn more about it, shockingly breaking both the fourth wall and your immersion.

The sole copy of the Necronomithong can also be bought for 150 gp. When the wearer reads a scroll, they can make a L4 obscenity save (necromancers add +L) to "insert" the spell inside the

necro-thong. If it works, the spell is added and can be used once, as a scroll, in addition to being added to the spellbook. If it fails, the evil panties bite the caster in an intimate place (lose 1 life) and the scroll is lost.

Fennagin is very reverential of indigo flamingos and clerics of Pandalatra. He cuts his price by 50% for them.

For 50 gp or 10 shrimps, the flamingo-kin can also raise a dead character or retainer as an undead servant (as per the Lesser Necromancy skill). The deceased comes back to life as an undead servant, with half the maximum life points they had when they were alive.

For example, a halfling who had 7 Life points will come back to life as a 4 Life points creature. The character's level will be the same as when they were alive, minus 1, with a minimum level of 1. The undead creature will have no class abilities or bonuses to Attack or Defense, but will complain much less.

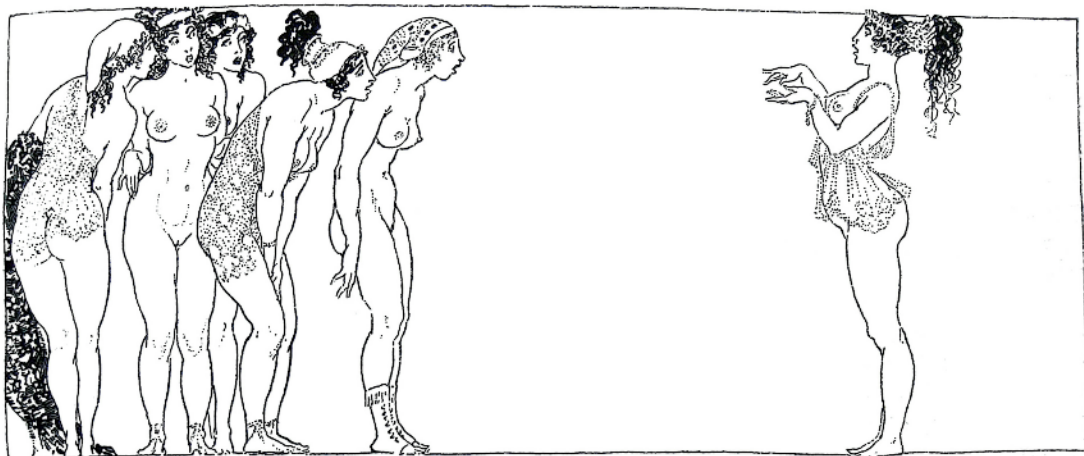
The undead will fight for the party until destroyed. Their Luck points or spell casting abilities work as before. A character reanimated in this fashion may not be resurrected later.

Parties under 4 characters can hire Fennagin as a L4 flamingo folk for either 50 gp or 10 shrimps.

**Option (4ATN, DDD):** Up to d6 Netherworld or Necromantic spells are available for sale at 120 gp each.

If you wish, the flamingomancer can sell worn-out pants or skirts for 1 gp.

**Before You Go:** If you bought anything from Fennagin, he will offer you to explore his secret dungeon under his cemetery. If you have the DDD book, the stairs lead to the Cairns of Xichtul (DDD p.113). If you don't, generate a random dungeon of up to d6+3 rooms in which monsters are undead (vermin are skeletal rats, minions are skeletons or zombies, Weird Monsters are undead giant spiders and Bosses are mummies; see 4AD's monster tables).



*Lysistrata explains the Cuckoldry Order to her flabbergasted supporters.*

If the priestess Daöl-Shabbat is with your party, or if you met her previously, reduce all of Fennagin's prices by 50% as he's overjoyed to see his old friend.

Return to the map when you are done.

**Fennagin the Flamingomancer.** L7 Boss, 5 life, morale +1, 2 attacks, 2 normal or necromantic (DDD) treasures (your choice). The necromancer reanimates the dead with his pestilent intestinal gases. As long as Fennagin lives, any monster or party member who dies in this location (including old Fennagin himself) is reanimated as a voodoo zombie (L5 undead minion) on the next turn.

Furthermore, any undead in the party fall under Fennagin's control and fight the party as monsters of their L +3 unless a L4 will save is made.

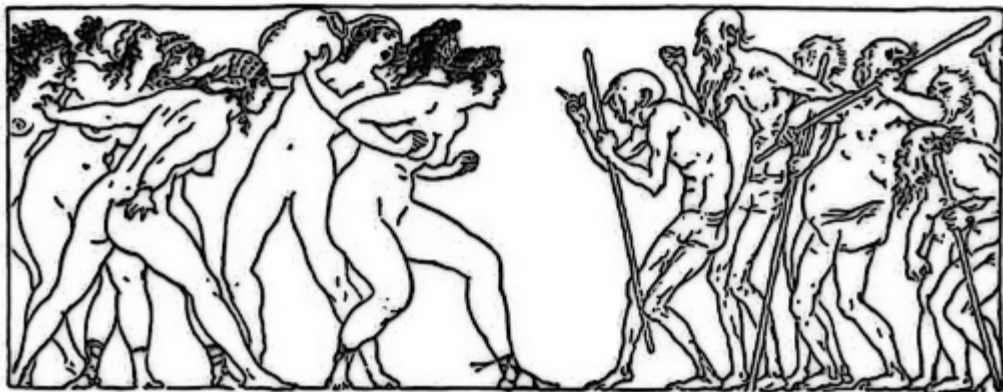
Get 1 clue if and when Fennagin is killed as, in reading his journal, you discover the awful endeavors he partakes in. Faction: Harrowing Hierophant.

*Reaction: always merchant.*

**[Ω] Fish Market:** The sign above the door, "Fandangle & Fabiform's Familistery", hangs by a thread. The pair of dour fishermen and their workers are selling what their nets caught over the last days. Commerce has become harsher ever since a pestilent fog has begun to spread over from the southern port of Pyrexia (southwards), and south too, all the way to the fishoid wharf of Mouth's Inn.

Now Lord Erid Orfeld, a wealthy merchant from western Dorantia – across the Sea of Storms, has been buying all the ships and contracts he could along the western coast of Kardalok through his Orfeld Company, driving the local competition out of business. Things could be better.

Already, Fandangle had to sell his dinghy, his first wife, and his two youngest children to Orfeld's slaver. (He misses his boat the most.) If things don't get better soon, he'll have to sell his other kids, then close his shop.



*The townswomen react with contempt and mockery to the Manliness Decree.*

## Kingly Knights & Knifing Knaves

Food rations are available here for 3 gp apiece. It's not all fresh, but it's edible.

If you are aligned with the Kingly Knights, the twins will assume you came here to kill them and will attack along with their mates (see below).

If you have the DEEPFISH, GREATDEAL or JOBBER keywords, the fishermen are resentful of your work with their competitors. They will attack you on a d6 roll of 1-4, and throw you refuse until you leave on a 5-6.

If you have DELIRIUMTREMENS or FRIEDFISH keywords, and if the fishermen find your party likeable enough (L5 persuasion save; halflings, swashbucklers and seafarers add +½L), they offer you a keg of rum from Ssiklia for the meager price of 10 gp (half price). A bargain.

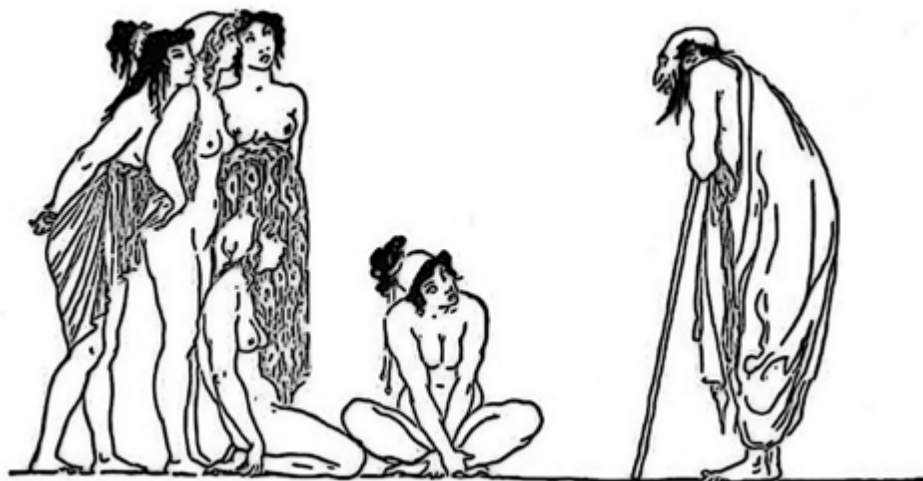
Useable once per adventure, the keg of dry rum allows all party members to drink themselves to a stupor to forget

their woes. Lose 1 Madness but blacken out for d6 x 10 minutes: make d6 wandering monsters rolls, but only one occurs even if you roll 1 several times. A character under ogre-size carrying a full keg counts as encumbered. If you refuse to buy it, the insulted fishermen won't deal with you.

If you have *Caverns of Chaos*, you can make a Search roll to find a mutant fish, which works like a chaos crystal (CoC p.16). Lose 1 life from the spiky fish, instead of wandering monsters, on a roll of 1.

If you carry that fish, which glows in the dark ominously, all members of the inquisition will attack you on sight, striking first.

**[W] Fat Facinorous**, who happens to be the astute second wife of Fatter Fandangle the Frustrated Fisherman, and her three midget daughters (**Fanny**, **Ferula** and **Fibula**) are fond of dwarves, halflings and lutins; double



*Townswomen listen, underwhelmed, to the arguments of the Margrave's advisor.*

all philandering benefits for them. Instead of hiding, with a L4 cunning save (rogues and harlequins add +½L), you can convince the gormless & gaunt-less Fandangle that you were repairing the bed and not only avoid his wrath, but gain 3d6 gp and his thanks for your "help".

**[Ω] [H] 3d6 Fishy Fishermen.** L3 minions, morale -1, treasure: 3d6 gp and 2d6 x 10 food rations (fish). On Defense rolls of 1, their nets prevent the target from attacking on the next turn. Fish folk defend at -2.

Characters may add their proletariat save bonuses to their Defense rolls.  
*Reactions: see above.*

**Shop Twist:** Just when you are about to leave the shop, one of the fishermen, Fipple Flews, whispering in a conspiratorial tone, has something to ask you. *"My friend has owned me that loan for too long. Get it back and I'll share 50% with you".*

There is a 1 in 6 chance of meeting the "friend" anytime a group of humans, or a lone one, of the Ω faction is encountered in town.

A L5 persuasion or gossip save is needed to get the loan back (d6 x d6 x d6 gp); ogre-sized characters add +L, warriors and barbarians add +½ L.

You can also get the loan back by defeating the "friend" in combat. This twist only happens once.

~ 10 ~

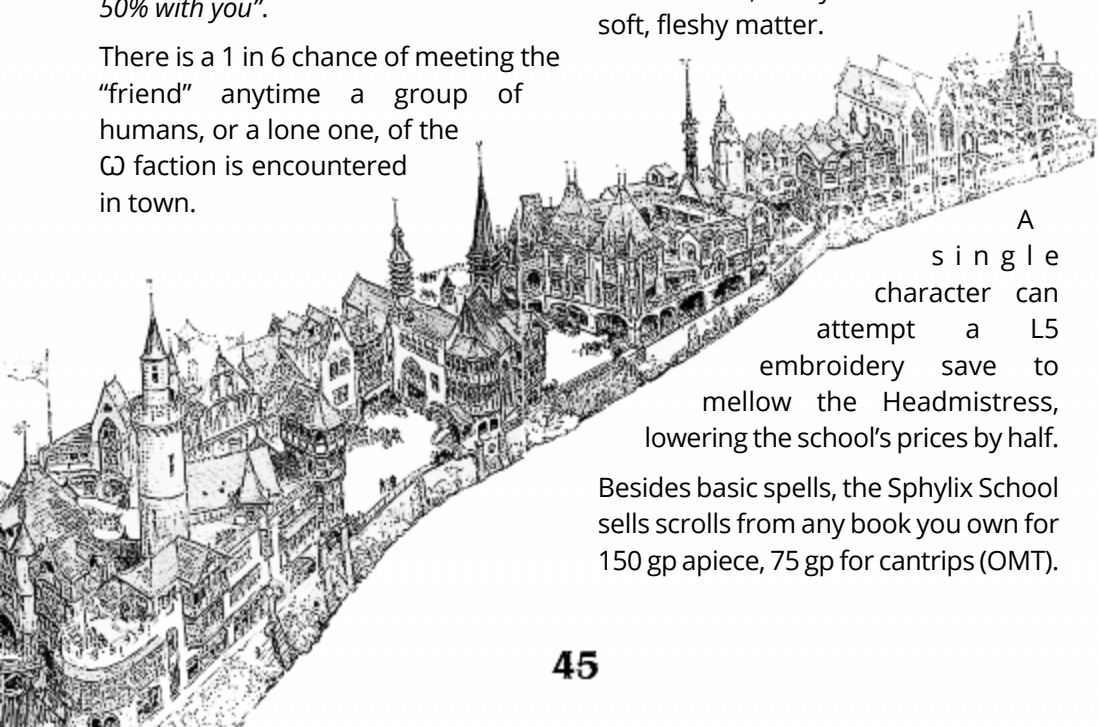
**[ψ] Sphylx School of Sorcery, Kenspeckle Campus:** In addition to a teaching hall, this place is a wizards' guild for all purposes. It's short of the pompous grandeur of Käsedorf's main campus but still manages to uphold the school's standards of excellence.

**Headmistress Denzelian** is an ogress who makes elf dominatrixes look coy.

The school sells common spell scrolls for 150 gp (from 4AD and 4AA). Up to d6 charges for magic items are also available for 50 gp each, in the form of "soul cubes", shiny cubes made of a soft, fleshy matter.

A single character can attempt a L5 embroidery save to mellow the Headmistress, lowering the school's prices by half.

Besides basic spells, the Sphylx School sells scrolls from any book you own for 150 gp apiece, 75 gp for cantrips (OMT).



Parties under 4 characters can hire a wizard or a specialist here, such as a court magus (UU&U), a conservationist (TCOTFD), a necromancer (DDD), etc.

The sorceresses here specialize in kephalonomancy, that is, divination using a baked donkey's head.

For 20 gp, once per adventure, they offer a single character the chance to know the future. If you agree, roll a d6: you can use this result, once, instead of any d6 roll until the adventure is over.

If your party is of Expert level, training, as described in 4AA, is available for human spellcasters, except for cheesemeisters; they don't have the needed Enotrian Cheese Guild certificate because of Van Pontoretto.

Headmistress Denzelian won't talk about the feud they have with the Knifing Knaves, nor does she partake in the town women's carnal strike.

**Witless Womanslaughter:** If you wish to attack the school staff, you will have to fight several sophomore

sorceresses along with Headmistress Denzelian, who is no pushover.

**[ψ] 2d6+4 Sphylx Sorceress Neophytes (minions).** L4, morale +1 (-1 instead if Headmaster Davanzu is dead), normal treasure. They fight with cantrips, low-powered spells (their attacks ignore armor and shields). On a Defense roll of 1, one of them managed to actually cast a Lightning Bolt, causing 2 wounds to her target.

