

Labyrinth of the Lurking Lepidopterae

A caravan escort adventure for Four Against Darkness, for levels 3-4



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Dedicated to Lukas

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

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

This book contains adult humor, flamingos and lecherous llamas.

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Synopsis

This adventure occurs on the western continent of An-Mòr, north of the fungi-infested land known as the Sun-Kissed Vale, and to the west of King Ven's dwarf kingdom of Kestar Kell.

A merchant family from the southern isle of Enotria, the Van Pontoretto, is trying to cut the grass under their Dorantian rivals by finding new trade routes between the realms of Man and the dreaded Sun-Kissed Vale, rich in fabulous alchemical ingredients and delicious edibles.

The safest path goes through Kassar Du, the mythical Green Door to the underground kingdom of Kestar Kell, but unfortunately it is forbidden to you. Maestro Van Pontoretto has run afoul of Lyonette of Midlands, king Ven's Guildmistress of the Armorers Guild. Rumors speak of crookery and romantic entanglements.

Whatever the cause, the miner dwarves will not let the Enotrians nor your agents enter their lands, nor will they tolerate armed soldiers at their frontier.

The Labile Labyrinth

Fortunately, there still lies a path the Dorintians dare not thread – the Labile Labyrinth, a shimmering canyon between harsh mountain fangs inhabited by the sinister moth people and their insane queen. Ever since the gods cursed the moth folk to lose their

flight, they have become vicious, forcing captives to obsessively collect insect wings when they are not killing trespassers outright.

If a safe path could be established for caravans, the lucrative trade with the fungi folk – for they are not all dangerous psychopaths – would drive a hard blow to the Dorantian traders, and especially the Orfeld Company which has been denying the Von Pontoretto for far too long.

All that's needed is to establish a beachhead by having a first convoy arriving safely at the Outpost, the only known passage from human lands to the Sun-Kissed Vale.

In the name of profit, free trade and maybe Enotrian patriotism, your party has been tasked with escorting a caravan of four chariots, half a dozen workers and as many llamas across this wicked and treacherous land.

Your Goal

To complete the adventure, your party must journey to the Outpost, the hex at the bottom of your map, and bring the cargo carried by four chariots there within 30 days.

A Fair Reward

Maestro Van Pontoretto has promised your party 33% of your cargo's total value (up to 400 gold pieces) if you safely deliver the entire cargo within 30 days.

Since your profit depends on the goods' safety, you are to make sure to prevent any losses and make sure the journey passes swiftly and safely.

As the total value of the cargo is 1,200 gp, and your party will get a third of this amount upon delivery to the Outpost, any damage suffered by the cargo will be proportionally deducted from your profit.

For example, if you lose half the cargo's value (e.g. 600 gp), your final reward will only be 200 gp.

Perishables

As part of the cargo is made of perishables, reduce its value by 3d6% for each day after the 30th. Your reward will be reduced accordingly.

XP Rewards

If the cargo wasn't damaged by your arrival at the Outpost, all party members get 1 XP roll as a bonus. If at least 50% of the cargo makes it, the reward is a single XP roll for a character of your choice.

How to Play This Adventure

The *Four Against Darkness* book is required to play this module.

It has been designed for characters of level 3 or 4. If your party is of a lower level, reduce the level of all monsters, and the life of all Bosses and Weird Monsters, by 1 (to a minimum of 3).

Any class can be used. 5th characters, such as wilderness survival guides, elders or alchemists (from the *Concise Collection of Classes* and *The Courtship of the Flower Demons*), are allowed.

Labyrinth of the Lurking Lepidopterae stands on its own: it doesn't use dungeon-scale maps, but bigger hexagon-scaled maps. All the rules from *Four Against Darkness* apply unless noted otherwise.

Pre-generated characters have been provided if you don't have a party of level 3 already or if you enjoy a little narrative; some events add special twists for the pre-gen characters. Feel free to modify them to your liking.

Moving on the Map

This adventure does not occur in a dungeon, but in a valley. You do not draw rooms or corridors. Instead, use the map with hexagons (hex for short) in the appendix.

The party moves one hex per day in any direction you wish. Each day, roll d66 on the Labile Labyrinth Encounters table to see what you encounter. Roll a d6 for tens and another for units, generating a result between 11 and 66. Consult the corresponding entry in the table and write what you encountered (or just the encounter's number) on the hex where your party is at on the map.

Movement through a mountain hex is normally impossible in LLL. However, if you have *More Mountainous Mayhem*, you can treat mountain hexes as crag

squares and roll on that book's Crags Area Content table.

When trying to cross a river, see River Crossing under New Rules.

You start at the Van Pontoretto's **Caravansary**, the highest hex at the top of the map. Your destination is the **Outpost**, the lowest hex on the bottom of the map.

When you reach the **Outpost**, go to the **Epilogue**.

Using the Labile Labyrinth Encounters table

Many entries in the Labile Labyrinth Encounters table are unique.

Where they are marked with a "sun symbol" (☼), tick the symbol the first time you reach this entry. If the symbol is already ticked, move on to the next higher unticked encounter in the table.

Some encounters have sub-events. These usually happen if certain people are in your party or if you have

ticked specific keywords. If no condition is specified, these sub-events always happen. Play them after resolving the main event at the same entry number.

A few results could generate dungeons using the rules in *Four Against Darkness*. In that case, draw a map as usual. Exploring the dungeon occurs on the same day. The caravan will wait outside.

Note that most of these encounters will happen at night, while the party is resting. Moth folk are nocturnal in nature and, in any event, the party can see far enough along the valley to steer away from danger during daytime. The nighttime is another matter entirely...

Day & Night

When an encounter occurs, roll a d6 for the time of the day:

1-4 day, 5-6 night.

If the encounter occurs during the day, no lantern is necessary.



Moth Folk Officer

Acronyms

Only the *Four Against Darkness* core book (4AD) is required to play this book. The following acronyms are given for various books in the 4AD line which may be referred to for additional options: *Fortress of the Warlord* (FOTW), *Four Against the Abyss* (4AA), *Caves of the Kobold Slave-Masters* (CKSM), *Dark Waters* (DW), *Fiendish Foes* (FF), *Treasure Hunters of Charlemagne* (THOC), *Buried Secrets* (BS), *Caverns of Chaos* (CoC), *Four Against the Netherworld* (4ATN), *Crucible of Classic Critters* (CCC), *Concise Collection of Classes* (CoCoC), *Lairs, Dens and Burrows* (LDB), *Heart of the Lizard* (HotL), *Breachers of the Bone Belfry* (BBB), *The North Beyond the World* (TNBTW), *Digressions of the Devouring Dead* (DDD), *Tournament of the Undead Viscount* (TUV), *More Mountainous Mayhem* (MMM), *Swamps of the Slithering Snakemen* (SSS), *Fearful Fane of the Flamingo Folk* (FFFF), *Kingly Knights & Knifing Knaves* (KK&KK), *Wayfarers and Adventurers* (W&A), *Journeys in the Jaguar Jungle* (JJJ), *Yoke of the Yogic Yetis* (YYY), *Seven Sisters* (7S), *Treacheries of the Troublesome Towns* (TTT), *Revenge of the Ravenous Ratmen* (RRR), *Labyrinth of the Lurking Lepidopterae* (LLL), *Maelstrom of the Nomadic Ostriches* (MNO), *Seafarers of Secluded Shores* (SoSS), *Pirate Ports of Pestilence* (PPP), *Islands of Incandescent Idols* (III), *Shrills in the Savage Savannah* (ShSaS), *Portfolio of Powerful Professions* (PoPoP), *Quest of the Quisling Queen* (QQQ), *Umpireship of the Uranium Unicorn* (UUU), *Xenophobic Xibecs of*

Xichtul (XXoX), *Zenith of the Zephyr Zebras* (ZZZ), *Fens of the Fightin' Fungi* (FFF), *Amalgam of Anthropomorphic Adventurers* (AAA) and *Entreaties of the Enigmatic Elves* (EEE). Note that some of these books are not yet in print at the time of writing this. This list is not exhaustive.

Acknowledgements & "Appendix N"

Erick N. Bouchard © 2019. Based on the *Four Against Darkness Game* by Andrea Sfiligoi ©. The author thanks Andrea Sfiligoi ("Tales of the Sun-Kissed Vale" and more), Francois Legrand and Fritz Umgelter ("Tower of the Screaming Virgins") and llamas, too.

New Rules

The following rules are specific to this adventure.

Automutilation (Neurosis)

A character afflicted with this neurosis cuts himself to bleed-off his "tainted blood". He loses 2 life immediately when this Neurosis is acquired.

Furthermore, each time he gains a Madness point in the future, his immediate next action is to bleed himself: he loses 2 more life instead of gaining a Madness point, even if this kills him.

If no slashing weapon is available, the character will use his own nails and teeth, to the same effect.

See *Digressions of the Devouring Dead* for rules regarding the (often fatal) treatments for Neurosis.

Caravans

The caravan of four chariots which the party is to escort are made of sturdy wood. They have four wooden wheels each. Each chariot is drawn by two llamas and moves at a human's walking speed.

Obviously, chariots can't run, jump, swim, fly, fight or flee from combat.

The only things chariots can do is move (when pulled by draft animals or characters), stop, suffer damage, be repaired and be destroyed.

All chariots bear the sigil of the Van Pontoretto company.

The cargo of each of your four chariots is worth 300 gp in

manufactured goods.

Rules for Chariots

A chariot needs at least one sentient being to drive it. It can be a party member if you wish, but in that case, they can't attack in melee combat. They can use spells or ranged attacks as if fighting in the second rank, in corridors.

A chariot can only move normally when pulled by two draft animals or characters. If one draft animal is missing, the chariot moves at a speed of only 1 hex every 2 days. If two are missing, the chariot cannot move at all.

Chariot crew will not pull animals: this isn't in their contract.

Characters who are pulling the chariot, an ignominious task, can't attack and must defend at -1 as they are tied to the chariot.

Untying themselves takes one full turn, during which they can only defend.

A character drafted to pull a chariot can also serve as its driver.

Chariot: Level 0, 4 "life", no attack, no Defence, never checks morale, cannot



Moth Folk Light Infantry

flee, immune to mind control. Healing spells, potions and magic items do not work on chariots.

Each chariot carries 300 gp's worth of cargo, in various common goods of no great individual use or value to adventurers (bronze pans and knives, salt, flour, nails, foodstuffs, etc.).

Prissiness: Prissy characters will not accept being used as draft animals. They consider this beneath their dignity. This includes clerics, elves, wizards, court magi, elders, paladins, scholars and strumpets.

Characters of halfling size or less (e.g. lutins, xwarts) count as ½ draft animal each. Ogre-sized characters count as two draft animals. Undead are perfect for this task. Animal companions such as dogs or peacocks can't be used as draft animals, but any non-sentient mount can.

Sentient creatures, such as harpies and angels, are too prissy for this and will make quite a scene if asked.

Rules for Crew

The crew are toothless peasants with questionable hygiene: Vendémiaire (drunkard), Brumaire (sneaky), Frimaire (brooding), Nivôse (cold), Germinal (farmer), Floréa (florist), Messidor (former miller) and Thermidor (pretty and flirtatious).

See the appendix for a list.

Some crew members and llamas will give you special advantages or hindrances during the adventure.

Write down the names of those who get killed during the adventure, if any.

Caravan crew can only use light or one-handed weapons, shields and light armor. You will have to provide these for them.

When traveling with the caravan, you cannot flee from an encounter unless the text specifically says so.

Chariot Crew (2 per chariot, total 8):

Each chariot has a crew of 2, a driver and a loader. They fight only if attacked. Each is a level 0 commoner with 2 life, morale -1, no armor and a light crushing weapon (a cudgel). They must check morale anytime they are wounded or a character or chariot crew dies. If they fail, they flee screaming into the wilds, never to return. If you wish, roll on the Doomed Dullard table in the appendix.

Llamas (2 per chariot, total 8):

Level 0, life 2, no attacks, Defense +0, morale -2. When removed from its chariot, each llama can carry three times as much as a character can, but only a single rider. They are notoriously stubborn: as a group, they will refuse to cross a bridge on a d6 roll of 1, forcing your party to waste one more day to get to the desired hex. Llamas cannot be used for mounted combat.

See the appendix for the llamas' names and individual epithets.

Zanni Option (PoPoP): If you have *the Portfolio of Powerful Professions*, and if you desire, you can roll on the Zanni tables from that book for up to two crew members of your choice.

This will make them more quirky and characterful, and provide them with special rules, but it does involve a little more party management.

You can pick one of these two zanni (servants) to be a llama if you wish; re-roll results that don't make sense.

Monsters & Chariots

Monsters do not normally attack those on chariots unless the party is defeated. In that case, the monsters will charge the caravan and attack the crew and the llamas. Flying monsters are an exception. If the party is attacked by flying monsters, you must assign at least one monster to every caravan member, including crew and draft animals. This goes as per the usual rules in *Four Against Darkness*. Monsters will never attack the chariots themselves, unless specifically noted.

Repairing Chariots

Some events may cause damage to a chariot, such as breaking a wheel. Repairing a wheel requires a level 4 repair save. A chariot with only 3 wheels advances at half speed (1 hex every 2 days). A chariot with only 2 wheels cannot move.

Repairing a chariot requires a repair save against its number of wounds. For example, repairing a chariot with 3 wounds and 1 life left is a level 3 repair save if the save succeeds, the chariot recovers all of its "life". If it fails, it recovers nothing. This always takes 1 day: roll for wandering monsters. You can try only once.

Craftsmanship: The logistics of war have made professional soldiers experts in repairing supply caravans, broken wheels, watch duty and potato peeling.

Warriors therefore add ½ their level to all caravan repair saves; dwarves add +1. This soldiering bonus for both classes also applies to any watch saves and potato peeling saves you will be required to make in this adventure.

Detain

Some monsters have a new reaction, "detain". It is globally similar to the "capture" reaction from other books (such as CCC or TTT) but the captives are taken to a specific destination.

The monsters use non-lethal attacks to detain instead of killing the characters. Any character brought to zero life and left behind will be captured, bound and brought to the moth folk garrison. One monster (only) flees with the captive, but the other characters are not permitted to hit it as it flees.

The remaining monsters keep on fighting with the intent of capturing the party.

Captives taken in the Labile Labyrinth are always taken to the moth folk garrison (see entry #37 to discover their fate).

The captives will be imprisoned but will recover half their original life points.

Elfscrotch

Blamed on elven concupiscence by the good folk of the troublesome towns, this venereal disease causes a -1 penalty to saves until the adventure is over or a Blessing spell is cast. Penalties for elfscrotch are not cumulative. Halflings and plague doctors add +1 to their saves.

Flamingos

Holy animals, flamingos carry the mysterious whims of the gods. Get 1 clue per hidden flamingo you find in this book or any other.

Food

The good part of travelling with a caravan is that you don't have to manage food rations. Assume there is enough for the entire trip, even with ogres in your party.

If you are travelling without any caravan, however, each character will need to eat 1 food ration per day (3 for ogres) or lose 1 life. Characters can carry up to 10 food rations each.

Characters who spend an entire day resting instead of travelling (see Resting) can hunt and forage in the Vaporous Vale, finding d3 food rations each if a level 3 foraging save is successful (elves, wilderness guides, druids, fightin' folk and rangers add ½ their level).

In a pinch, a dead llama or human-sized creature can provide 10 food rations. Characters who engage in

cannibalism must succeed a level 3 will save or either lose 2 life from shock or gain 1 Madness (as per the rules in 4AA). Eating moth folk or fightin' fungi doesn't count as cannibalism unless you are one of theirs.

With proper resource management, it is possible to not worry about food rations, except for special encounters.

Friendly Undead

Some events in this adventure may cause party members to be reanimated as "friendly" undead, under your control. The newly risen dead have ½ their former maximum life, with -1 level (min. 1 for characters) and lose all class abilities or bonuses. This is identical in all ways to the Lesser Necromancy skill from 4AA.

Undead crew members can still drive a chariot. Undead llamas can still pull a chariot. Neither counts as being "with the party" in regard to special rules relative to a given crew member or llama, as the reanimated dead are lacking in conversation and personality.