**[ψ] Headmistress Sapphicia Denzelian (Boss).** L8, 6 life, 2 attacks, morale +1, 3 treasure rolls, a painted porcelain mask and d3 zirconium zebras. She has two powers: hellfire blast (before combat, all characters must save vs L5 magic or lose 2 life; clerics add +½L) and rust curse (when she hits, the target takes no damage but loses his armor, shield, handheld weapon, or 6d6 gp, in this order; magic items are unaffected).

*Reaction: always peaceful.*

**Artifacts to Steal:** The school's pride are two sets of enchanted footwear stolen from the dark elf queen of



*The school's students gossip and wonder as your party crosses the door.*

Qaarra, Fawkmie the Laceripper, kept under magic locks. Rogues and classes who save like rogues can attempt a L8 lockpick save (add +L) to steal them. A spellcaster can reduce the save's L by 3 by spending a Blessing spell. If you fail, the school staff attacks you, fighting first.

Alternatively, halflings, bards, satyrs and succubi can attempt to persuade staff member to let them "borrow" them with a successful L5 persuasion save. A Luck point can be spent for a re-roll.

### **Fawkmie's Boots of Domination:**

When worn by a woman, they give +2 to saves vs. humanoid monster or non-player character (NPC) males (e.g. vs. a chaos lord's magic) and gives a +2 reaction bonus vs leather nuns. This includes puzzle saves, gambling saves, persuasion saves, breeding saves, etc.

The shoes can also be used to automatically bribe, like Fool's Gold, when given to any female chaos lord (50% chance) or Inquisition Boss.

When worn by a man, the boots provide a +1 unease bonus to Defense when fighting unarmed against other human men. In both cases, the boots provide the wearer with an additional +4 bonus to Defense vs the Tentacled Despoiler, the Final Boss of the Cairns of Xichtul (DDD p.113), as it used to be queen Laceripper's lover.

The boots can't be worn with other footwear or heavy armor. They look absolutely fabulous.

**High Heels of Hellish Harming:** These impossibly high heels can only be worn by a female character of elf or human-size of at least L3 (standing on them is quite a feat). They can be used like light slashing weapons and provide a +1



*The townswomen speculate as word goes that Lysistrata has a new idea.*

bonus to Defense rolls and allow the wearer to ignore the effect of terrain, such as bogs, quicksand, lava rivers and mountain ridges - except water, crevices and other deep environments (use common sense).

Characters wearing jaguar skin bikinis get an additional +2 on seduction saves with them as they fit exceptionally well with the shoes, +3 if an amazon.

The shoes can't be worn with other footwear or heavy armor.

**Shop Twist:** Just when you are about to leave the school (unless you attacked anyone), the Headmistress pulls at your sleeve with an incriminating stare. *"You adventurers are shady people. I need your... special skills."* She offers you a quest and reward of 40 gp if you steal Inquisitor Clairmont's papers of office. *"I have, ahem, need of them to help a relative who's in trouble"* is her excuse.

The Inquisition's offices are **Room 26**.

You can get these papers by either defeating the inquisitor in combat or stealing them from him. Make a pickpocket save against the item's price (e.g. a L50 save in this case). If the character attempting the theft is a rogue or a halfling, divide the item's price by the character's L. In addition, rogues, beggars and goblins, like Rikka add +L to the save.

For example, the pickpocket save would be L10 for a L4 rogue (+4 to the roll) while it would be L7 for a L5 rogue, who adds +5 to his roll. A failed



pickpocketing save causes the room's inhabitants to become hostile (treat as a fight reaction).

Gain 1 XP if you succeed the quest and, unless the inquisitor was killed, also mark the NEMESIS keyword. If he was killed, lower your Inquisition score by 1. This quest only happens once.

Return to the map when you are done nosing around the school of sorcery.

~ 11 ~

**[ψ] Margrave's Hostel:** If you are aligned with the evil Knifing Knaves faction (C), you are attacked on the spot as you enter here. Otherwise, the margrave's staff greet you genially.

If Pyrre is with your party, Bellend the Butler will ask her to leave the premises: *"Sorry, but the last time you came here, Ma'am, Lord Van Pontoretto cried for 10 days, non-stop. We had to bring him half the strumpets of Tezany's Cove, and two convoys of Ssiklian rum, just to get him to calm down. Not to mention, bringing an accountant here is*



## Van Pontoretto

*Lovesickness and grief make the  
Margrave a devastated man...  
Well, almost. A little, at least.*

*But he does love Pyrra.*



**Patronized!** If the Margrave is your patron (from GGG), you automatically start on his faction's side. Get the KINGLY KNIGHTS keyword. Cuckold husbands with the [Ψ] icon will refrain to attack if you succeed a L4 faction save. Add your Kingly Knight/Van Pontoretto faction points to this save.

*not proper at all. This is a dignified mansion, after all, not a... a... a bank.*" He spits the words as if they were poison.

You may have met his Van Pontoretto relatives in the Enotrian troublesome town of Käsedorf: Signor Phimosis Dronkord Van Ponterotto the Third (the "H" is silent) and his wife, the renowned cheesemeister Signora Civetta Van Ponterotto.

If that is the case, and your encounter was friendly, the butler offers you food and drink (all characters heal 1 life).

As refreshments are served, the Margrave bemoans the chaotic evilness of his rival, Guildmaster Evos. He also dismisses the rumor that he would be the jester god Gobras: *"If I were, I'd be in bed with Pyrra right now."*



Furthermore, if you saved his brother Phimosis from the Farting Fillies in Käsedorf (and therefore have the TURGIDITY keyword), your entire party is healed of all wounds on your first visit, but not if you have the SHAMEFUL BASTARD or DESPICABLE FILTH-LOVING POET MURDERER keywords.

### The Margrave's Quest Proposal

Margrave Van Pontoretto obviously isn't the sharpest knife in the back, as fire elves say, and, in this regard, is Pyrra's perfectly matched partner. He's grossly obese, gullible, prejudiced, pale like a carrion worm, has sticky fingers, a nose like a pickle, and an immense gut. But the townsfolk like him, half of them at least, and he's filthy rich – which is more than compensation.

He blames the whole situation on the fire elves, who shouldn't have brought such as perfect a "derrière" as Pyrra's to Kenspeckle, mourning his loss of her perfect hindquarters as the greatest tragedy of his life. (Kenspeckle is full of such "first world problems.") Were she to have become a respectable strumpet instead of – gasp – an accountant! Even worse, a senior banking executive! What a shame for all Kenspeckle. Even for a fire elf, who isn't worth much, it's a terrible shame.

Now, this ageless, perfectly rotund anatomy will be wasted sitting on a leather chair, writing checks and bank notes all day. It's heart breaking.

Lawful and good-hearted, the Margrave is disgusted with all the bloodshed going on in his town and wants it to end in the most peaceful fashion: by slaughtering all members of the evil and chaotic Knifing Knaves faction (all townsfolk with the ☹ icon), with no bystanders killed.

If you accept this noble quest, note your allegiance to the Kingly Knights (ψ)

on your characters' sheet. If you refuse, you can change your mind later.

Add the KINGLYKNIGHTS keyword to your characters' sheet. The Kingly Knights will always be peaceful from then on, unless you attack them first.

## Fulfilling the Quest

If you complete the quest and return to the Margrave, he offers you 300 gp and the Guildmaster's mansion as a new era of peace comes to Kenspeckle.

If you have the SHAMEFUL BASTARD keyword, reduce that reward by 25% as the Margrave resents your refusal to help his cousin-in-law Civetta.

If you don't want the house, you can sell it to someone in town for shop credit worth up to 50 gp per square (800 gp in total): while you won't get cash in return, you get credit in the buyer's shop for up to that amount. For example, if you sell the mansion to the shieldmaker (entry 18), you could get up to 800 gp in shop credit – that's a lot of shields!

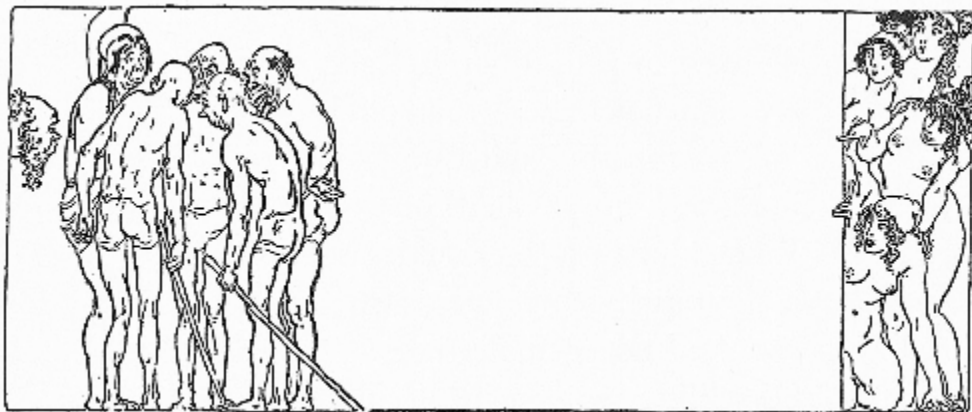
Read the **Epilogue** when this is over.

You can refuse the Margrave's quest if you like. In that case, return to the map.

**[H]** As you already know, Margrave Van Pontoretto mourns for Pyrra, which didn't stop him from frolicking with his maids, Mida and Midinette, before the start of Lysistrata's strike. With the strike enduring, he's sadder than ever.

The Margrave is now so desperate as to visit the bank (location 13) daily, opening bank accounts and closing them just to get a glimpse at the fire elf's perfect behind. He's therefore quite willing to entertain female company – but the malicious maids Mida and Midinette enforce the strike emphatically and won't stand "strikebreakers", calling on their fellow strikers for help against any slovenly trollop who would accept the Margrave's conspicuously lecherous advances (see Witty Wives).

**[ψ] [H] Margrave Van Pontoretto (Boss).** L5, life 7, 2 attacks, 3 treasures +1. Characters can substitute their Attack bonus against him by their dancing or proletariat save bonus, if



*Desperate husbands debate how to react to the Cuckoldry Order.*

any. Vain characters (all elves, satyrs, succubi, town trolls, those with tailored suits or carrying over 100 gp in jewels) are greatly impressed with the Margrave's bling and attack him at -1. Females with the Lecherous trait can woo him as if he were a Lady (see TCOTFD), but this will anger the carnal strikers, as usual (i.e. Witty Wives).

**[ψ] d6+1 Egotist Escorts.** L7 minions, 2 treasures +1, morale +1. Thanks to their huge shields, wounds caused by slashing weapons have a 1-2 in 6 chance of being ignored. They hate Knifing Knaves and characters with the Proletarian trait.

~ 12 ~

**Nearly Empty:** A shady beggar offers you a treasure map for 2d6 x 5 gp. If you buy it, it is genuine on a d6 roll of 4-6 and gives you the Hidden Treasure secret, with a Hidden Complication roll too, without the need to spend clues (see 4AD). On a 1, it's a trap and your party is ambushed by bandits instead.

**d6+1 Boozer Bandits and d3 Dumb Dogs.** L6 (bandits) and L7 (dogs) minions, treasure: 2d6 x 5 gp. If no dog manages to hit for a turn, the alcoholic mongrels are confused and lose all attacks on their next turn. Characters can substitute their Attack bonus against the dogs by their shearing save bonus, if any. The dogs' barking has a 1-2 in 6 chance of attracting d3 more boozier bandits at the end of the combat. Anarcho-communists, the bandits care not for the town's factions.

*Reaction: always fight (in nasty ways).*



Another Triggering Image

~ 13 ~

**Bönh's Brimstone Bank:** Visitors are struck by the Spartan dressing of the place: stone furniture only, no papers visible, and traces of sooth everywhere. Despite its open doors, its bank looks more like a cell than anything else. Everything has burned.

The most unorthodox thing about the bank is its CEO, a fire elf lady – grayish beige of skin, fiery hair, with Rose Leslie's statuesque shape and perfect chin, not to mention her *derrière*.

Despite her beauty, Pyrra is dumb as a rock, despite an amazing flair for

accounting and management, and a deep sadness to her closed eyes.

If your characters ask, the reason behind the room's austerity is Pyrra's tendency to open her eyelids when sneezing, or distracted, or bored... which sets the entire place aflame, fire elves being living bombs.

A daily occurrence, alas. When it happens, Pyrra can't withhold the firestorm from her eyes. These accidents have caused the death of several clerks (all goblins, fortunately), inviting the bank's owner, and everyone else, to leave her alone.

Lava-like tears run her cheeks when she turns her head towards your party, asking in a perfect pitch: *"Would you like to open a bank account?"*

**Doing Business:** If you are not part of the Knifing Knaves faction, you can

deposit your gold here. Each time you make a retrieval, fees of 2d6% of your total depot are charged. If you roll 3 or less, all your money is lost as never-dowell adventurers robbed the bank, although everybody will blame the fire elves of Blazedawn for the theft (but not in front of Pyrra).

If Böhn the Slavemaster is your party's patron (from CoCoC), you can pay your interests on your loans at any bank. Furthermore, your money will never be lost or stolen in a bank as long as he remains your patron; Böhn is known to execute bankers who fail him.

**Talking to Pyrra:** If you would rather talk to Pyrra about her past, she tells you that her sister's story (from the Introduction) is mostly correct. She failed miserably on the "winking test", not knowing why, and was thrown out of the strumpetry school. She's been living this shameful life of accounting management ever since.

What saddens her the most is that the love of her life (and sugar daddy), Margrave Van Pontorerro, is forced to spend his days embracing younger women and drinking expensive wine, just to forget his sorrow at losing her because of some "stupid exam". She feels guilty and terribly sorry for him.

Pyrra would do *anything* for the party if they could convince Guildmaster Evos to let her retry the school's exams. This life of making profit charts is killing her inside. She longs to be an idle, objectified housewife, not a CEO.



*The Manliness Decree was doomed from the start. Some still cling to it.*

Pyrra doesn't partake in the town's carnal strike. She didn't even notice it. Men fear her fiery gaze too much to try making a pass at her anyway.

**Wooing Pyrra (Option):** Nobody says Van Pontoretto is to have a monopoly on the blind lass' heart. If you have *The Courtship of the Flower Demons*, any man can attempt to woo Pyrra like a L5 Lady. Each time you fail a Withholding roll, Pyrra flutters her eyes, causing d2 fire wounds.

If you succeed in wooing her, that doesn't solve Kenspeckle's problems in the least, as she won't want to marry the Margrave anymore, but her wooer instead. Both of them can leave the town if they wish and Live Happily Ever After or, if you prefer, you can take Pyrra as an additional party member, at your risk and peril (see below).

**Revenge:** If a party member seduces Pyrra, the Kingly Knights will hate the party and fight them to the death from now on. If you were allied to this faction (ψ) previously, this doesn't make their enemies any friendlier; you'll have to fight both factions in town if you want to stay.

**Conquering Kenspeckle:** If you manage to kill all the Knifing Knaves (⊙) and all the Kingly Knights (ψ) – mark the KENOCIDE keyword in that case, it will serve in future adventures – nobody will oppose you if you take the town for yourself and impose your tyrannical rule. (See TTT in this regard.)

In this eventuality, if a party member married Pyrra, you can arrange for the fire elves to police the town in your name, earning Pyrra's husband a stipend of  $3d6 \times$  his level in gp, from taxes and extortion, at the beginning of each adventure. If you ever roll under 6 on these 3d6, the Kenspecklites revolt, kill all the fire elves and force your party to flee – mark the NEMESIS keyword.



**Pyrra, Banker & Failed Strumpet**

(Truncated side view, for security reasons)

**The Fated Firestarter:** Pyrre is willing to follow the party around in town if they ask nicely; it's not like anybody is going to try and stop her at the bank! The innocent girl is aligned with neither faction and doesn't even understand why people run around town naked.