Flying Monsters

Flying monsters are attacked at +1 by ranged weapons. If the encounter happens outdoors (e.g. in a hex, not a dungeon), then they can only be hit by ranged weapons, spells, spears or polearms. In that case, ranged weapons can be used for the entire combat, not only the first turn.

Flying monsters are an exception to the rule that monsters don't attack the chariots and their crew (see Monsters & Chariots).

Halflings & Xwarts

Both of them can spend 1 Luck point to re-roll on the Labile Labyrinth table, as the vale is well-known to half lings.

Rest

For any full day, your party can stop the caravan to rest and recover. This allows every caravan member, including chariot crew and animals, to heal 1 life. Roll for Wandering Monsters.

However, remember that you must bring your perishable cargo to your destination within 30 days, otherwise its value will depreciate quickly.

River Crossing

Crossing a river requires a character to make a Search roll to find a safe crossing point. You succeed on a 4 or more: any bonus, from Expert skills or

otherwise, applies normally. If you fail, one day is wasted. A day is lost on a roll under 4.

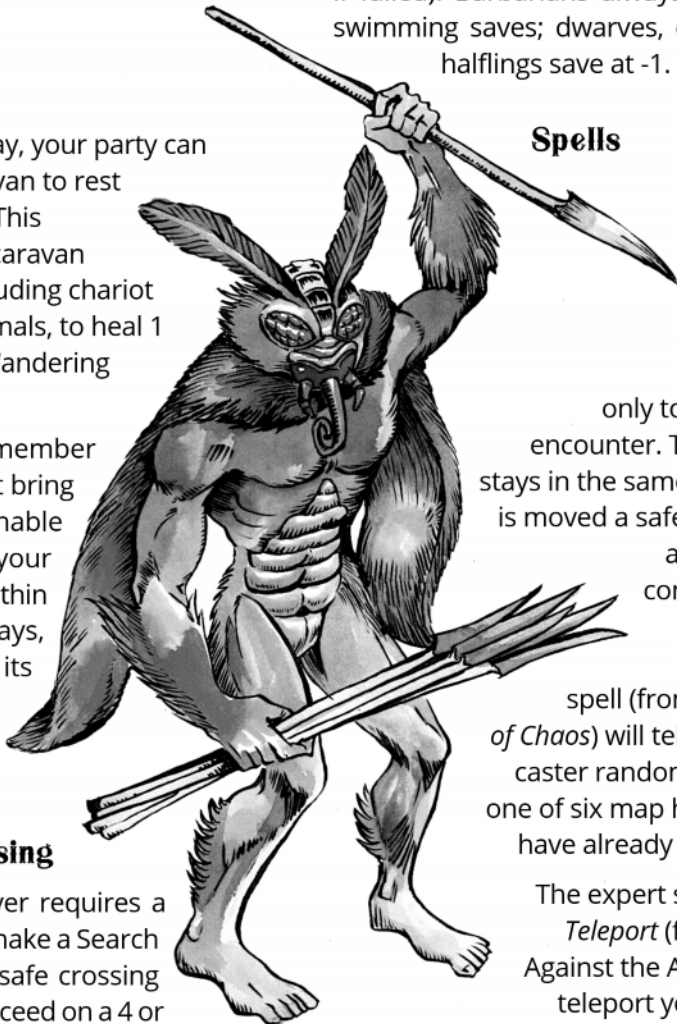
Moreover, if you roll a 1 or 2, roll on the Labile Labyrinth Wandering Monsters table.

Characters can swim to get to the other side (level 4 swimming save, lose 1 life if failed). Barbarians always succeed swimming saves; dwarves, elves and halflings save at -1.

Spells

In this adventure, the *Escape* spell can be used only to avoid an encounter. The caster stays in the same hex, but is moved a safe distance away from combat. The *Chaos Teleport* spell (from *Caverns of Chaos*) will teleport the caster randomly to any one of six map hexes you have already explored.

The expert spell *Mass Teleport* (from *Four Against the Abyss*) can teleport your entire party to any hex previously explored.



Moth Folk Javelineer

It cannot teleport the chariots.

Each crew member and llama counts as a party member for that purpose, making it unlikely that the caster will have enough life points to transport everyone. If any party members are left behind, roll on the Doomed Dullard table for each of them. Don't roll for the llamas – they will just climb the mountains, enjoying a long and prosperous llama's life with their recovered freedom.

Stealing the Cargo

The cargo is marked with the Van Pontoretto family sigil. Few black marketers will be interested in risking their ire by buying mere pots and pans. You will need a rogue, or contacts, to find a suitable buyer.

While the actual value of the goods is 300 gp per chariot, getting a good price for them will be difficult.

If your party has a rogue, a criminal patron (such as Murazzo from DW, Böhn from CoCoC or the Sea King from PPP), or positive faction points with a Grim Guildmaster (from TTT), you can sell the caravans' wares for $d3 \times 10\%$ its value if you exit the map. Add +5% to your profit for every rogue level in your party (max 75%). For example, two level 3 rogues add 30%.

Otherwise, your party will only be able to sell each chariot's cargo for $6d6\%$ of its full value. Halflings can spend 1 Luck to re-roll these dice for a single chariot.

Merchants' Woe: If you steal the cargo, mark the BRUNELDI, SHAMEFUL BASTARD, KNIFINGKNAVES and THIEF keywords on your characters' sheet. This might complicate your dealings with merchants in future adventures, especially the Van Pontoretto. Moreover, after each adventure, roll a d6 whenever you reach the exit room: on a roll of 1, $d6+2$ bounty hunters will surprise your party and attack the back row (level 3 minions, no treasure). If you decide to steal the cargo, this adventure ends here. Needless to say, the Van Pontoretto won't hire your services again.

Troublesome Traders: If you have *Treacheries of the Troublesome Towns*, the theft of the caravan will cause you to lose 3 faction points with the Van Pontoretto family.

If you choose to murder the caravan crew, you lose only 1 faction point (as there are no witnesses) but mark the MURDERER keyword.

Wandering Monsters

Roll for wandering monsters when you return to a previously explored hex or when directed to by an entry. A random monster is met on a d6 roll of 1-2.

Roll on the Labile Labyrinth Wandering Monster table in the appendix to see what is met.

Labile Labyrinth Encounters table (d66)

The entries start at 10.

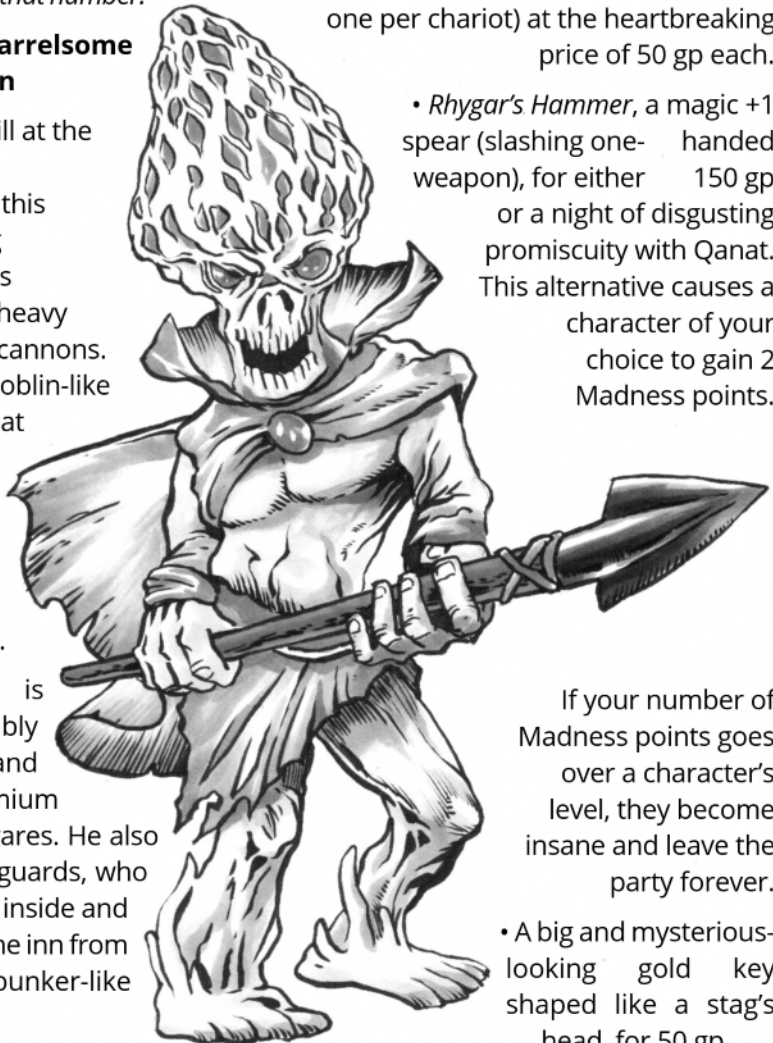
~ 10 ~

You can only access this entry by moving into the hex with that number.