**Pyrre** is a L1 fire elf with 5 life (from *Concise Collection of Classes*). If you don't have that book, treat her like a L1 common elf (5 life) with no spells, but able to cast the Fireball spell once per combat. If the spellcasting roll turns out a 1, she loses d3 life without harming her foes.

Other party members must succeed a dragon breath save against her level or also lose 1 life. Rogues and other fire

elves add +L to this save. If combat occurs, Pyrre always uses her fiery eyesight on the first turn. She can't help it unless she succeeds a L2 intelligence save (she has a -3 penalty to these and puzzle saves).

**Mooncalf:** If Pyrre walks in the last row, other party members suffer a -2 penalty to their save should she roll a 1 for her Fireball. If Pyrre dies while with the party, by any cause, the Margrave will want the party's heads on a stake (get 1 MURDERER point): all members of the Kingly Knights will fight them to the death henceforth.

**Fatal Fundament:** The jester god Gobras loves Kenspeckle and saw fit to give Pyrre a perfect fundament, just to anger Elidra, goddess of song and elvenkind, whose holy buttocks hitherto were the fairest of them all.

Pyrre's fundament is not simply pretty – ABSOLUTE PERFECTION it is, the likes of which no roleplaying-game has ever seen since the early days of Chainmail. Already, the foolish Margrave and many admirers dared to compare Pyrre's adorable posterior favorably to the elven goddess' own, but when Elidra's priestesses announced that the goddess would sent forth a monster to avenge her bruised pride, Gobras mocked Elidra at the gods' court, calling her "*a cheap imitator of Poseidon's cheap proxy in Wrath of the Titans, a buffoon to Van Pontoretto's Cassiopeia*", which caused the humiliated goddess to stay Her divine hand and pout instead, much to the Kenspecklians' relief.



Theological implications aside, on a more practical level, any character standing behind Pyrra in the marching order will need to succeed a L5 will save at the beginning of each combat turn or suffer a -2 penalty to Attack rolls this turn, either out of lust, jealousy or sheer amazement.

Women and sexless characters (e.g. golems) add  $+\frac{1}{2}$  L to the save. Servants of the deities of Law get 1 Triggered point for each combat turn in this rear position (pun intended) as the sensual wriggling of her wondrous waist is too much for their woeful souls to bear, let alone geeky roleplayers.

Adjust these modifiers any way you wish for atypical sexual preferences, as for anything else in this book, too.

### **Buns Man Was Not Meant to See:**

Should Pyrra disrobe (e.g. a hero succeeds at wooing her and carries on to third base), all those present must make a L10 bewilderment save (women add +L) or gain 2 Madness,

each time it happens. Should it overreach their level, all despair and die at such godly perfection. The rest become obsessed with Pyrra until their Madness resets to zero.

Only the Margrave and other beings of immense stupidity, like green trolls and Pyrra herself, can withstand the inhuman perfection of her buttocks. Should Pyrra ever become brighter (e.g. a Drink of Cunning), she would suffer the same Madness, too.

~ 14 ~

### **[G] Ardène's Alchemist Workshop:**

Haggish Ardène is a bitter woman whose no-good husband left her for an elf of ambiguous gender. Worse, a warty marsh elf! Ardène despises the pointy-eared pedants and won't sell to them. Especially to Pyrra, whose bountiful bun drives her to the apex of jealousy.

Angry Ardène doesn't participate in Lysistrata's political action and actively loathes all men. Increase her prices by



*Kenspeckle's patriotic hags chase terrified strangers, faithful to the Cuckoldry Order.*



100% if the party is all-male (animals don't count but hirelings do).

All potions and herbs whose price is 200 gp or less, from 4AD, 4AA, WW or TCOTFD, are available for sale.

Among her specialties is the Drink of Cunning: The imbiber gains a +4 bonus to puzzle saves for 1 encounter (cost: 70 gp). She's got a plentiful supply at hand; she enjoys its vanilla taste.

Parties of the  $\mathcal{W}$  faction under 5 characters can hire Ardène's daughter, Archemis (L2 wandering alchemist).

**Ardène the Angry Alchemist.** L5, 6 life, 2 attacks, treasure: d6+3 potions worth 200 gp or less each. Before the fight begins, she casts a vial of Liquor of Antimatter against the party. Roll a

d6: On a roll of 1, Ardène loses d6 life. On a 3-5, all party members must save vs L5 dragon breath or lose d6 life. On a 6, the same happens as #3-5 plus all those in adjacent rooms lose d3 life.

**Option (*Ways of Wiles and Wits*):** You can play the *Frenzied Firefighters* mission but use Kenspeckle's map and Ardène's shop as the fire's epicenter.

~ 15 ~

**[ $\mathcal{W}$ ] Town Guard Post:** The fungal progeny of the Indigo Waffles epidemic is staffing this post. The reaction of these mushroom mercenaries, in Guildmaster Evos' pay, depends to a large degree which side you picked in the faubourg's faction feud.





*Reactions (d6): 1-2 peaceful, 3-6 bribe (2d6 gp per character, or any alcohol). If you are aligned with the Kingly Knights (ψ), they always fight to the death. If you are aligned with the Knifing Knaves (Ω), or have druids, they are always peaceful.*

**[Ω] 2d6+3 Fussy Fungi Folk.** L5 horse-riding fungi folk minions, morale +1, 2 normal treasures. Any character taking damage from the fungi folk must save vs. L3 poison or lose 1 life and catch indigo waffles. Halflings add +L on this save, given their aptitudes with waffles and cooking in general.

Fungi folk are notoriously awful horse riders, and this is even worse when riding horses inside a building; if you ever double their level with an Attack roll, the whole squad loses control of their horses. Reduce their L by 1, by 2 if inside a building (once only). They hate Knifing Knaves. You can't seduce fungi folk.

~ 16 ~

**[ψ] [H] Margrave's Garrison:** There are 4d6 guards within (L3 minions, treasure d6 gold per guard). These guards will come as reinforcements after d3 turns if combat occurs in any building or room adjacent to the garrison, unless people of the Ω faction are attacked, in which case they'll just giggle, taunt and take bets.

*Reactions: If your party fought alongside the cleric Thesia (in CKSM) and she survived the demons' assault, her brother Thesio, who happens to be the galoot guards' lieutenant, will order his men to*



offer you food & drink (everybody heals 1 life), whatever your faction.

If not, and you have MURDERER points, roll d3: they fight if the roll is under your MURDERER score. Otherwise, they are peaceful towards  $\psi$  and always fight  $\Omega$ . If neither: always bribe (d6 gp each).

~ 17 ~

**Mercenary Post [H]:** Many cloaked strangers whispering in the dark to adventurers can be found in this disreputable place. In fact, you're quite used to these places; they all look alike.

Parties under 4 characters can recruit any L3 class (from this book) here.

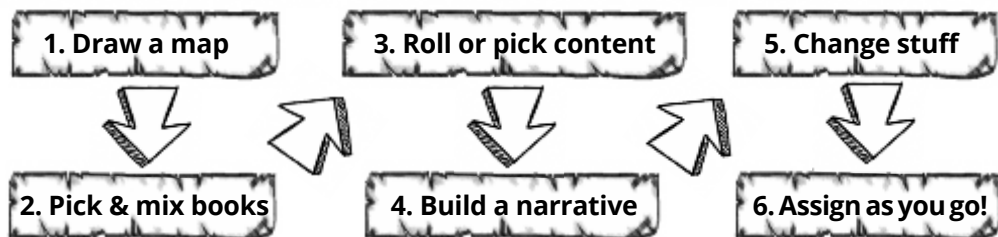
After recruitment is done, if any, if you sided with either faction ( $\psi$  or  $\Omega$ ), a general brawl ensues. Mercenaries from the opposing faction draw their weapons to attack you while those from your side join in to defend you.

Roll 2d6 -2 to see how many crooks you will have to fight (minimum 0). See below for the profile. If they are 5 or less, you will also have to fight Malthus Mire, the infamously bald chaos lord.

## Designer's Notes for this Balderdash

*Four Against Darkness'* White Titles series outrageously breaks stereotypes in fantasy gaming by tormenting you with shocking, weird, paradigm-bending gameplay, either with comedy or horror. This adventure's basics were randomly generated by mixing *Treacheries of the Troublesome Towns* with *Crucible of Classic Critters*. The love story and Lysistrata's were added on top as a unifying narrative.

It's easy for you to do the same by mixing your 4AD books. For example, you could draw a map like Kenspeckle's then, instead of generating room content one room at a time, roll everything ahead, by mixing tables from two or more books and even with encounters of your own design. To keep a little mystery, don't assign locations on the map yet to these encounters. Instead, determine randomly which of your encounters among these occurs when entering a room. This allows you to name NPCs ahead, add connections between encounters, assign factions and even hand pick your favorite events or foes, without spoiling your fun since while you know ahead *what* you'll face, you won't know *when*.



If you sided with neither faction, you will always fight Malthus, but just him.

**[ψ or Ω] 3d6 Carapaced Crooks.** L4 minions, treasure +1. The mercenaries are heavily armored and will ignore wounds on a d6 roll of 1-2, except from spells and firearms.

*Reaction: see above.*

**[H] Malthus Mire.** L7 chaos lord boss, 7 life, 2 attacks, treasure: sword +1. The top-knotted warlock is furious at being caricatured here and fights to the death, blaming your party for buying and playing this outrageously silly adventure.

When his turns begin, roll a d6 :

1-2) *Gorgon's Gaze:* The 1<sup>st</sup> character in marching order must win a L4 gaze save (rogues add +L) or be paralyzed for 2 turns.

3-4) *Tremor:* Those whose Defense rolls are 1-3 lose their next attack.

5) *Hypnosis:* The last character in marching order must win a L4 magic save or fall asleep for this turn.

6) *Copyright Challenge:* Malthus' coincidental similarity to an obscure character causes legal issues. (He flees.)

*Reaction: always fight.*

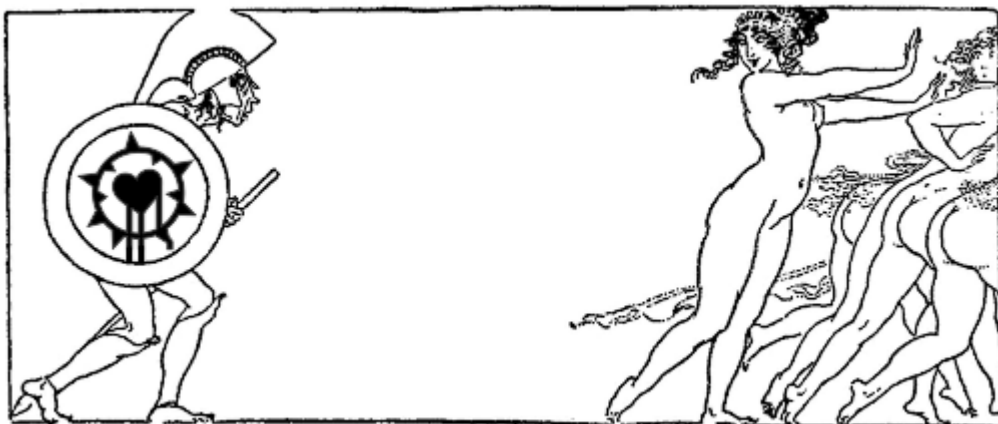
**[W] Marchioness Morbidezza Mire, aka the Maleficent Maiden of Mirth,** the wife of Malthus, is a rowdy river elf (L3 minion) who thoroughly enjoys Lysistrata's Cuckolding Order. In fact, she was an enthusiastic cuckold long before she took interest in politics. She's fond of elves and swashbucklers (they double all benefits for frolicking).

She's got a large window and balcony that gives her lovers a +2 stealth bonus to escape her husband's wrath.

*Reaction: always offer carnal congress.*

~ 18 ~

**[ψ] General Store:** Ebony-skinned Taloché, the Tormented Trader, came all the way from Loango, the glorious and magical Ever-City in faraway Andamon, to sell the most exotic goods



*A patriotic Kingly Knight despairs as the Bareness Order follows the Untickling one.*



in the region. He's a friendly fellow but his business suffered from Guildmaster Evos' dumping practices. On the verge of bankruptcy, he sided with the Van Pontoretos and their network of Enotrian importers.

Taloche wears the sophisticated attire of the Leonac tribe, with lion skins and ostentatious jewels.

If you are aligned with the Knifing Knaves (G), Taloche and his jungle dwarf employees will draw improvised weapons and fight you in grim despair, certain at the sight of dirty, malodorous adventurers with blood-encrusted weapons (when was the last time your party bathed?) that their time has come.

Should you kill them (mark a MURDERER tick), you can loot the store for d3 copies of any non-magical item in *Four Against Darkness*.

**Trading:** If no fight occurs, all non-magical items in *Four Against Darkness* are available here for the price listed (weapons, armor, ropes, lanterns, etc.).

You can also buy Perfect Cheese from Enotria for 10 gp; it heals 1 life and Indigo Waffles, and has many other wondrous properties (see RRR). Beyond 1 cheese per character level, per adventure, it causes severe constipation; the character so afflicted cannot heal life in any way until the adventure is over.

Taloche also sells you up to 5 kegs of dry rum from Ssiklia, from the personal cave of jungle queen Rulah

herself, for a palsy 40 gp each. Useable once per adventure, a keg of dry rum allows all party members to drink themselves to a stupor to forget their woes. Lose 1 Madness but blacken out for d6 x 10 minutes. Make d6 wandering monsters rolls, but only one occurs even if you roll 1 several times. A character under ogre-size carrying a full keg counts as encumbered.

**Option:** Taloché serves to Lion tribe of Loango. Each positive faction point you have with his tribe reduces his prices by 10%. The savings for lion and feline folk are at the very least 20%, as the merchant reveres them deeply.

Conversely, Taloché loathes the Voor tribe and all bird folk, including the gracious flamingo folk, and doubles his prices if any are present.

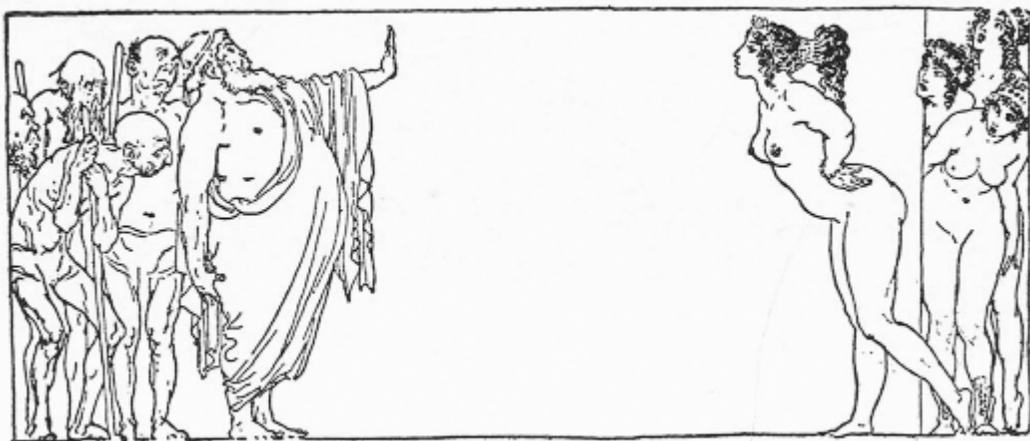
**[W]** Slim **Transenna** and demure **Tremallose**, Taloché's wives, and their daughters **Triduan** and **Tricolette**, are easily enamored of muscled barbarians (double fornication

benefits). Add +2 to stealth saves to avoid the family father's wrath by hiding in a large barrel. If you roll a 1, however, he throws the barrel in the port's harbor (see Water).