The Quarrelsome Quarterling Inn

Rising from a hill at the entrance of the Vaporous Vale, this friendly halfling establishment is protected by a heavy stone wall and cannons. The one-eyed goblin-like innkeeper, Qanat the Quackler, is in fact a "quarterling" – half orc, half-halfling, and strong as an ox.

The Quackler is also terribly greedy and charges premium prices for his wares. He also pays his fierce guards, who watch both the inside and the outside of the inn from their bunker-like chambers.



Resting here costs 2 gp per character per night (caravan crew sleep outside), allowing your characters to heal 1 life and recover 1 spent spell or class ability.

You can buy food rations here (2 gp per day) or any weapon from *Four Against Darkness*, at the listed price. Qanat also sells a few more exotic items, at outrageous prices:

- Spare wheels (you can buy up to one per chariot) at the heartbreaking price of 50 gp each.

- *Rhygar's Hammer*, a magic +1 spear (slashing one-handed weapon), for either 150 gp or a night of disgusting promiscuity with Qanat. This alternative causes a character of your choice to gain 2 Madness points.

If your number of Madness points goes over a character's level, they become insane and leave the party forever.

- A big and mysterious-looking gold key shaped like a stag's head, for 50 gp.

Fungus Folk Fantassin

- Up to 3d6 giant teeth for 15 gp each.
- Up to 2d6 bags of insect wings for 10 gp each.
- Up to d6+1 lanterns for 15 gp each.
- Lascivious llamas for 15 gp each. They are all similar to Lyrichord for game purposes.
- A single-use balm against elfscrotch.

It is 100% effective for curing this venereal disease. 30 gp.

- A magic spear with a bonus of +4 vs tarpaulins (+0 vs all other monsters), for 50 gp.

The miserly Qanat also sells information about the dangers that await you in the Labile Labyrinth. If you pay him 150 gp, you can look at any single one of the following entries that correspond to pre-generated locations on the map: 17, 27, 37, 47, 57 and 67. You can do this up to 2 times, for 150 gp each time.

Finally, you can also spend 1 day here to and learn about the art and science of xenodocheinology – that is, the innkeeper's trade – from Qanat.

In that case, spend 20 gp plus expenses for food and rest (2 gp/character) and mark the XENODOCHEINOLOGY keyword.

Quackling Qanat is a master of floccinaucinihilipilification (the act of estimating something to be without value) and will therefore buy nothing from your party except gems and

jewels, and even then, at only 80% of their value.

If you do sell him gems (at loss), mark the FLOCCINAUCINIHIPIILIFICATION keyword.

~ II ~

☀ **Death Hath Cometh**

The night was fresh and you yearn for the morning light, but it does not come. Instead, a fearsome and foreboding fog creeps over the valley, cold and damp like death itself. A wicked gurgling announces the harrowing heap that rises before you – the Fungus Reaper, divine avatar of It Who Lies Below, has come to reap your lives!

Prepare for a horrible fight.

If you wish, you can sacrifice 1 chariot and its staff (2 crew members and 2 llamas) for the fungus reaper to murder, in order to flee unharmed with the other chariots.

Alternatively, you can sacrifice 2 chariots and allow all the staff, both humans and llamas, to flee.

Fungus Reaper (Boss). Level 10 fungus, 10 life, 2 attacks vs characters +2 more attacks against crew members or llamas (you choose which), never checks morale, 4 Labile Labyrinth treasures +2. Decrease the Reaper's level by 3 if you have the MYCONIC keyword and 3 more if a combatant fights with *Rhygar's Hammer*.

Ranged weapons attack at -1. Immune to Sleep. Shields break on a Defense

roll of 1-2. Spells are cancelled by its evil aura on a d6 roll of 1-2. 3 XP to kill (for level 3 parties).

~ 12 ~

☀ **Wishing Well**

Covered in vines and colorful fungal growth, an old well shines with a blue shimmer. If you desire, a character of your choice can explore it. In that case, roll on the Wishing Well table in the appendix.

Complications: If either Lyrichord or Lysigenic is with the party, the llama(s) attempt to engage in promiscuous but clearly non-consensual behavior with the party's elf or elves.

If you don't have an elf, pick the character with the longest hair, the most effeminate male, or at random.

If you do have an elf, mark the NAUGHTY keyword and increase Lyrichord and Lysigenic's life by 1.

Unless a Sleep or similar spell is used, you must either kill the llama(s) or lose 1 life from the painful outrage before the animal is subdued. No roll or combat is necessary: it's just a llama.

~ 13 ~

☀ **Caravan on Fire**

Someone has been smoking in the caravans or perhaps some overly

energetic carnal congress has caused a few lanterns to fall off. If there is a fire elf in the party, everyone will blame it on them, even if it's not their fault – they lose 1 life from the caravan crew's (and maybe your other characters') beating.

Either way, a chariot is on fire and the cargo is at great risk.

Options:

- You can just let the chariot burn down and eat marshmallows. Its value is entirely destroyed.
- The fire can be doused with any water or fire spells, or Quelch Fire (from TTT).
- You can toss a fire elf in the fire (if you have one), hoping the gods will accept the sacrifice and save the chariot. It will work on an explosive d6 roll of 11+. Nobody likes fire elves – not even the gods.
- You can fight the fire as if it were a monster (see below).
- Meanwhile, if Thermidor and Ogonek are both in your party and you do NOT have the STARCROSSED keyword, go to encounter 38. Otherwise, you only find moths in your socks.

Chariot Fire (Weird Monster): Level 5, 5 life, 1 attack per "opponent", immune to all weapons (but see below) and spells (except Quelch Fire and water spells), no treasure.



* **Fierce Flamingo Force:** If you, the player, belong to this enigmatic secret society of *Four Against Darkness* players, all your party's life points are restored and all Madness points are lost upon seeing the flamboyance. Want to know more? Join the *Four Against Darkness Adventurer's Guild* on Facebook!

At the beginning of each of the fire's turns, the chariot loses 10% of its maximum value.

Armor bonuses only work on the first turn. Shields always work. Use your characters' unmodified attack bonus against the fire (e.g. to represent using sand, water buckets, etc.) The fire is out when all its life points are depleted.

~ 14 ~

☼ **Funny Flamingo Flamboyance***

You encounter a flock of baby flamingos parading in front of you as they cross a stream. The extreme level of cuteness in this parade causes you to temporarily forget all of the horrible things you have seen so far in this adventure. All party members heal all Madness points gained so far and recover 2 life.

☼ **Cold Revenge:**
The Van Pontoretto do not forgive easily those who have slighted

them, even if they hire them. For each of the KENOCIDE, KNIFINGKNAVES and SHAMEFUL BASTARD that you have, one random crew member is in fact an assassin hired to kill you!

If you have all three keywords, then three of them are assassins! If you have none, then there is no assassin.