**[ψ] [H] Taloché & d6+4 Jungle Dwarf Storekeepers.** L4 minions, morale +1, treasure: 4d6 x 10 gp plus any common item worth 20 gp or less. Mark 1 MURDERER point if you kill them except in self-defense. Taloché himself has the same profile but is a Boss with 6 life and 2 attacks. Factions: Kingly Knights, Leonac.

*Reaction: always fight vs G, otherwise always peaceful.*

**Shop Twist:** Just when you are about to leave the shop, something unusual happens. Taloché, in hushed tones, has something embarrassing to ask of you. The leader of the damned foreign barbarians who are wrecking havoc around town, Chav, has broken his son Tristifical's nose and unlawfully seduced his daughter Triduan. The



*Town elders futilely attempt to strike back by promulgating the Manliness Decree.*

comely lass is bearing the foetal fruit of their shameful sin in her lustful loins.

Taloche wants you to go to Moss Alley's Cantina and break the barbarian Chav's bones. If you bring him back Chav's bruised body, he offers your party 100 gp, a single item of your choice from his shop plus Triduan's hand (and the rest of her body too) in marriage if you wish, except in the case of non-humans or barbarians (he hates barbarians).

If you do marry Triduan, you get a permanent 20% discount from this shop, an unfaithful wife and lots of headaches to come.

Return the map when you are done with these matrimonial matters.

### ~ 19 ~

**City Dump:** All must make a L3 pungent smell save upon coming here. Halflings add +½ L. Flamingo folk, golems, green trolls, marsh elves, moonbeasts, ogres, swamp shamans and undead are immune. Those who fail suffer a -1 penalty to all dice rolls for the next 3 encounters.

If you wish, you can elect a character to attempt a Search roll in the dump.

Nothing happens if you roll 1-4, but if you roll 5-6, you do find a half-drowned drunkard from the dump. The young aristocrat, **Harros Davanzu**, is grateful for your rescue; he fell into the dump while searching for his bodyguards, killed by orcs which came out of the forest. He offers his saviors his help

should they ever need to enter his uncle's office (mark the PUNGENCY keyword).

Should you ever find Harros' missing rings in another adventure (such as *Three Rings*), he will offer you 100 gp for each of them. If you met Davanzu before, he doesn't recognize you; his alcoholic breath may not be unrelated to his memory loss.

Alas, whether the Search save was successful or not, your character's stink causes your party a -2 penalty to all persuasion saves in town until they go wash themselves in a water square.



~ 20 ~

**Inquisition Office:** The friendly ladies in leather who manage the office put your party in comfortable chains as soon as they pass the door and have them pass an inquisition trial of faith (*"a casual procedure, nothing harmful"*).

All characters must make a L2 purity save. Non-humans and spellcasters roll at -2. If your party has any Chaos alignment points, subtract them from the roll as well.

If you have the HAGGIA keyword, add +2 to your purity saves as the Inquisitors especially hated that witch.

If the test is failed, the character loses 1 life and must pass the trial again until

## Another Triggering Image



*Modesty be damned, many delusional townsmen among the Knifing Knaves cling on to the Manliness Decree, convinced their wives won't be able to resist the sight of their virile nakedness much longer.*

either it is passed, death ensues or you decide to attack the leather nuns. Any character wearing a seal of purity has it confiscated and destroyed if an inquisition trial is failed. Conversely, a character who doubles the test's level is given one (see GGG).

Note that you do NOT gain MURDERER ticks for killing inquisition agents in Kenspeckle, because everybody here hates them. If you choose to fight them, you will be considered unarmed as a consequence of being shackled.

The nuns are not participating in Lysistrata's sex strike, nor will they fornicate with a character UNLESS he is either a paladin, a cleric devoted to a deity of Light and Law (e.g. Foryos, Luura, Tamas Zeya or Zoyas) or a satyr.

In these cases, a L5 seduction save is allowed for each nun. Characters bearing a whip add +1 to this save, as the lawful nuns like proper discipline. Each time you fail the save, lose 1 life as the nun whips you. A character can attempt to seduce each nun once. For each seduction save succeeded, make a L3 breeding save, rolling on the Patriotic Congress table on a success.

The Reverend Mother can't be seduced in this way but a cleric or paladin of a Law god with a whip can woo her as a L7 Lady (use the wooing rules in TCOTFD), with a dominant stance only. This comes with the usual benefits (gaining her treasures and 1 XP roll if wooing is successful). However, failed withholding rolls cause d3 wounds due to her ardent spanking.



**2d6+3 Leather Nuns.** L4 minions, morale +1, treasure: 2d6 gp. When hit by a nun's whip, a character must succeed a L3 breeding save or be disarmed. Picking up the weapon costs 1 combat action. The nuns are led by Reverend Mother Lederliebe, seeking Inquisitor Indigo and his son, Timmy, for "personal reasons".

**Reverend Mother Lederliebe.** L9 Boss, 8 life, 2 attacks, heals each wound she suffers herself on a d6 roll of 5+, 3 treasures +2. She hates satyrs and any with the Lecherous or Heartbreaker traits (she causes them 2 wounds). She can't die but leaves when under 5 life (she'll come back in other books).

*Reactions: always trial (see above).*

~ 21 ~

**[G] Xenophobic Dwarves:** These business partners of Guildmaster Evos have been bringing back ore from the xenophobic town of Elvenbane. Their speciality is floccinaucinihilipilification, an actual word meaning "the act of regarding something as unimportant".

The Elvenbaner dwarves hate fire elves, pelter dwarves, beavers, beaver folk and members of the  $\psi$  faction. They will always attack parties that include any of these, striking first. Otherwise, they are peaceful.

**[H]** The dwarves are led by **Dwaal the Dwindling Dwarf**, a minute midget but a ferocious Dragonslayer nevertheless, with poor dental hygiene but well-



manicured toes. Dwaal is desperate for female affection and will tearfully offer to part from his treasure (see below) in exchange for a bit of "how's your father" with just about any woman, barring undead, elves and goblins. Even a troll or an ogress will do.

Steeds and animals are right out!

If you wish, choose one or more characters to undertake a L4 breeding save with Dwaal: succubi and strumpets add +L, liana dryads and medusines add +½ L; pick the best modifier if many participate.

Add +1 for each female participant after the first. If you succeed, get Dwaal's treasure and roll on the Patriotic Congress table.

If you fail, Dwaal's lover(s) will have to fight, naked and unarmed, his wife

**Debel** and his vertically challenged daughters **Deartuate**, **Diloriccate**, **Diribitory** and **Drollic** (L2 vermin, no treasure). Mark the MURDERER keyword if you kill any or all of them.

**[H] Dwaal the Dwindling Dwarf.** L5 Boss, 6 life, 2 attacks, 2 treasures +1. He hates a lot of people (see above), but especially hates taxmen, and the left-handed.

*Reactions (d6)\*: 1 quest and merchant, 2-4 merchant only (buys gems and jewels at 110% the usual price), 5-6 peaceful.*

*\*Subtract 1 if your party includes 1 or more dwarves or clerics of Darim or Father Hullah. Subtract 2 (in total) if at least one dwarf is from a miner clan (from CoCoC). Subtract 2 more points if you completed mission 9 in MMM successfully without harming Elvenbane.*



*Distraught, the Margrave seeks advice from his wizened horse.*

**[G] d3+2 Miner Clan Dwarves.** L5 minions, treasure (replace scrolls by 2d6 x 8 gp's worth in nuggets). Roll d6. On a 1-2, half of them use crossbows. Crossbow wielders shoot before your party's melee attacks (make Defense rolls at -1).

**Shop Twist:** As you leave the shop, you are followed by a killer who attacks a random character the next time he is alone in a street or building.

If you have the MANIAC keyword, the Crazy Collector is after you! See the book where you got that keyword for its profile. Otherwise, you must fight Zorr, an orc reaver. If you defeated him previously (in *Three Rings*), his younger brother Roz instead has come to claim your blood; reduce his life by 2 points.

Return to the map when the fight is over.

**Zorr/Rroz, orc reavers.** L4 Boss, 8/6 life, 2 attacks, normal treasure. Zorr or Rroz's strong attacks cause -1 to Defense rolls.

*Reaction: always fight.*

~ 22 ~

**Moss Alley's Cantina (Tavern):** This disreputable hive of scum and villainy showcases the widest variety of species you'll see in town: orcs, kobolds, kobelfs, bugbears, humans, walrus men and owlfolk side by side, whispering shady deals, brawling drunkenly and engaging in other suspicious behavior while a quintet of anachronistic bald jazz musicians try to be heard. Golems, automatons and copyright lawyers aren't allowed inside.

The cantina's dimensions also encompass room 23, but boisterous barbarians have been making a mess



of the place, causing the burly owner, **Imotep the Irascible Innkeeper**, a dark-skinned fellow from Andamon and Taloché's cousin (from area 18), quite a headache. He asks: *"Could you clear this place of the bellowing brutes?"*

After completing this quest, Imotep will offer you free lodging in the basement for the next night (recover 1 life and 1 spent spell after a good night's sleep). Imotep will also tell you that his contacts at the fish market sell fenced rum for a good price – add the DELIRIUMTREMENS keyword.

**[W] Iatramelia and Ianthine**, Imotep's lovely wife and lovelier daughter, are desperate for carnal congress and will eagerly mate with absolutely anyone.

Unfortunately, Imotep is a bit conservative and reacts with violence to the fondling of his female kindred. Being a dolt, he is however easy to trick.

Instead of a stealth save to avoid Imotep's anger, your character can attempt a L5 trickery save instead to convince the innkeeper it wasn't actually sex but a medical exam (plague doctors and rogues add +L). If you fail, the innkeeper attacks your character(s), who must fight weaponless, naked and alone.

Unlike most of the town's men, Imotep isn't suffering from the pangs of forced chastity. He enjoys the secret affections of Guildmaster Evos' mother, the weathered but experienced Gretel, a venerable crone probably older than the gods. If you successfully pickpocket Imotep (L4 save, rogues add +L), you find an incriminating letter (get 1 clue) which you can use to prevent him to react against any affections towards his daughter and wife through blackmail.

**[H] Imotep the Irascible Innkeeper.** L5 Boss, 5 life, 2 attacks, 2 treasures -2. If and when combat begins, Imotep throws his boiling cauldron of fish soup at the party, forcing all to win a L3 scalding hot soup save or lose 1 life (barbarians and halflings save at +1). Cuckolders, being naked, subtract -2 from Attack rolls.

~ 23 ~

**Friendless Foreigners:** They are loudly harassing the ladies with emphatic but foul language and inappropriate looks, not to mention many obtuse four-



letter words (e.g. "beer", "gold") and insufferable grammar.

Should your party include fellow barbarians, the brutes will challenge them to three successive drinking contests (L3 drinking saves, dwarves add +L). If you succeed all 3, they give you their treasure and leave Kenspeckle. If you fail, or your party contains no barbarians, they demand a bribe of all your gold or attack.

**[H] d6+4 Bibulous Bellowing Brutes & Leader.** L5 minions, morale +1, treasure: 2d6 gp each. Lose 2 life on Defense rolls of 1. Their leader, **Chav the Careless Crusher**, is a L7 Boss with 6 life and 2 attacks. One character, a barbarian if possible, must fight Chav alone in a shirtless display of macho bravado.

Do NOT mark the MURDERER keyword if you kill any of them as they are foreigners and, worse, bad tipplers.

*Reaction: see above.*

~ 24 ~

**Magic Ram Inn:** The improcerous innkeeper, **Isangelous**, is a tall but impotent satyr who loves big words. His erudite hirquitallency manifests as an inane, insufferable, irrelevant, inobligatory ingeniculation as he begs forgiveness for his inexcusable inability at offering you a room, due to to gaping holes in the inn's roof.

*"Pardon my interfation, gardevisured lords, but the Moonstone Hills savages make a jobler of this humble foppotee.*

*Why, my last client, a famelicosse boy in rags with insatiable hunger, just left for Pyrexia yesterday."*

He then whispers in a conspiratorial voice: *"Soon, hypenemious gelicide'll make my inveteratist inn ficulnean, I fear!"*

Needless to say, your party most likely didn't understand a word he spoke, nor did you. Fortunately, where his speech is opaque, Isangelous' conundrum is nevertheless obvious.

Barbarians from the southern Moonstone Hills are turning his inn upside down while malfeasant town guards enjoy the chaos. They brag over



*Cocotte, class student leader at the Sphilis School and winner of the Annual Awkward Award, is pleased to feature on page 69.*

the uncouth locals, bed the inn's wenches (shamefully defying the Untickling Order), use disparaging epithets of poor verbosity, speak to nonhumans as if they were equals, eat without washing their hands and, in sum, behave as very poor-mannered guests.

And they don't tip.

**Quizzical Quest:** If any character passes a L4 abstruseness save (clerics, wizards & monks add +L), you decipher enough from the innkeeper's mangled words that he will offer you 100 gp for clearing out his Magic Ram inn of the fearsome foreigners.

If you have the TIMMY keyword and succeed another abstruseness save (L5), Isangelous gives you some hints about the lad's whereabouts.

Mark this keyword on your party sheet: BLUEMINGO.

**[H] d6+4 Moonstone Hills Savages.** L5 minions, normal treasure +1. Their leader, **Alabandical**, is a L5 boss, with 2 attacks, 5 life and morale +1. Their polearms cause their targets to lose their next attack on a failed Defense roll.

They belong to the Cancelors' faction and work for the Inquisition in return for gold.

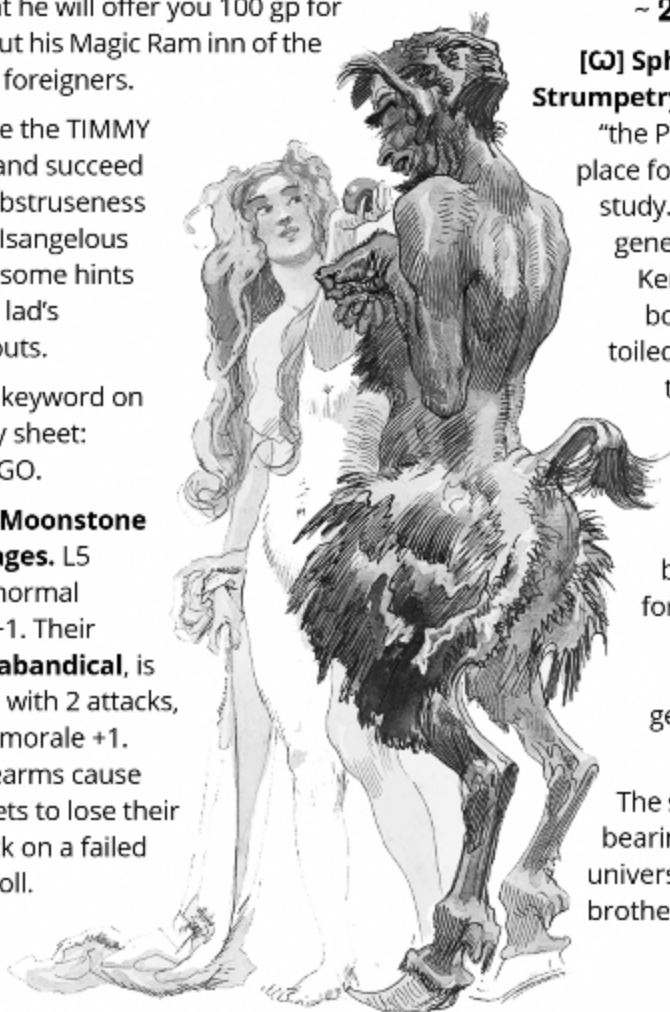
The dim-witted barbarians can be bribed with a rum keg or by a Useless Spell scroll (from CCC), which they mistake for official papers. If they are bribed with either of the above or with gold (see reactions) they will leave the inn without further conflict.