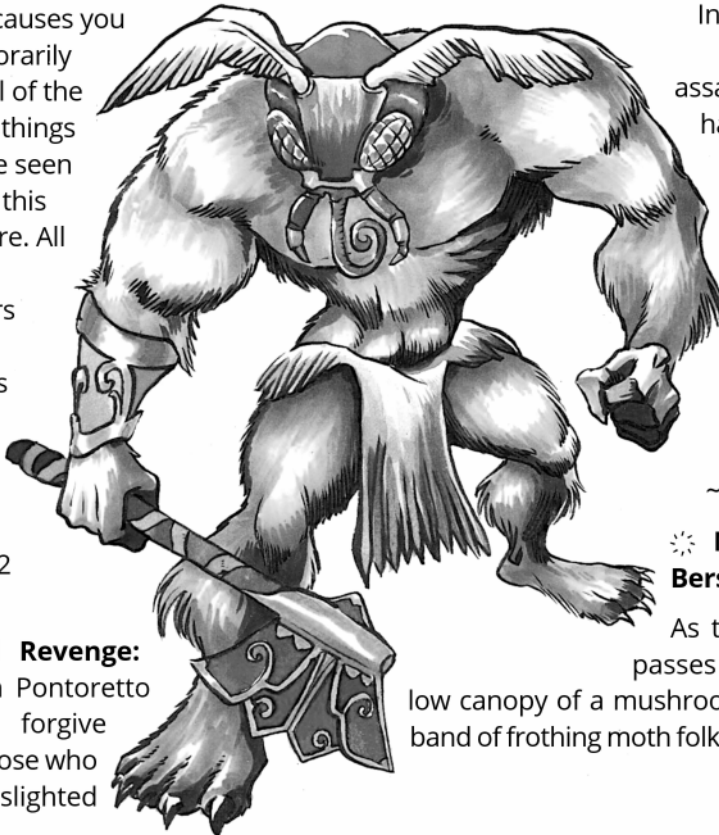
Assassin. Level 5 Boss, 5 life, morale +1, normal treasure. They attack first, under the cover of darkness, against the characters with the highest net Attack bonus. This applies to spellcasting bonuses too. You must fight them without the benefit of armor or shield as they attack at night time.

In the case of multiple assassins, each has a distinct target. It will take d3 rounds for the rest of the party to join the fight.

~ 15 ~

☼ **Moth Folk Berserkers**

As the caravan passes under the low canopy of a mushroom forest, a band of frothing moth folk drop-down



Moth Folk Brute

upon you, shouting inane quotes from the Book of Skalitos.

If you defeat them, an elder, indigo flamingo, scholar or wilderness guide can attempt a Search roll (5+ on a d6) to find a Book of Skalitos hidden nearby (see *Four Against Darkness*). Wizards and halflings do likewise on a roll of 6. If the Search roll fails, there is no such book, and you are attacked by 2d6 more moth folk berserkers instead.

There are no Chaos Chains this time and they don't have any treasure.

d6+1 Moth Folk Berserkers. Level 7 minions, 2 Labile Labyrinth treasures plus a centipede-shaped key, morale +1. The frothing berserkers have set up a trap. Before the fight begins, resolve the Chaos Chains trap (see below). Rogues have the usual chance to detect the trap and disarm it.

Reaction: always fight to the death.

Chaos Chains: A huge mass of chains is thrown at a random target. The target must succeed a level 5 save or lose 1 life or gain 1 Madness (see below). Rogues, halflings and lutins add their level to their save, swashbucklers and elves add +1.

If your number of Madness points goes over a character's level, they become insane and leave the party forever, screaming like the moth folk berserkers as they flee.

~ 16 ~

☀ **Moth Brute**

The green furred, scarlet-headed beast grunts as you unwittingly pass by its observation post. Make a reaction roll, with a -1 bonus if you have the LEPIDOPTERAPHILE keyword.

Moth Brute. Level 7 Boss, 6 life, 2 attacks. Labile Labyrinth treasure plus 5 wing bags (see the table).

If a magic item is rolled for, it's always a magic two-handed axe +1. Each attack inflicts 2 wounds. Halflings and dwarves add their level to their Defense rolls against the brute. Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters.

Sleep spells don't work as usual. They only cause the monster to lose its next turn on a d6 roll of 1-4 as it doesn't realize it has fallen asleep. On a 5-6, the Sleep spell works normally.

When the moth brute's life is down to zero, roll a d6: on a roll of 1-2, it's too dumb to realize it is dead and it keeps on fighting for another turn. Roll again on the next turn.

Reactions (d6): 1 peaceful, 2-4 bribe (d3+1 bags of insect wings), 5 detain, 6 fight.

RAVENING: If you have this keyword, Timmy is hungry. You can either feed him 2d6 food rations or note this entry's number then go to entry 70.

~ 17 ~

☀ **Tower of the Screaming Virgins [†]**

You cannot have this encounter randomly. You must enter the designated hex. If you were brought here by a random roll, go to the next entry.

Men being men, the caravan crew couldn't resist an invitation to carouse by the nice scantily clad ladies at the foot of the Black Tower. The topless archer-women in red executioner's hoods, watching intently, did not deter the lustful urges of the caravan men.

You can have any male character join them too if you wish. The stalwart ones who would wish to resist must succeed a L5 lust save to refrain from joining them. Clerics, monks and paladins of Zur add +½ L. Married men save at +1. If their spouse is present, the save is automatic.

Ogonek will not go to the tower if the STARCROSSED keyword is marked.

All those who partake in this forlorn fornication must make a L4 breeding save with the mysterious masked maidens, recovering 1 life per point by which the save was made.

However, the worst is yet to come. It comes to pass that the Black Tower's true purpose is to supply Baroness Elvira Blackblood and her handmaidens with expendable lovers, a plot which she keeps secret from her jealous husband, brutal Baron Blackblood. After the men serve their carnal purposes, the Baroness' alluring

archers have them shot dead and disposed of, burning the corpses.

The fight is resolved when the caravan members exit the tower, shot down one after the other by the topless troublemakers. Since all weapons, shields armor were left at their camp, the lecherous carousers can only defend or cast spells.

d6+5 Blackblood's Bare-Bosomed Bereavers. Level 3 minions, no treasure, never check morale. Increase their level to 4 if you have the NAUGHTY keyword.

They can only be attacked by spells or ranged weapons. Their targets are random. Characters and crew members must survive for at least 4 turns before getting out of range of the arrows. No melee combat is possible as the bare-breasted belligerents shoot from the top of the tower.

Those characters who didn't partake in sin (e.g. females, neuters or prudes) can either avoid the fight altogether or use ranged weapons or spells to help their hunted comrades.

If Lyrichord or Lysigenic are with your party, you can assign hits to either llama as the lecherous critters were drawn to the tower by the pungent smell of sin.

Reactions: always fight to the death.

~ 18-20 ~

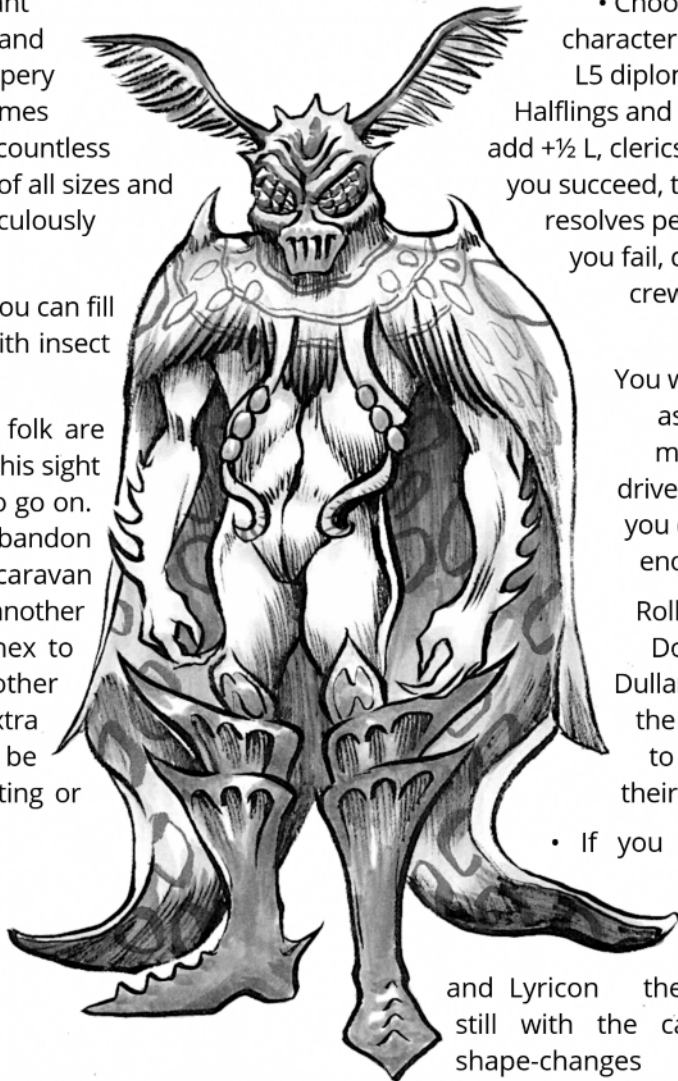
Plucked Wings

Note: You can only access this entry by rolling a lower number on this table and being redirected to this number because the "suns" of previous entries have been ticked. This entry is repeatable.