*Reactions (d6): 1-3 friendly, 4-6 bribe (2d6 x 2 gp each or see above).*

~ 25 ~

**[G] Sphillis School of Strumpetry:** Locals call it "the Phrontistery", a place for learning and study. For countless generations, noble Kenspecklians of both sexes have toiled hard to learn the fine arts of strumpetry, the summer and spring sessions being reserved for men, fall and winter for women. The genderless may pick any.

The school has the bearing of a university, not a brothel, and is



strikingly similar to the Sphylx School of Sorcery, down to the choice of maroon curtains. Decorum is expected (e.g. keeping your pants on).

Under the provisions of the Act Regarding Strumpetry and its accompanying Regulations, no person is to undertake strumpetry without passing the tests for the Master's degree in Strumpetry and a four year internship in at least three recognized Kardalok institutes.

Graduates are sought all over Kardalok and ask for astonishingly high rates.

Alas, strumpet services are unavailable for the times in Kenspeckle because of Lysistrata's Untickling Order.

**Headmaster Lokki Davanzu**, uncle to the infamous Harros, is celibate and despairs since the sex strike started.

Business is bad, considering that chastity is seldom associated with flourishing revenue given the school's horizontal business market segment.

**[W]** Cocotte and d6+2 other students are quite willing to show their solidarity to Lysistrata's noble cause by sharing their beds with sympathetic foreigners.

Those who do must please all of them with a L3 breeding save (wizards add +2); roll for each of them separately. If all of them are pleased (successful roll), get 1 single XP roll the first time you do this.

**Option (TCOTFD):** If you prefer, you can use the wooing rules as if the students were L3 Maidens.

**[H]** Attempting to seduce the lonely Headmaster while surrounded by strumpets-in-training without getting





them to mob you is quite a feat (subtract 1 from all stealth attempts).

If you fail, your adventures will have to fight the d6+8 Sphilis novices (see below). However, if you succeed the breeding save (see Hungry Husbands), you get +3 to any attempt at sneaking in (see below).

**Sneaking In:** You can enter Headmaster Davanzu's office and see the records by 3 methods: 1) With a bribe of 100 gp, 2) with the PUNGENCY keyword, 3) by having a character succeed a L7 stealth save (rogues add +L).

If you flee, your party is kicked out of the building (all lose 1 life).





If you succeed at sneaking in, you find Pyrra's appalling records for the practical exam – she opened her eyes during the "Alluring Wink 101" test, causing twin eye-rays of fire to blast off and burn half the school to the ground, not to mention killing the examiner, who was Davanzu's grumpy aunt **Urda**.

With a successful L5 forgery save (rogues, monks and court magi add +½L), you could re-write Pyrra's results with enough credibility as to convince Headmaster Davanzu, who is notoriously absent-minded (nasty tongues would say alcoholic), that Pyrra did indeed succeed the test.

Success would cause the feud between Kingly Knights and Knifing Knaves to end (see the **Epilogue**). If you fail, the records are destroyed.

**Stealing Holy Relics:** The Sphilis School of Strumpetry holds one of the greatest relics in the history of roleplaying games, admired by visitors from all fantasy universes. Even adventurers from worlds of companies

other than Ganesha Games – such as Painscape, the Forbidden Realms, Limerence of the Flamingo Princess and even the jealous lawyers of the Warhamster universe – come to see the "Nipple Covers of Invulnerability", the most revered relics of the Order of the Fifty Shades of Crimson Laughter, the infamous kinky fighting bikini-nuns, far too offensive to illustrate.

Indeed, the members of this Order, funded by renegade members of the Sphilis School of Strumpetry, find pleasure in slashing and lashing open wounds on living beings (to make the skin "laugh"), for an astronomic price.

You can attempt to steal the Nipple Covers of Invulnerability if you wish – this requires a L8 pickpocket save (rogues and beggars add +L, halflings and goblins add +½ L.)

If you fail, 9 wicked nuns from the Order of the Fifty Shades of Crimson Laughter appear magically to defend the relic and whip your party until their life is down to 1, at which point you



*Foreigners admire and drunkenly celebrate the townswomen's political wiles and wits.*

must pay their hiring fee of 666 gp or face a dolorously deadly death.

The Nipple Covers count as magic heavy armor (+4 to Defense rolls).

They can be worn by any class and never cause penalties to mobility (e.g. for swimming saves). They also provide a +2 bonus to awkwardness saves (+3 at family reunions). They can't be worn with armor, even monokinis.

## Dominatrixes from the Order of the Fifty Shades of Crimson Laughter (9).

L8 minions, never check morale, treasure: Nipple Covers of Invulnerability. When hit by their lashes, characters must succeed a L4 breeding save or be disarmed. Men Defend at -1. Bikini armor and Nipple Clamps of Exquisite Pain don't protect against them. Picking up the weapon costs 1 combat action.

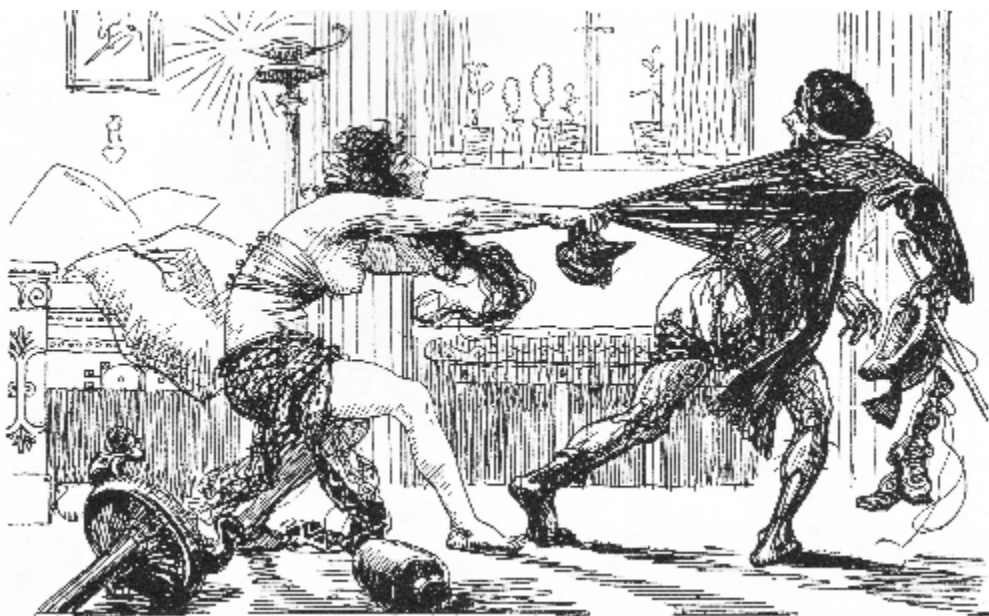
*Reactions: always whip you down to 1 life then demand a 666 gp bribe (for the entire party). Credit is accepted but rates are +20 gp per adventure, cumulative.*

**Exam Re-Try:** If you have the NEPOTISM keyword, Lokki Davanzu will reluctantly agree to let Pyrra try the exams again. Unfortunately, she's as dumb as a rock.

Pyrra will make the same deadly mistake again if she fails a L5 puzzle save. She has no bonuses, unless you gave her a Drink of Cunning or other puzzle-boosting thingamajigs.

If Pyrra wins, she remembers to keep her eyes closed throughout the exam, wins her diploma and marries her sugar daddy. The feud ends and everybody's happy: go to the **Epilogue**.

If Pyrra fails, she mistakenly opens her eyelids and starts a fire that causes



*Applying the Cuckoldry Order sometimes requires insistence with prudish strangers.*

Davanzu, d6+2 strumpets-in-training and herself to lose d6 life in the ensuing fire. If Pyrre dies, the Kingly Knights will fight to the death against the party, now their Sworn Enemy.

**Training:** Once the strike is over, a character can enroll here if you wish by succeeding the exams (which requires passing a L4 seduction save) and paying a 100 gp fee. After missing 2 adventures, you trained characters will be able to share their skills with your party, reducing the Madness level of fellow party members of the opposite sex by 1 at the start of each new adventure (see 4AA for Madness rules).

**School Violence:** Here is the school staff's profile should homicidal urges overtake your party:

**[G] d6+8 Sphilis Strumpets-in-Training.** L3 minions, morale -1. Their "attack" is seduction and causes no damage except to modesty: each "wounded" character loses no life but loses armor, weapon, clothing and underwear, in that order. Underwear-less characters are bound and spanked

(lose 1 life), and will not partake in the combat anymore.

If left behind or the party is defeated, better not to dwell on their fate in the kinky dungeons under the school: their adventure is over, make new characters.

**[G] [H] Headmaster Lokki Davanzu.** L5 Boss, 8 life, 3 attacks, morale +1, 3 treasure rolls. He is Harros Davanzu's uncle and will offer you 50 gp if you found any of this nephew's rings, and 100 gp if you found the missing nephew himself.

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**Inquisition Office:** Fanatics from the clergy of Zoyas have requisitioned Guildmaster Evos' barns and have been rummaging his wares on the pretext of searching for "heretical material", helping themselves generously in the process.

On the walls are maps of Kardalok where most cities are highlighted with skull marks.



If any party member is a spellcaster or a demon (including flower demons), their reaction is "always fight", otherwise it is "bribe (5d6 gp)", unless the party includes a cleric or paladin of a deity of Law. In that case, a L5 persuasion save is allowed to them (add +½ L) to convince the inquisition agents why they travel alongside such scum. If the save is failed, the fanatics fight, attacking first.

The Templars are led by the **Imperial Inquisitor Clairmont**, a humorless fellow with unwholesome friends.

**Inquisition Quest:** Greedy Clairmont is searching for Imperial Inquisitor

Indigo's son as leverage against his rival. He offers you a quest: "Find Timmy". If you did find him (such as by guessing at which location the puzzle on the map refers), or you do in the future (in this book and another) and you come back to tell Clairmont, get 2 clues, 1 Inquisition faction point and one Absolution Certificate of Indulgence, which can be spent to change the reaction of any Inquisition-aligned encounter to "friendly" (once).

**[W] Musrol and Murage**, Inquisitor Clairmont's beautiful captives (soon to be executed for loitering & wantonry), are gorgeous marsh dryads from the southern town of Mouth's Inn. Should you seduce them (L4 seduction/wooing save), get 1 clue. After seducing them, if you win a L4 pickpocket save (rogues add +L), you get his inquisitorial papers of office and evidence of Clairmont's plotting against Indigo. These papers allow you to re-roll reactions with anyone of the Cancelors' faction.

**d3+2 Thelephobic Templars.** L7 minions, morale +1, treasure: 2d6 gp Their large shields cause a -1 penalty to Attack rolls (they count as normal shields for your party, as you don't have templar training). They hate mutants and non-humans (reaction roll +2). Faction: Cancelors.

Reaction: as Inquisitor Clairmont's.

**[H] Inquisitor Clairmont.** L10 Boss, 7 life, 2 attacks, morale +2, heals each wound suffered by himself or his templars on a d6 roll of 6, 2 treasures +1 and papers of office. Factions: Cancelors, Inquisition.



*Musrol & Murage enjoy a foolish suitor's drowning under the gleeful gaze of a satyr.*

The misogynist (or probably just frustrated) Inquisitor hates beautiful women, especially those wearing bikini armor. Get 2 clues if this erstwhile echt ecclesiarch is defeated.

*Reaction: See above.*

~ 27 ~

**[G] [H] Vegetable Shop:** The Bruneldi Brothers, **Babirusa**, **Badinage** and **Baisemain**, are Guildmaster Evos' cousins-in-law and heavily accented, exceedingly friendly sellers from Enotria.

They are selling over-stock from afar before taking the road towards Tezany's Cove in a few days.

If the party is aligned with  $\psi$ , the Inquisition or Law, they draw knives and fight to the death, certain that you have come for their blood. If you kill them, mark the BRUNELDI keyword.

In other cases, the party can buy food rations here for 1 gp each. Once per adventure, they can also sell you exotic victuals, for 8 gp, that heal 1 life or 1 Madness (your choice). Their other items seem shoddy: you can buy any non-magical object here at half price, but they will break anytime you roll a prime number on a die roll.

**[W]** The Bruneldi brothers' three brides, **Baetyl**, **Balletomania** and **Balderdash**, are eager participants in

### The Bruneldi Brothers



the town's strike. Their husbands don't like it, but are too cowardly to say so.

If you succeed in seducing the stunning brunettes, all strangely alike, you must make a L4 breeding save for each of them (harlequins, goblins and gnomes add +½ L as their tastes are strange). If two or more ladies are unsatisfied, or if you don't tend to them, you suffer the Curse of Gobras!

If you refuse to cavort with the ladies, their reluctant husbands will fight you less they face their wives' ire.

You can't use stealth here as the wives are eager for extramarital coition.

**Curse of Gobras:** The character's nose grows 10 cm (4 inches) each day (in wilderness adventures) or each time he enters a room (in towns and dungeons), including rooms already explored. This causes the cursed one to suffer a -1 cumulative penalty to all actions for every 50 cm (20 inches).

Should the nose get longer than 300 cm (30 rooms), the character can no longer move in the dungeon and will be stuck there unless an Escape, wish or teleport spell is cast.

The curse can only be lifted by giving at least 200 gp in total divided between at least five different goblin or Bruneldi encounters and casting a Blessing, or getting a Blessing from a cleric of Gobras; the trickster god's clergy will not do that, however, until the nose is at least 150 cm in length so as not to anger their god.

**3d6+3 Bruneldi Staff.** L2 minions, treasure: 2d6 gp each. Instead of a wound, each attack causes the character to lose 3d6 gp. as a greedy lad flees away with the money (subtract 1 from their numbers).

**The three Bruneldi Brothers.** L4 Bosses, 4 life, -1 morale, treasure: 2d6 x 10 gp and 1 treasure +2 for the three.

If you kill any of the brothers, the killer suffers from the Curse of Gobras.

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**[C] Guildmaster Evos' Hostel:** If you are aligned with the evil Kingly Knights faction (ψ), you are attacked on sight as you enter here. Otherwise, the guildmaster's staff greet you coldly.

The Guildmaster's butler will not allow your party in if Pyrra is with them: *"sorry, but accountants, beggars and other lowlife are not permitted in this respectable establishment."*

### **An Old Friend...**

You may have met Evos previously in other adventures (such as *Man-Eater!*).

In that case, he offers your entire party food and drink (heal 1 life) while commenting the stinginess of his rival, the Margrave. If not, he's just friendly.

His wife, **Lysistrata**, is nowhere to be found — busy as she is organizing a revolution and whatnot. Evos doesn't know and doesn't care, busy as he is planning to harm the Kingly Knights.

If you saved Evos' life (in *Man-Eater!*), he will have his Sphilis-graduated

hierodules heal your party of all their wounds on your first visit to his hostel.

## ... Or An Old Enemy

If Guildmaster Evos has died already, his eldest son and heir, Incapace Evos, will have taken his place. If you're responsible for his father's death, he has become your party's Sworn Enemy.

In that case, from then on replace Evos the Younger's reaction, and that of all the Knifing Knaves, by "always fight".

## A Proposition

Given that the Keynesian economic policies in Tezany's Cove are driving away most youths from town, Guildmaster Evos has turned to fungi folk to compensate the shortage of decent workforce. They are loyal, but boring conversationalists and really bad at riding. They can't even wear House Evos' traditional orange and black striped livery because wool itches their icky skin. The Guildmaster blames his misery on the fire elves, and Pyrra.

If your encounter doesn't result in violence, Guildmaster Evos, being a good-hearted and lawful man, tells you he has had enough of the violence in town and wants to end the conflict in the most humane fashion: by having you slay all partisans of the chaotic and evil Kingly Knights faction (all townsfolk with the  $\psi$  icon). Quickly, if possible.

If you accept this chivalrous quest, note your allegiance to the Knifing Knaves (C) on your characters' sheet.



## Lysistrata's Little Secret

**Spend 3 clues & read this in a mirror!**

The image may pit you off...  
L'Esprit's true identity is Ahegao, a  
shape-changed succubus from  
Tearful Cove. She arranged for Evo's  
wife to disappear and took over her  
life. You can meet her, once, at the  
[W] icon. She'll heal all your hero's life  
but cause 3M damage from sensory  
overload. It's Madness overreached the  
hero's level, he become her slave  
forever. It's not that bad, not at all, but  
it's bad enough to go over.

## Kingly Knights & Knifing Knaves

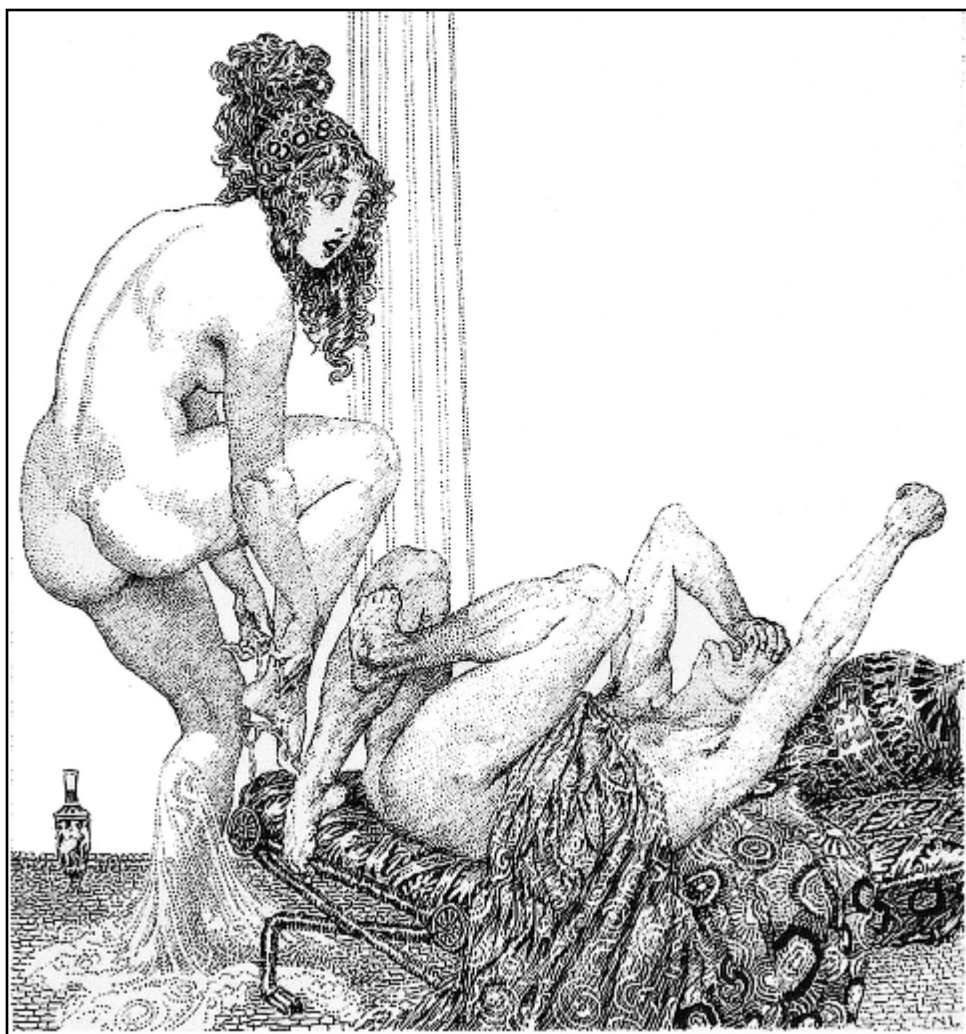
Add the KNIFINGKNAVES keyword to your characters' sheet. The Knifing Knaves will always be peaceful from then on, unless you attack them first.

You can refuse the Guildmaster's quest if you like: return, then, to the map. You can change your mind later if you wish, and take this quest. You can't serve both factions however (at least not without casting Forgetfulness spells).

### A Done Quest

If you complete this quest and return to Evos, he offers you 300 gp and the Margrave's house as a new era of peace and prosperity falls upon Kenspeckle.

If you don't want the house, you can sell it to someone in town for shop credit worth up to 50 gp per square (600 gp in total): while you won't get



*A husband curses as his wife, dressing up, announces to him the Untickling Order.*



cash in return, you get credit in the buyer's shop for up to that amount. For example, if you sell the mansion to Ardène the Alchemist (entry 18), you could get 600 gp's worth in potions!

See the **Epilogue** when the quest is done.

### Give Peace a Chance

Alternatively, if you have talked to Pyrra before, you could convince the Guildmaster to pressure Headmaster Davanzu into allowing Pyrra to pass the exams again. Only one attempt is allowed (see below).

To convince Guildmaster Evos, you need to either succeed a L6 persuasion save (halflings add  $+\frac{1}{2}$  L, add +1 to your roll per bribe of 50 gp), offer him a keg of rum, 5 Perfect Cheese from Enotria or to convince Pyrra to pass the night with him (L6 persuasion or seduction save; halflings and swashbucklers add  $+\frac{1}{2}$  L, satyrs and succubi add +L.) If you succeed in convincing the Guildmaster thusly, mark the NEPOTISM keyword.

Should Evos and Pyrra spend the night together, she will mistakenly open her eyes during the "sleep over" on a d6 roll of 1-2, causing the Guildmaster's house to burn and him along with it. Pyrra will also suffer d6 wounds in the process.

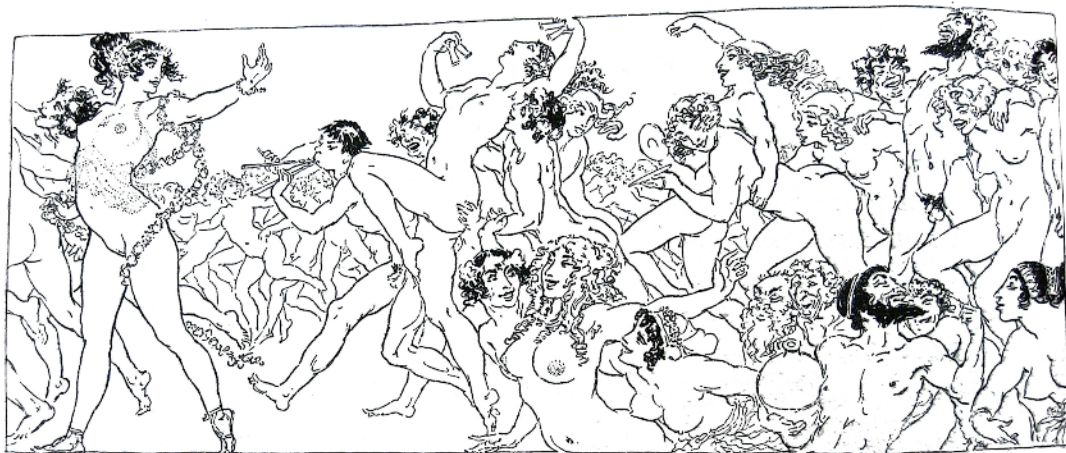
If Pyrra dies, the Margrave will be enraged; all members of the Kingly Knights will fight to the death against the party as their Sworn Enemies.

Sadly, Lysistrata will also die in the fire, and all hopes of peace will die too.

### Cuckoldry Looms Near

[W] Guildmaster Evos' matronly mother **Ebriection**, his twin wives **Ebrious** and **Ecardinate** as well as their pretty daughters, **Ecesis** and **Ecbole**, are desperate for intimacy ever since Evos has ordered his mushroom militia to keep them barred inside his house, wary of the Cuckoldry Order.

Characters who satisfy their expectations get 3d6 gp per dame satisfied (make a L4 breeding save for



*Knives & Knights revel alike in debauchery to celebrate the end of the civil war.*

each one separately) in addition to the usual benefits of horizontal recreation. Also mark the GIGOLO keyword.

If you succeed a breeding save with aged Ebriection herself, only roll d3+1 on the Patriotic Congress table (instead of d6) as the affectionate crone isn't likely to bear any more children, but roll on the Magic Treasure table to see the centenarian sex fiend's gift.

**[C] [H] Guildmaster Evos** . L4 Boss, life 6, 2 attacks, 4 treasures. Greedy characters (e.g. all dwarves and all characters carrying over 100 gp, and those with the Greedy Status from WWW) are greatly impressed with Evos' fortune and attack him at -1.

Evos can't be hit until his pet and guardian, a blonde flying pig called Danold, is defeated.



**Drumping Danold the Flying Pig. L7**

Weird Monster, 7 life, 2 attacks, morale +2, no treasure. Ranged weapons and spells hit it at +1. Danold always targets women & felines first with his attacks, striking with his oddly small, grabby hooves.

**[G] 2d6+3 Fungi Folk House Guards.**

L5 horse-riding fungi folk minions, morale +1, 2 treasures +1. Any character taking damage from the fungi folk must save versus L3 poison or lose 1 life. Halflings add +L.

Fungi folk are notoriously awful horse riders, and this is even worse when riding horses inside a building; if you ever double their level on an attack roll, the whole squad loses control of their horses. Reduce their L by 1, by 2 if inside a building (once only).

You can't seduce or woo fungi folk, try as you might. They hate Kingly Knights.

*Reaction: always fight  $\psi$ , otherwise peaceful.*

**[ $\psi$ ] [H] Drunken Bullies:** These boors yell and curse and threaten every torture to those they meet. Even worse, their grammar is appalling.

They will be peaceful towards members of the Kingly Knights faction as the Margrave's men just bought them drinks. A cleric, monk or paladin dedicated to a deity of Law can also change their reaction to "peaceful" by succeeding a L5 persuasion save, adding  $+\frac{1}{2}$  L to the roll. Anyone else is fair game for these bullies.

The bullies will automatically attack members of the Knifing Knaves faction.

If you kill them, the reaction of any other member of the Inquisition you meet in town will be "always fight".

**d3+1 Drunken Witchhunters (L5 minions) & d6 Warhounds (L4 vermin).** Never check morale, treasure



3d6 x 4 gp. They hate female spellcasters.

Unless the hounds are killed in the first round, once the fight is over, their barking will attract another group of d3 witchhunters on a d6 roll of 1-2.

If there are just 1 or 2 warhounds, the witchhunters are led by Khing Khan, a drunken shaman of Zoyas.

**Khing Khan.** L6 Boss, 7 life, 1 attack, never checks morale, each attack is a lightning strike that causes 2 wounds, 2 treasures +2. If you double his level on a melee attack, he drunkenly falls to the ground and can't call lightning for the rest of the battle.

*Reaction: Bribe (keg of rum), but see above.*

~ 30 ~

## [W] [H] Guildmaster's Garrison:

There are 4d6 fungi folk guards within (L4 minions, treasure d6 gp per guard, immune to poison), in the pay of the Guildmaster. If you are aligned with the Kingly Knights (ψ), their reaction is "always fight", otherwise it is "peaceful" if you are aligned with the Knifing Knaves, and "bribe" (d6 gp per character) if neither case applies.

If they defeat a character, they will not kill him but rather 1 guard will leave the fight to sell him to the slave traders in town. You will know when you meet the slave traders, and have a chance to bring your enslaved characters back.

The guards will come as reinforcements after d3 turns if combat occurs in any building adjacent to the garrison, except if the targets are Kingly Knights.



~ 31 ~

**[ψ] [H] Arbed's Armory:** This gruff Lamassu (a man-headed magic bull from Andamon) metalsmith has the friendliness of a tax collector. He's the best in town at what he does, though, and not prejudiced ethnically: he loathes all people and races equally.

If you are aligned with the Knifing Knaves (C), or if you have the BIGOT keyword, Arberd attacks with his huge horns and hooves, as he expects you're here to murder him. He will do the same if he catches you with his wife.

**[W] Abasia (L2 minion),** Arberd's uncoy curvaceous redhead wife likes intellectuals such as wizards, clerics and plague doctors; double all benefits for doing the two-back beast with her.

Instead of hiding from her suspicious husband, you can do the hanky panky in his presence and convince the fool that this is part of a medical procedure to cure Indigo Waffles.

For this to work, make a L4 medicine save; plague doctors add +L, clerics, harlequins and wizards add +½ L.

If you succeed, dumb Arbed pays you 5d6 gp. If you fail, Arbed fights to the death. He's not dumb enough to fall for the same trick twice (well, maybe a little); further attempts at a medicine save at a cumulative -1 penalty.

You can buy armor (at 10% discount) or silversmith services here (see 4AA). Silver or gilded (gold-plated) weapons are available for sale for 10 times the price on a d6 roll of 5-6. Parties under



4 characters can hire a dwarf, a lutin or a gnome (L2) here from Arbed's staff.

**[ψ] Arberd the Acerbic Armorer.** L6 Boss, life 7, 1 attack per party member, treasure: 4d6 x 10 gp and up to 10 light or heavy armor suits.

His bull-rush attacks destroy shields on Defense rolls of 1-2, but not the shields he makes nor magical shields.