As your caravan slides under a mixed canopy of giant mushrooms and oaks, the slippery ground becomes littered with countless insect wings of all sizes and shapes, meticulously plucked.

If you wish, you can fill d6+2 bags with insect wings.

The caravan folk are spooked by this sight and refuse to go on. Unless you abandon them, the caravan must spend another day in this hex to find another route. This extra day cannot be used for resting or repairs.



Moth Folk Guard

~ 21 ~

Caravan Dispute

Growing tensions between the chariot crew members have grown out of proportion as a consequence of theft, cuckoldry and venereal infection. This quickly escalates from yelled abuse to knives being drawn.

- Choose a single character to make a L5 diplomacy save. Halflings and strumpets add +½ L, clerics add +1. If you succeed, the conflict resolves peacefully. If you fail, d3 caravan crew leave the caravan.

You will have to assign party members to drive chariots if you don't have enough crew.

Roll on the Doomed Dullard table in the appendix to discover their fate.

- If you have the DUPLIC A T E keyword and Lyricon the llama is still with the caravan, it shape-changes into a

doppelgänger and attacks your party, surprising on a d6 roll of 1-4. If you don't have that keyword, write it down on your character sheet. If Lyricon was already dead, enjoy your luck!

• **Doppelgänger:** Level 5, 5 life, normal treasure. Before the party attacks, the doppelgänger takes the form of a random character. Each turn, a save vs level 4 confusion must be made by the other characters. On a failure, they will not attack, being confused over who is real. The mimicked one, blind characters and moonbeasts, blue flamingos and animals, who rely on other senses than sight, may attack as normal. The monster attacks only the mimicked character. If that character dies, the monster flees. The party can recover their friend's gear after the combat is over.

Reaction: always fight.

~ 22 ~

☀ **Crazy (Halfling) Train**

The bright sun over the shimmering mountainsides makes for a beautiful sight. At midday, you come into view of another caravan, tended by ponytail halflings. Bearing colorful tarpaulins (covers) pulled by fat pigs, adorned with an eight-pointed star, the caravans are surrounded by heavy shields and halfling riders on hogs. They are the Federation of Formidable Financiers, returning home from the Sun-Kissed Vale.

The ponytail halflings are wary but their crotchety leader, Oozing Ozzy, is willing to trade unless you have the BRUNELDI keyword. In that case, they flee swiftly from your party.

Otherwise, you can do the following:

- Ignore the ponytail halflings and leave. In that case, stop reading this encounter and return to the map.

- Hire halflings to replace your own missing crew members. Hiring one requires a L4 persuasion save (halflings and strumpets add +½ L) and 5 gp. You can hire up to d3+1 halflings. Their profile is similar to caravan crew and they have 0 luck points. If the flirty Thermidor is with your party, add +1 to any persuasion rolls made vs the halflings. Also add +1 for each of the following keywords which you have: JOBBER, KINGLYKNIGHTS or TURGIDITY.

- Their cantankerous wise woman, Clavias Arruncula, is willing to heal your party for 20 gp per life point. Reduce this price by 5 gp for each tick with the JOBBER & KINGLYKNIGHTS keywords, and per faction point with the Theocracy of Xichtul or Chaos. She also sells up to d3 Blessing scrolls (100 gp).

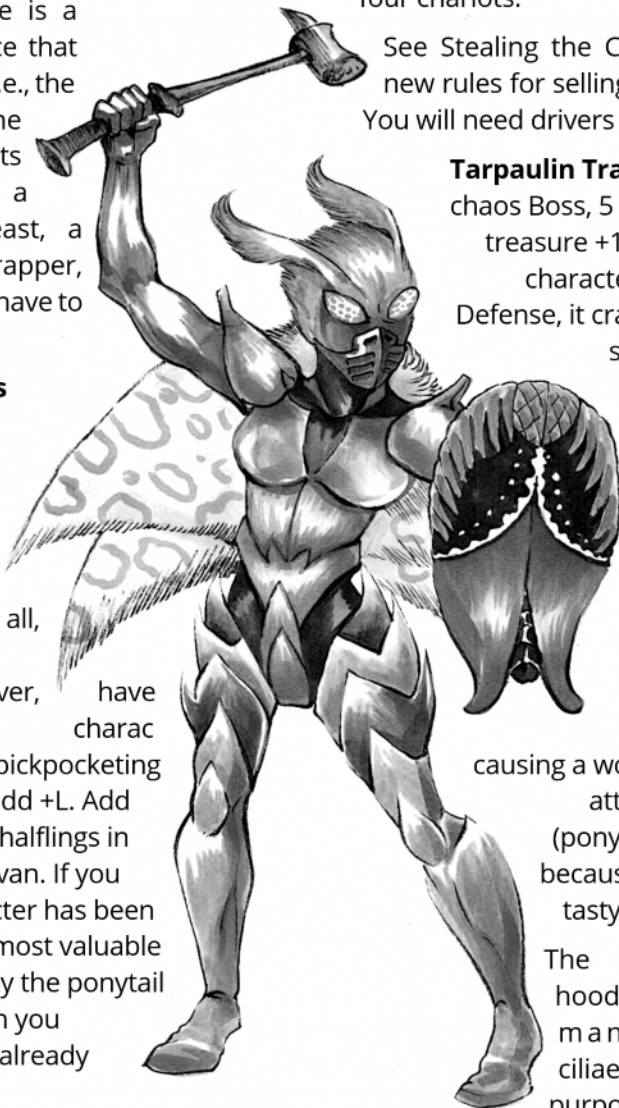
- Ozzy can sell you barrels of dried exotic mushrooms for 60 gp each. Mushrooms won't sell in the Sun-Kissed Vale, but if you return to civilized lands (e.g. your starting point), alchemists and cooks will buy them for 100 gp. He also sells bags of insect wings for 30 gp each, explaining that the moth folk greatly covet them.

- Clavias will buy *Rhygar's Hammer* for 250 gp, if you have it.

- You can attack the halflings to steal their goods if you wish. Most of them are non-combatants and will flee, to be devoured by wild beasts or worse. You will have to fight 2d6+6 of them. In addition, there is a 1-3 in 6 chance that the tarpaulin (i.e., the cloth) over one of their chariots is actually a mimicking beast, a Tarpaulin Trapper, which you will have to fight too.

Parting Words

- Unless you avoid the halfling caravan altogether, or if you kill them all, when the encounter is over, have a random character make a L3 pickpocketing save. Rogues add +L. Add +1 if there are halflings in your own caravan. If you fail, this character has been robbed of his most valuable gem or jewel by the ponytail halflings. When you notice, they're already gone.



Ponytail Halfling Traders. Level 3 chaos minions, morale -1. The chariots' shields give you a -1 penalty to Attack rolls. Ogre-sized characters have an additional -1 penalty to Attack because of their small size. Their treasure is 2d6 x 10 gp in coins plus trade goods (mostly mushrooms) spread over four chariots.

See Stealing the Chariot under new rules for selling their goods. You will need drivers for them.

Tarpaulin Trapper. Level 5 chaos Boss, 5 life, 3 attacks, treasure +1. Whenever a character rolls a 1 for Defense, it crashes on him, strangling him and causing an additional wound.

On an Attack roll of 1, the tarpaulin's bows shoot arrows, causing a wound. It never attacks halflings (ponytailed or not), because they feed it tasty mushrooms.

The tarpaulin's hood counts as mantlebeast's ciliae for alchemy purposes.

Moth Folk Heavy Infantry

~ 23 ~

Menacing Maladroitness Mountaineers

Unwashed inebriety, fetid breath and hairy armpits are the least in these brigands' arsenal of woeful war weapons. Throwing rocks and insults against your grandmothers, these malfeasant minions waste no time in assaulting the caravan.

The stinky stealers' leader is even dirtier and drunker than the others, if such a thing is conceivable.