~ 32 ~

**Salamandrine Men Caravan:** A disturbingly hideous caravan of demon-like traders has raised its tents of bone and skin, advertising its strange wares for sale. While their four eyes and stony skin are frightening, they seem peaceable. If you have the BIGOT keyword, they will draw their blades and fight, attacking first. Otherwise, these Netherworld traders have come to Norindaal for slaves to bring back home. They will not be



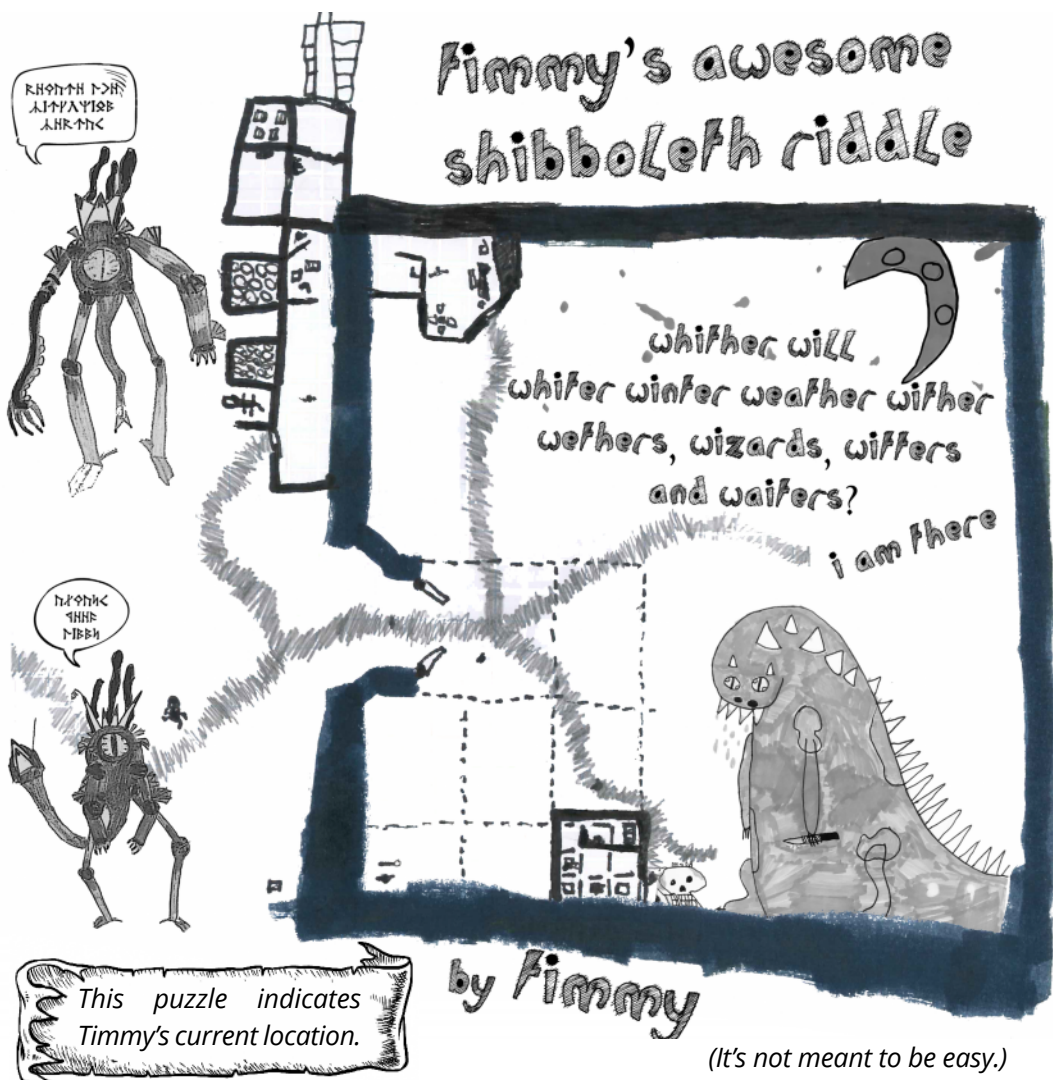
aggressive and will eagerly trade with the party. They will sell any basic supply or any potion worth 150 gp or less (from any book).

They will not accept gold, gems or jewels, only barter, but accept gear and magic items. They will also pay 10 gp per captive (including captured minions such as orcs, but not vermin), 60 gp per soul cube and 75 gp per spell

scroll. They can buy up to their treasure's worth in gp.

If any party members were previously captured (as a result of the "capture" reaction), the salamandrine traders have them in their slave pens and will sell them back to you for  $2d6 \times$  the character's level. You can also attack them to free your comrades.

**Option (4ATN):** If your encounter was peaceful, the salamandrine men also



offer conversion into one of them if you wish (4ATN p.26).

**The salamandrine women** don't partake in Lysistrata's strike as they have never heard of it, but any male character who succeeds a L5 seduction or persuasion save (satyrs add +L, swashbucklers add +½ L) can convince them it's a good idea. In that case, use the rules for Witty Wives.

From then on, apply the [W] icon to the salamandrine women around Kenspeckle and [H] to their men.

**2d6 Salamandrine Slave Traders.** L6 minions, morale +1, treasure: 100 + 2d6 x 10 gp, 1 Nether Portal scroll (4ATN p.57) and d3 soul cubes (each one recharges a magic item, once). Because of their burning blood, each time one is killed, his killer must succeed a L2 save vs fire or lose 1 life. Mark the BIGOT keyword if you kill any of them.

*Reactions: always trade, unless you have the BIGOT keyword, in which case fight.*

Once you resolve this encounter, a trail leads you to a nearby fire camp where you find distressful papers regarding a conspiracy within the Inquisition of Light and Law, in the western Duchies of Law, involving Inquisitor Clairmont and some preposterous reference to an Orc Parliament being set in place secretly by someone called "The Mistress of Black Lashes". Gain 1 clue.

~ 33 ~

**Woodland Clearing:** Thundering through the sky, dog-riding owlfolk are coming hard on the woodlands, ululating their mournful warcry.

**d6+1 Owlfolk.** L7 flying minions, treasure -1, 2 attacks each. An owl man's and his mount's attacks always strike the same target. If both hit, they stop flying but automatically inflict 1 more wound on each of their turns. Fire spells cause them a -1 morale penalty.

Characters may add any herding save bonuses to their Defense rolls.



## Kingly Knights & Knifing Knaves

Subtract 1 from the reaction rolls for each owl or flamingo folk in the party.

*Reactions (d6): 1-2 peaceful (gain 1 clue from their directions), 3-4 bribe (d6 food rations each), 5-6 fight.*

### ~ 34 ~

**Rockslide:** All party members must succeed a Defense roll vs. L3 danger or lose d3 random items as they jump to avoid being crushed. Lose 1 life on a save roll of 1. Barbarians and dwarves add + ½ L to the save.

You also find a strange map, drawn by a child named Timmy, that hints of his whereabouts. If you do find where he last was in Kenspeckle, get 1 clue; get another clue if you can decipher the runes on his map, and a third if you can guess which town the map shows (mark the TIMMY keyword in that case).

After the rockslide, unless your party includes a dwarf, a druid, a mole folk or an ogre-sized character to clear the path, the area becomes impassable.





~ 35 ~

**2d6+3 Poppycock Poopers**. L2 vermin, morale -1, treasure: special. Expressing their anger against the women's strike in the most puerile way imaginable, the mediocre and malodorous malfeasants fart in your general direction. Their "attacks" cause no wounds: get 1 Triggered point instead. Mark 1 MURDERER tick for slaying them. Alchemists and wizards may distill the poppycock poopers' feces to make d6 holy water vials.

*Reaction: always behave very improperly (see above).*



Yet Another Triggering Image

## Epilogue

**Do not read this section before completing the adventure!**

One way or another, if you succeeded in bringing the war between the civil war between the Kingly Knights and the Knifing Knaves to an end, stability and order will eventually return to Kenspeckle, earning you the gratitude of its inhabitants.

If you ended the feud between the factions by eradicating one or both of them, get 1 XP roll. You also get 1 War and 1 Death alignment point and 2 faction points with the one you helped.

If you ended the feud in a peaceful way, by bringing the two houses to set aside their hate, get 2 XP rolls instead. You also get 1 Peace alignment point and 2 faction points with both the Kingly Knights and the Knifing Knaves, who become allies.

If your efforts led to Pyrra marrying the Margrave, you also get 1 more XP roll and 1 more Peace alignment point.

If you killed the fire elves from the Blazedawn community, get 1 Ice alignment point as Thuugas, the fire god, is angry that you persecuted refugees from his chosen people. The next time your party adventures meets fire elves or fire monsters (e.g. elementals), they'll fight to the death.

Conversely, if you married Pyrra to her lover and didn't kill a single fire elf during the adventure, Thuugas is pleased. You get 1 more XP roll, 1 Fire alignment point and you can subtract 1 point from your reaction rolls, and add +1 to any persuasion or other social roll (persuasion, seduction, trade, cooking, breeding, etc.), with any fire elf you meet in the future.

May you live happily ever after.

## THE END

## Pre-Generated Characters

You can use the following tongue-in-cheek characters for adventuring in Kenspeckle or create your own.

### Lethal Leta

Hailing from the piranha tribe in the jungle continent of Sskilia, Lethal Leta has fought for queen Rulah as a champion in her teen years before she decided she had enough of assisting lecherous alcoholic nobility and would rather make fortune on her own terms. Leta's bossy mother, Antagonia the Anvil, objected – she had to punch her senseless, but the hag will recover.

The party's leader (because nobody would dare say no to her), the orange-haired Leta isn't above dirty tricks such as taking her top off when fighting men, a distraction tactic that earned her surname. She became famous for wrestling Konan the Karkarian to the ground, subduing him with her shield alone – though he might be distracted by her fighting topless, he was the one who insisted that topless was the manly way to fight.

Indeed, he was smiling dumbly all along, even when she punched out every single tooth from his jaw.

Leta's shield is, paradoxically, her greatest weapon, covered in claws and fangs of creatures she's killed in the jungles. Woe to anyone who would touch Leta uninvited!

Many pirates count their missing fingers, which she carries around in a belt around her waist as keepsakes.

**Amazon OR barbarian, level 3\***

**Net Attack bonus:** +1 (as amazon)/+3 (as barbarian)

**Net Defense bonus:** +5 (as amazon)/+2 (as barbarian)

**Traits (as amazon):** Attack +½L, Defense +L, inflicts 1 wound when doubling on a Defense roll, A+1 vs lizardmen.

**Traits (as barbarian):** Attack +L, rage, no magic items.

**Gear:** Skimpily fur bikini (Defense +1), shield (Defense +1), axe (one-handed slashing weapon).

**Gold:** 80 gp.

**Life:** 8 (as amazon)/10 (as barbarian)

*\* Use the amazon class rules if you have **///**, otherwise use the barbarian class.*

### “Captain” Greenbeard

A drunken lecher of a pirate, “captain” Greenbeard spent nearly six years in queen Rulah's harem before she kicked him of her hut out for stealing her booze. His companions are unsure whether his hair color is natural or evidence of dismal hygiene.

Too incompetent to fend for himself in the Ssiklian jungle, he convinced Leta to lend him a place on her ship at the first occasion, mainly because she had no sailing skill whatsoever.

A profound ineptitude at detecting danger, rather than true courage, has brought him to travel throughout Norindaal alongside the amazon and their bizarre companions. It took him a while – and three missing fingers – but he finally learned to keep his dirty hands off of Leta's wriggly bits. A thrill-seeker, Greenbeard's especially fond of fire elves, booze and hay, preferably together. He never learns.

His parrot, Crossbones, loves to make saucy comments towards just about everyone and everything, but give him a little rum and he's quiet long enough for the group to sneak if they need to.

*\* Use the swashbuckler class rules if you have Dark Waters, otherwise use the warrior class rules.*

### **Swashbuckler OR warrior, level 3**

**Net Attack bonus (as swashbuckler):** +1 (fencing sword) /+0 (dagger)

**Net Attack bonus (as warrior):** +3 (fencing sword)

**Net Defense bonus (both):** +1

**Traits (as swashbuckler):** 2 attacks, panache points (max = L).

**Gear (as swashbuckler):** Fencing sword (one-handed slashing weapon, +0), dagger (light slashing weapon, -1)

**Gear (as warrior):** As above plus light armor (+1 Defense).

**Gold:** 60 gp.

**Life:** 7 (as swashbuckler)/9 (as warrior)

## **Whopping Wooks**

### **Yogic Yeti OR barbarian, level 3**

*"Saltant good Mistress. Mistress give Wooks cookies. Sometimes Wooks bad. Then Mistress whip Wooks. Wooks like that. Feels warm inside.*

*Mistress take Wooks to town. Mushrooms and horses. Many words spoken. Wooks not understand. Wooks like to smash things. Then maybe Mistress give Wooks cookies again, and whip too, yes?"*

Wooks, the Yeti, really hates imps and fairy folk mostly because they play tricks on him when he's pooping in the woods. He likes to hit people who look at Saltant too long in the bikini areas.

It's not exactly clear how a yeti from the far north came to roam about on the tropical continent of Ssiklia. Leta the amazon found him wandering hot and sweaty in the jungle. Sister Saltant gave him a shave (to keep him cool) and he's been devoted to her ever since like a smelly, violent, stupid dog.

This parody of the Cookie Monster is the party's bruiser, illiterate and lacking manners. Wook's dismal intelligence is almost as low as a college frat boy's.

**Net Attack bonus:** +3 (claws or stick)

**Net Defense bonus:** +1 (yeti) or +0 (barbarian).

**Traits (as yogic yeti):** Attack +L, Defense +½L, fury x L, yogic clues 3 x L, animal, fear of fire.

**Traits (as barbarian):** Attack +L, rage, no magic items, Loinsmaster skill.

**Gear:** rocks, 4 food rations, collar.

**Gold:** None.

**Life:** 10

*\* Use the yogic yeti rules if you have YYY, otherwise use the barbarian class rules.*

### Sister Saltant

This titillating war-lass and part-time poisoner belongs to the Order of the Fifty Shades of Crimson Laughter, kinky but non-unionized rivals of the Sphilis School of Strumpetry who sell their swords (and the body that comes along with it) to the highest bidder.

Sister Saltant enjoys besting the Sphilisians at every occasion but bears them no true ill will, seeing them as sisters-in-purpose in the making of the grand masterpiece of "Pantagamic Philandering of Pain", whatever that means. When asked, she smiles evilly.

Saltant is not exactly sure which deity the OFSCL worships (she never asked). It might be the demon Koylak, or maybe paladin-like Foryos, or even peaceful Lavra. As long as her spells work, Saltant couldn't care less.

Sister Saltant adventures because she likes whipping things and laughing evilly while taking dramatic poses. Her greatest fun in life is to crush her enemies, see them driven before her, and hear the lamentation of their men.

Saltant joined Leta's crew after an unfortunate accident befell the party's former cleric, a dull, rice-smelling fellow by the name of Uncle Ben, when

a poleaxe accidentally broke his skull in half during Saltant's night shift.

As Ben's corpse accidentally fell into the sea, his toothless dog suffered a similar accident. Fortunately, Sister Saltant heroically managed to save Ben's gold and treasure, which helped a lot to shorten the party's mourning.

Saltant is very eager to return to Kenspeckle, having spent her training years at the Sphilis School under (literally) Headmaster Davanzu. She's got scores to settle with her old teacher.

### Level 4 cleric (no specific deity)

**Net Attack bonus:** +2 (poleaxe) +0 (slashing), +4/+2 undead.

**Net Defense bonus:** +2

**Traits:** Heal x3, Bless x3, A+L vs undead.

**Gear:** Whip (light slashing weapon), poleaxe (two-handed slashing weapon), heavy chainmail loincloth and evil-looking nipple covers (counts as heavy armor, Defense +2).

**Gold:** 60 gp.

**Life:** 7

# Keyword List

BIGOT  
BRUNELDI  
DEEPFISH  
DELIRIUMTREMENS  
DESPICABLE FILTH-LOVING POET  
MURDERER  
DUPLICATE  
FRIEDFISH  
GREATDEAL  
HAGGIA  
JOBBER  
KENOCIDE  
KINGLYKNIGHTS  
KNIFINGKNAVES  
LEPIDOPTERAPHILE  
MANIAC  
MURDERER  
NEMESIS  
NEPOTISM  
PUNGENCY  
SHAMEFUL BASTARD  
TURGIDITY



## Brain Boiler

Bizarre servants of the Shark God Tezany, Brain Boilers fight gits & meddlers who would disrupt the psionic pylon's gestalt that have been, for aeons untold, keeping away the Cosmic Horrors of the Forsaken Depths, forgotten gods of the void that lay deep under the world's crust. Unfortunately, townsfolk are seldom appreciative of the Boilers' essential contribution to Mankind's survival and weaken their precious psionic gestalt with foolishly dangerous emotions like love, fun, art and lechery.