2d6+2 Malodorous Mountaineers.

Level 5 minions, Labile Labyrinth treasure, morale -1. The mountaineers ambush will surprise on a d6 roll of 1-4. If their ambush successfully surprises the party, their first attack is against the two last party members in the marching order and the caravan crew. They hate the party member with the least current life points.

Reaction: always fight.

Mushy Muscid the Muriphobe Mountaineer. Level 7 Boss, 5 life, 2 attacks, morale -1, 2 Labile Labyrinth treasures plus d6 bandages. Reduce his level and morale by 2 if the party includes rodent folk. He flees when his men do.

Reaction: always fight.

Innocent Victim: The mountaineers' first Attack is always against Lyricon the Lonely Llama: the friendless llama strayed too far from the group. Tougher than his fellows, this llama

has, surprisingly, 5 life. If Lyricon survives this encounter, gain 1 clue.

~ 24 ~

☼ Crazy Hermit

Mumbling broken verses about torture and forbidden pleasures, a bearded madman with rolling eyes jumps out of the woods, shouting "Speak, mortals, before the great Maldoror!"

If you ignore him, he throws incredible amounts of excrement at a random chariot, causing its cargo to lose 4d6% its value.

If you greet him peacefully, roll a d6: 1-2 he attacks, 3 he challenges you to a magic challenge, 4 he teleports your party in a random hex adjacent to your current hex (re-roll any mountain hex), 5-6 he heals all party members of all their wounds.

Add +1 to the roll for each strumpet, dryad or succubus in the party or if you show him a mantis-shaped key (you can keep it afterwards).

Also add +1 if Lythcoop the Lunatic Llama is with your party, as it mysteriously engages Maldoror in a contest of verse in an ancient and beautiful language which clerics will recognize as Godsspeak. (Gain 1 clue.)

If you choose to fight Maldoror, you attack first.

Maldoror the Crazy Hermit. Level d6+4 Boss, d6+3 life, d3 attacks (roll once), morale +2, d3 Labile Labyrinth treasures and a white porcelain mask.

If he has but 2 attacks, Maldoror shoots fireballs that ignore armor and shields.

If he has only 1 attack, it is a magical poison dart: those wounded must succeed a L3 poison save or lose d3 more life points. Halflings and plague doctors add +½ L.

~ 25 ~

☼ **Moth Men Myrmidons**

Hooting lugubriously, their flightless wings deployed in the wind, these armored soldiers of the Queen Amphiesmenoptera the 9,823rd will fight to the bitter end.

The menacing moth myrmidons consider your trespassing on their lands a personal insult. Fortunately, they make so much noise as to allow you to prepare the best tactical repartee.

Tactical Options

Pick one of these options. The modifiers apply only for the combat at hand. You can only switch to another tactical option by having all your combatants forfeit an attack during the same turn.

- *Charge:* You run before the caravan and charge, protecting the chariots but leaving yourselves vulnerable. All party members engaged in melee combat have +1 on Attack rolls but -1 on Defense rolls.

- *Light Flash:* You fall back to the chariots and have everyone light as many lanterns and torches as possible

to blind the moth men. The monsters attack first and you cannot shoot, but all party members engaged in melee combat get an additional +1 bonus to all Defense rolls.

- *Traditional Tactics:* The usual "hack & slash" routine. No modifier.

d6+6 Moth Folk Heavy Infantry. Level 5 minions, never check morale, Labile Labyrinth treasure. Thanks to their large shields, light weapons suffer an additional -1 penalty to Attack them. Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters.

Subtract 1 from the reactions roll if you have the LEPIDOPTERAPHILE keyword.

Reactions (d6): 1 peaceful, 2 bribe (d6 bags of insect wings), 3-4 detain, 5-6 fight.

If you defeat them, you can take their weapons (one-handed hammers) and shields. Their heavy armor is too weird to be sold or worn, except by moth folk.

~ 26 ~

Moth Folk Skirmishers

They have tracked your party for hours and now prepare to move in for the kill. Their flightless wings droning with anger, the white-furred skirmishers prepare to lash-out at the hated strangers who have dared to intrude in their queen's territory.

d6+9 Moth Folk Light Infantry. Level 3 minions, Labile Labyrinth treasure. Add +1 to the Defense rolls of all

combatants on your side if a total of two or more lanterns are held in hand by your characters. Subtract 1 from the reactions roll if you have the LEPIDOPTERAPHILE keyword.

Reactions (d6): 1 peaceful, 2 bribe (d6 bags of insect wings), 3-4 detain, 5-6 fight.

Moth Folk Officer. Level 7 Boss, 5 life, 2 attacks, 2 Labile Labyrinth treasures plus 1 healing potion.

Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters. His two attacks are always directed against the same target: if both hit, the target's shield is destroyed. He hates paladins, warriors and barbarians, in that order.

Reactions: same as his "men".

Tactical Options

Pick one of these options. The modifiers apply only for the combat at hand. You can only switch to another tactical option by having all your combatants forfeit an attack during the same turn.

- *Charge:* You run before the caravan and charge, protecting the chariots but leaving yourselves more vulnerable. All party members engaged in melee combat have +1 on Attack rolls but -1 on Defense rolls.
- *Light Flash:* You fall back to the chariots and have everyone light as many lanterns and torches as possible to blind the moth men. The monsters attack first and you cannot shoot, but

all party members engaged in melee combat get an additional +1 bonus to all Defense rolls.

- *Traditional Tactics:* The usual "hack & slash" routine. No modifier.
- *Withdrawal:* You retreat carefully as the crew distract the moth folk with torches and lanterns, confusing their overwhelmed senses. Use the withdrawal rules found in *Four Against Darkness*.

RAVENING: If you have this keyword, Timmy is hungry. You can either feed him 2d6 food rations or note this entry's number then go to entry 70.

~ 27 ~

☀ Healing Fungi

You stumble upon a colorful forest of giant mushrooms, some of which may have useful properties.

Choose one character to make a level 3 alchemy save. Alchemists add +L. Halflings, fightin' fungi and plague doctors add +½ L. Wizards add +1. If successful, you find 1 curative fungus plus 1 per point by which you made the save. If you roll a 1, the character must make a L3 poison save (halflings add +½ L) or lose d3 life. Curative fungi heal d3 life each.

Option: If you have *Three Rings*, double the number of curative fungi found but roll on the Mushroom table (p.25).

Mushroom Twist: If Nivôse is with the party, he helps in the harvesting and packaging medical mushrooms in the

monster's lair (his father was an alchemist). The party will have enough for d6 uses of medical mushweed, each of which heals 1 life and cures elfscrotch.

28-30

Horrible Sight [†]

Note: You can only access this entry by rolling a lower number on this table and being redirected to this number because the "sun symbols" of previous entries have been ticked. This entry is repeatable.

The road ahead is littered with countless wooden spikes. On each of them is the impaled chest of a large animal, their limbs meticulously plucked off and assembled below to form a moth-like pattern. The caravan folk are cowed by the site and refuse to go forth.

You must find another route, forcing the caravan to spend another day in this hex. This extra day cannot be used for resting or repairs.

Cold Revenge: Play this event if you have the KENOCIDE or KNIFINGKNAVES keywords. The Van Pontoretto family bears hard grudges. An unknown crew member will have poisoned your party's gourds. Each of your characters must succeed a save versus L3 poison or lose 1 life. Halflings add +½ L.

This event can happen multiple times unless you spend 2 clues to find the culprit. In that case, roll for a random crew member and remove him/her

from your roster, if you either tie them up (with a rope), torture them or kill them.

You also get a vial of poison, which a rogue or assassin can use (as per 4AA).

If you let the assassin go, roll on the Doomed Dullard table.

~ 31 ~

Mountain Cats

As you awake in the early morning light, a pride of fungi-covered mountain cats strike like lightning, making a kill then fleeing with the corpse. Roll a d6, adding +1 per beastmaster in your party: 1-2 they killed d3 llamas, 3-5 they killed 1 llama, 6 they killed a random crew member.

If you cannot reallocate draft beasts and drivers to all your chariots, you may have to leave some behind. Reduce your profit accordingly at the mission's end.

~ 32 ~

It Roams!

Ignore this encounter if you have the LAGARGOLA keyword. Otherwise, read on.