**Boss.** L8, life 8, morale +1, 3 attacks, treasure +1. Each attack drains 1 spell from the target's memory or d3 chi/psi. Drained spells count as spent. Their attacks always target, in order: 1) Knights of Neutrality, 2) lewd characters (e.g. harlots), 3) agents of chaos (e.g. mutants), 4) entertainers (e.g. harlequins). They never attack clerics of Law unless attacked first. Faction: Law (Tezany).

*Reaction: always fight.*

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32

## Gestalt Spells table (d6)

*In recent years the Sphylis School of Sorcery discovered a massive psi-energy gestalt extending under the world's crust, between the Abyss and the Forsaken Depths, guarded by the horrid Brain Boilers. Intense emotions at large scales disturb the gestalt, allowing wizards to siphon its energy. Spellcasting rolls of 1 with Gestalt spells cause a Brain Boiler to appear, surprising the party, if a d6 rolls under the caster's level. You may roll on this table instead whenever you find a random spell scroll. Gestalt spells can be written in spellbook's like other spells.*

*All classes can cast these spells unless a class' description specifically forbids it.*

- |   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | <b>Summon Flamingo:</b> A flamingo materializes from the gestalt with a magenta flash. See Flamingos as Magic Retainers.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| 2 | <b>Delay Damage:</b> Temporal psionics from the gestalt will postpone 2 of the caster's wounds per caster level. When the adventure ends, unless the caster finds another way to heal, these wounds apply immediately. Multiple castings are cumulative. This may cause the caster to die.                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 3 | <b>Cuckold Choler:</b> Jealousy disturbs the gestalt, causing a psionic surge that fuels the caster. Count the number of cuckoldry congresses caused by your party: this Cuckold pool is a reserve from which casters of this spell can get, with each spellcasting, 2 points per caster level to be added their own Attack, Defense, save bonuses OR life for a single encounter. Cuckoldry points used this way deplete the Cuckold Pool. The pool resets to zero at the end of each adventure. Unless mentioned otherwise, philanderers have 50% odds to be married. Inter-party cuckoldry doesn't count as jealousy fuels the spell. This spell counts as a Blossom spell and can therefore be cast by satyrs and conservationists (from TCOTFD). |
| 4 | <b>Create Zirconium Zebra:</b> This spell transforms one magic item, spell scroll or chaos crystal into a zirconium zebra. Crushing it restores all life points and chi or psionic points. Each use has a cumulative 1 in 6 chance of causing a Brain Boiler to attack the party. Reset these odds when the Brain Boiler appears.                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 5 | <b>Unwind Chaos:</b> The caster adds their level to Defense rolls against Chaos monsters (monsters with the "chaos", "chaotic" or "Xichtul" words in their name or description) for twice their level in turns (ex. 4 turns at L2). Mutants who cast this spell take d6 wounds.                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 6 | <b>Psi Wind:</b> This spell requires crushing a zirconium zebra. It summons a violent psionic wind that forces all foes present to flee, except deities, Final Bosses and quest targets. No XP or treasure is won.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

## Loathsomely Lewd Lechery tables

### (Optional, Unnecessary & Probably Unrequited Rules)

Considering the laughable odds that Ganesha Games will ever publish anything as lewdly crass as this book, it would be a shame not to take this opportunity to introduce these utterly tasteless tables, which are mercifully optional, and for which we would surely offer a vociferous (if somewhat hypocritical) apology, were it not for the very fact that buying this book suggests a significant likelihood that you are, presumably, a lecherous pervert, having thus no cause for obloquy. In the spurious name of science and art, feel free to roll on these tables whenever cuckoldom-concurring coition arises in this adventure or, gods forbid, other less unsavory ones.

#### Manliness Measurements table (2d6)

*Roll once per male character or NPC, applying the result to breeding saves or when rolls are made on a Congress table.*

*Class modifiers: satyrs +4 orcs +3, ogre-sized beings +2, barbarians +1, halfling-sized beings and smaller -1, elves -2.*

2	Pettifogging (-2)
3-4	Trifling (-1)
5-9	Unpretentious (+0)
10-11	Ponderous (+1)
12	Cyclopean (+2)

#### Buxomness & Buttocks table (2d6)

*Roll once per female character or NPC, applying the result to breeding saves or when rolls are made on a Congress table.*

*Class modifiers: succubi +4, ogre-sized beings +3, orcs & barbarians +2, elves & halfling (and other small beings) -1.*

2	Pettifogging (-2)
3-4	Trifling (-1)
5-9	Unpretentious (+0)
10-11	Ponderous (+1)
12	Cyclopean (+2)*

#### Propitious Positions table (2d6)

*Roll before attempting a breeding save or a roll on the Patriotic Congress table. The results apply to that save or roll, adding to manliness or buxomness & buttocks.*

- Winterheart's Shoulder:** -2 to rolls
- Asdzugh's Wallop:** +1 to rolls; if any die is a 1, your partner loses 1 life
- Fudar's Ingress:** +d3 to rolls but the receptive partner loses 1 life
- Zur's Rest:** -1 to rolls (except undead)
- Foryos' Mission:** -1 to odd rolls
- Korimnos' Ride:** +1 to even rolls but you lose 1 life on a d6 roll of 1
- Lavra's Chore:** Nothing special
- Elidra's Wheelbarrow:** +1 to rolls but 2 in 6 risk of pregnancy (if possible)
- Seilla's Seizure:** +1 to rolls
- Wheel of Xichtul:** +1 to roll but get d3 Triggered points
- Tauramin's Marathon:** Re-roll 1s but lose d2 life if a re-roll happens
- Piledriver of Kra:** +2 to rolls but lose 1 life if any subsequent die is a 1

*\* Optionally, roll on the Shamefully Sultry, Salacious & Sinful Shapes table.*

Patriotic Congress table (d6)*	
1	<b>1 Yuck!</b> Seems like your partner was infected with Indigo Waffles! Make a L3 disease save (halflings add +L) or suffer this embarrassing infection.
2	<b>"Don't worry, it can happen to anyone..."</b> It didn't work out.
3	<b>"But I kiss children with that mouth!"</b> Heal 1 Madness or 2 life.
4	<b>"My knees hurt. Let's change."</b> Heal 1 Madness or 2 life.
5	<b>"I don't think it's meant for that."</b> Heal 1 Madness or 2 life.
6-9	<b>"OoooOooo..."</b> Heal 2 Madness. (It's too intense to heal any life!)
10-12	<b>"BY ELIDRA'S PLUMP BUTTOCKS!"</b> Heal 2 Madness or 4 life. In addition, you get a permanent +1 bonus to breeding saves with this partner.
13+	<b>The furniture breaks.</b> As 10-12, plus your character and their partner have the best fornicating event of your life – gain 1 clue.

## Patriotic Philandering for Peace

Lysistrata's carnal strike may succeed if you work strong enough for it. Keep track of the number of times your party gets a result of 4+ on this table, which accounts for the number of humbled husbands in town, by ticking the buttocks-shaped boxes below. When you tick 15 or more, you can choose, once, to confront the faction leaders alongside Lysistrata and demand peace. Roll 6d6: if the number rolled is inferior to the number of buttocks ticked (tickled, actually), you succeed! Go to the **Epilogue**. Rolls of 31+ always fail.

Otherwise, it's to no avail, you will have to find another way.

## Humbled Husbands Chart

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\* **Footnote:** Treat sixes as explosive dice. Add the character's level for orcs, satyrs, succubi, and people mating with a True Love, plus any breed save bonus. Barbarians and half-orcs add +½ L. Do not ever add bonuses to rolls of 1.

Note that unlike the infamous Naughty Congress table, the Patriotic Congress table incurs no risk of pregnancy or love, because this wanton coition is strictly political, for peace and the greater good, a noble endeavor in itself, nothing more.



**Shamefully Sultry, Salacious & Sinful Shapes table (d6)**

Either drop a die, roll d6 or pick your favorite, as long as you're ashamed to do so.

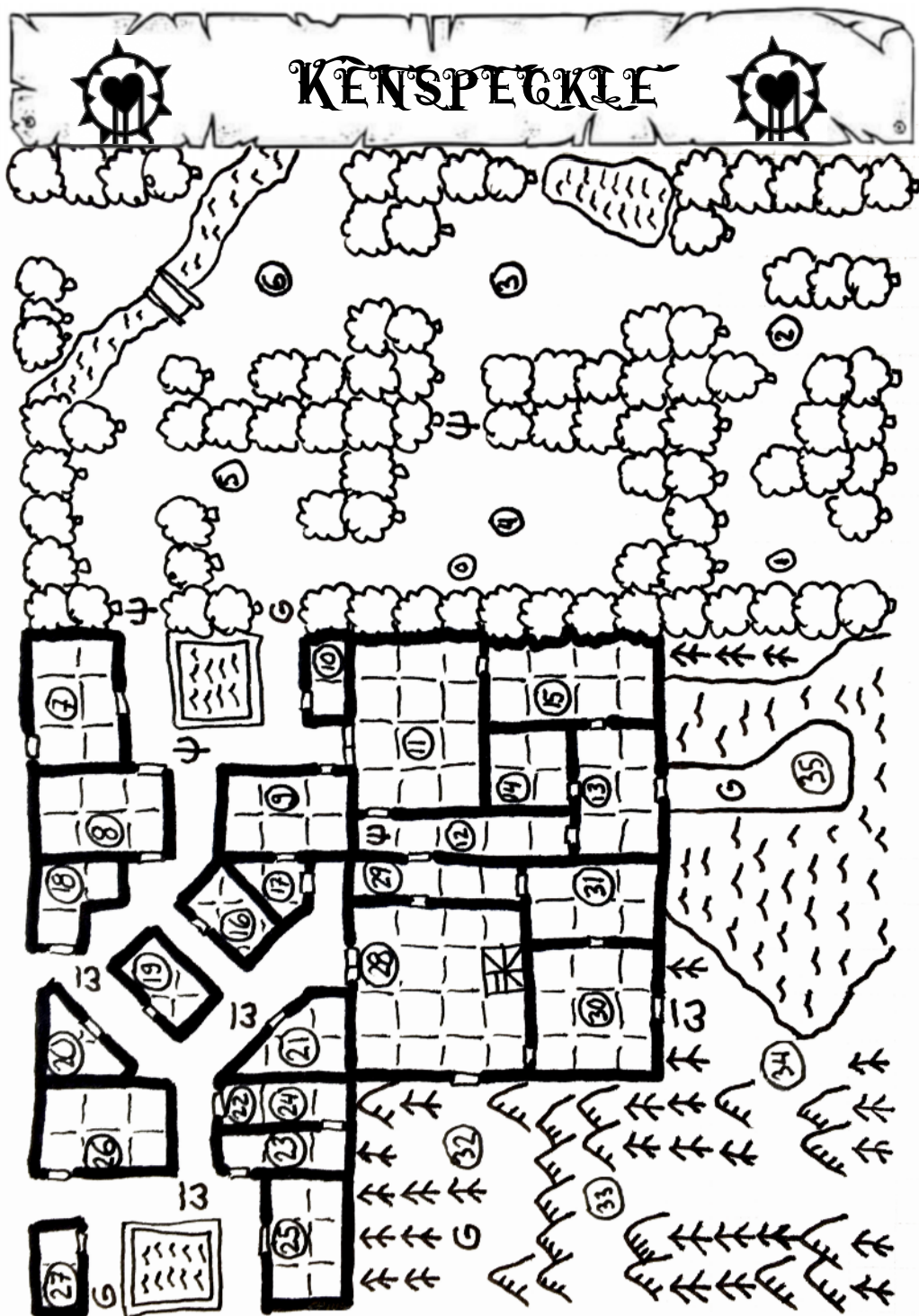


# Kingly Knights & Knifing Knaves

## NPC Faces subtable

Either drop a die or pick one at random. Women to the left, men to the right.





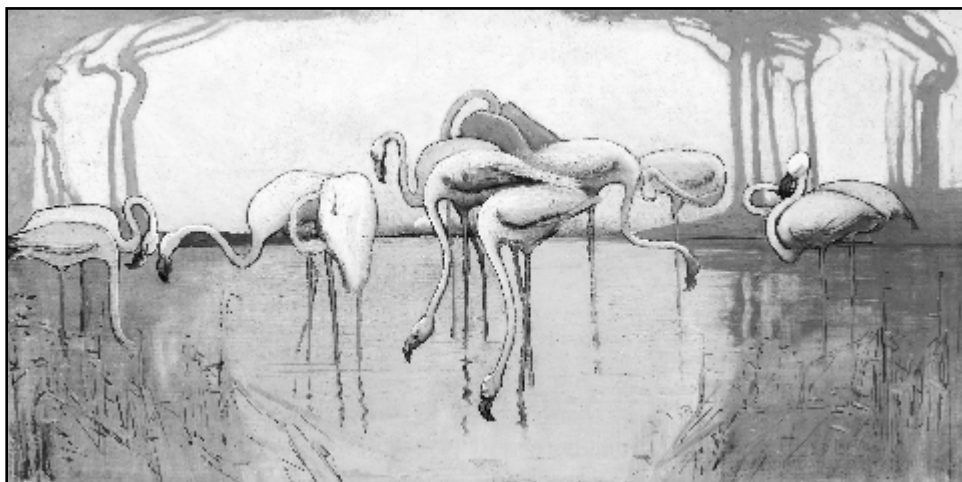




Source: *Pirate Ports of Pestilence*.

### Flamingo Eccentric Behavior table (d6)

- 1 **The flamingo flies away.** If you ever roll a magic item for treasure, you can have the same flamingo return instead of finding this treasure.
- 2 **The flamingo is hungry.** It eats a random small item from the character beside it in the marching order. It must be no larger than a flamingo's throat (e.g. no bigger than a light weapon, e.g. a snack, a ring, a torch, a rope, a lutin, a pixie, a necromancer's finger or a parchment). If no appropriate item applies, the flamingo flies away, hungry (see #1).
- 3 **The flamingo stares enigmatically.** In its great and unmatched wisdom, the holy bird does nothing at all during the encounter. It is very unsettling.
- 4 **The flamingo honks menacingly.** All monsters must make a morale check but roll for wandering monsters after the encounter.
- 5 **The flamingo is irate.** Before melee starts, the flamingo blasts pink flame at your opponents. Treat this as a Fireball cast by a L5 wizard. On a spellcasting roll of 1, all characters lose 1 life from the fire. Afterwards, it behaves as per entry #3.
- 6 **The flamingo is furious.** It attacks the monsters like a L6 chaos lord (warrior). It has 4 life, 3 attacks per turn and its beak counts as a magical light slashing weapon (+5 to Attack rolls). Flamingos save like L6 clerics of Pandalatra. If the flamingo dies, it goes out in pink flame: treat this like a cursed altar (see the 4AD Special Features table). If you killed it, even by accident, mark the MURDERER keyword.







ADULT HUMOR (18+)

# Feuds, Fornication & Flamingos

Shamelessly mocking *Lysistrata* and *Romeo & Juliet*, *Kingly Knights & Knifing Knaves* is a hilarious & lewd *commedia dell'arte* town adventure where the townswomen hold a sex strike to convince their bellicose husbands to lay down their arms, to no avail. Will you restore peace, take a side, or just kill everyone and loot their gold?

Featuring new classes (**Cavalier**, **Flamingelf**, **Flamingo Folk**, **Harlot Skunk Folk** & **Swain**), **Craft skills** for all classes, new **Character Traits**, **magic flamingo retainers**, new rules to play in town and very, very naughty events you shouldn't tell your mother about.

Requires the core *Four Against Darkness* book and a sense of humor.

**Contains lewd art, silliness, flamingos and adult stuff.**