It moves fast. Oh, so fast. Its red eyes shine with a malign, feral intelligence. But it moves too quickly for the eye to see. The Goat Sucker – or Chupacabra, as the Dorantians call it – is a feared killer of cattle, a nightmarish legend from southern Dorantia. Reports of its actual appearance are contradictory –

it may be a species or even a unique individual.

One thing is sure though: it struck your cattle without the sentry having seen anything. Two of your llamas are dead (roll randomly).

Mark the CHUPACABRA keyword.



Enoki Mushroom Cleric

~ 33 ~

☀ Rain of Arrows

On a lovely afternoon's breeze, a volley of barbed arrows fly across the sky as you exit the peaceful forest canopy. All caravan members, including crew and animals, must succeed two Defense rolls over 2 or lose 1 life each time.

If you have the sword Elidren, it glows to warn you, giving every caravan member a total +2 bonus to these two Defense rolls.

Those who survive must fight the merciless murdering mothfolk.

d6+10 Moth Folk Archers. Level 3 minions, Labile Labyrinth treasure. Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters. They always fight first, shooting one more time with their arrows, except if any party members use ranged weapons or spells.

Reaction: always fight.

~ 34 ~

☀ Rotten Hearts

Under the cover of nightfall, deformed fungi folk with cruel, mucus-dripping smiles slip behind the carts, intent on slitting your throats for the glory of their abominable deity.

3d6 Rotten Hearts Fungi Folk. Level 5 undead minions (fungi folk), never check morale, treasure: Tome of Ghastly Misgivings. They surprise the party on a d6 roll of 1-3*.

If they do, assign a minion against each caravan member, including the crew but not the llamas. They will not attack bearers of white porcelain masks.

Any Rotten Hearts killed will reanimate again on the next turn on a d6 roll of 6. Reanimation can occur several times in a row.

If you encounter 6 fungi or less, they have an Enoki Cleric leader (see below).

** If the ever-watchful Nekhar is with the party, the monsters' chances of surprising the party are lessened to 1 in 6.*

Enoki Cleric of It Who Lies Below.

Level 5 Boss, life 6, 2 attacks, 2 Vaporous Vale treasure +1. Add +1 to the Rotten Heart's "reanimation" roll as long as the Enoki Cleric lives.

If your party includes an alchemist or a wizard, the Enoki Cleric's corpse can be harvested to craft a single Liniment of Blessing (works like the Blessing spell). Make a L3 alchemy save to succeed (alchemists add +L).

The Tome of Ghastly Misgivings: This is a rare book of loathsome knowledge and foul prophecy. A character reading it must succeed a L3 magic save or either lose d3 life or become Touched by Chaos (your choice; see *Caverns of Chaos* for the latter option). If the save is successful, the character can use the book, once per adventure, to transform a dead comrade into a Friendly Undead (see New Rules). The book can be sold to any wizard or flamingo folk for 250 gp. It cannot be

used by devotees of the Life gods (clerics, paladins, monks, etc.)

~ 35 ~

☼ **Mushroom Amazons**

Blue and willowy, these strange creatures suddenly jerk out of a giant mushroom forest, circling your party with circumspect intent.

d6+6 Fungus Amazons. Level 5 minions, Labile Labyrinth treasure. Surprise on a d6 roll of 1-3.

Immune to firearms and arrows. Any target taking damage from the fungi folk must save versus L3 poison or lose 1 life. Halflings and alchemists add +L to this save.

As they hate the moth folk and those who ally with them, add 1 to the amazons' reaction roll (as a penalty) if you have the LEPIDOPTERAPHILE keyword.

Satyrs can woo them as if they were Maidens (lose 1 life per failed Withholding roll).

Reactions (d6): 1-3 bribe (one iron item each, such as a knife), 4-6 fight.

Timmy: If you defeat, bribe or woo the amazons, you notice someone spying you. Go to 35§ below.

~ 35§ ~

Under the broken cap of a giant red mushroom, you find a dirty, scrawny little boy in rags. He looks at you, wide-eyed. *"I'm Timmy. I'm hungry."* Your heart bleeds for the poor kid.

The caravan folk take him with them, clean him and feed him a few scraps, which he eats feverishly. Timmy doesn't remember how he came here nor does he know much. His father's caravan was overrun by "big bugs", he ran and hid for many days. *"Father wears glasses and a big hat. He's tall."*

Mark the RAVENING keyword.

~ 36 ~

Ghost Riders in the Sky

A piercing shriek tears the sky as fierce moth folk archers riding upon harpies launch themselves at your party.

d6+9 Moth Folk Skyriders. Level 4 flying minions. Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters. Characters with ranged weapons can use them for the whole fight and add +1 to their Attack rolls.

The others' Attack rolls are at -1 unless they fight with spears or polearms.

Reactions: always fight.

Tactical options: Pick one of the options below for the entire fight.

- *Classic:* Your party can stand and fight as per the usual rules.
- *Chariot Triangle:* Resolve the fight as if you were in a corridor, choosing your party's marching order. On Defense rolls of 1, a random chariot's cargo is damaged for d3 x 10 gp.
- *Chariot Circle:* Your party takes cover behind the chariots. Resolve this fight

using only ranged weapons and spells. All caravan members get a +1 bonus to Defense rolls. However, on Defense rolls of 1, a random chariot's cargo is damaged for d6 x 10 gp.



Moth Folk Anti-Mage

• *Withdrawal*: You retreat carefully as the crew distract the moth folk with torches and lanterns, confusing their overwhelmed senses. Use the rules in *Four Against Darkness*.

Victory: If a Sleep spell was used to defeat the skyriders, you can attempt to bind and tame a single harpy to serve you as a flying mount. Make a L6 taming save (beastmasters add +L, barbarians +½L, halflings +1). If you fail the save, the harpy flies away; if you roll a 1, she slashes you for 1 wound, and then flies away.

While harpies fly at thrice the walking speed (3 hexes per day), doing so is risky as it involves splitting the party.

Having a harpy rider scout ahead of the caravan reduces by 2 in 6 the chances of the party being surprised. See the animal companion rules in *Crucible of Classic Critters* for taking harpies as permanent companions or mounts.

RAVENING: If you have this keyword, Timmy is hungry. You can either feed him 2d6 food rations or note this entry's number then go to entry 70.

~ 37 ~

Moth Queen's Palace [†]

Note: You cannot have this encounter randomly. You must enter the designated hex. If you were brought here by a random roll, go to the next entry.

As the valley narrows into a gorge, you spot a buzzing flock of insect-like humanoids, carrying wood and

foodstuffs in great numbers into a huge mountainside hive.

A bloated, insect-like idol devoted to the 78th divine aspect of the goddess of flight Pandalatra, the Spawner of Countless Eggs, stands before its gates. The moth folk are everywhere, hundreds, maybe thousands.

Your party can flee this encounter unharmed if they abandon the caravan and its crew to their fate (roll on the Doomed Dullard table for each of them). Otherwise, escape is impossible.

Your party is arrested and brought before the swollen queen of the moth people, Her Winged Majesty Amphiesmenoptera the 9,823rd, guarded by countless moth brutes and amazons. You cannot help but notice that the queen, alone of all her people, has functional wings.

Pick a party member to address the queen by making a L4 persuasion save. Insect characters, flying characters (with the Wings skill or a flying mount) add +1.

Also add +1 to your save for every wing bag (from the Labile Labyrinth Treasure table) you offer the queen. Halflings can spend 1 Luck to re-roll. Success is automatic if you give the queen an animal or object capable of flight (e.g. a flying mount, a flying carpet or a ring of wishes).

Success: If you succeed, the queen orders you to undertake a quest: You must find either 20 wing bags or kill at least 50 mushroom monsters before

10 days have passed, then summon her servants with a bone whistle she gives you (it's made from a hunchback elf's left femur).

If you succeed the quest, you get a random Epic Reward (use the table in 4AD) and the LEPIDOPTERAPHILE keyword. Should you have TTT, you can generate the hive as a random mothfolk town and get 2 faction points with the ruler.

If you fail to complete the quest in time, the queen will send a squad of 20 moth amazons to kill you (see entry 35).

Failure: The queen bores at your babbling and orders that a trial of champions will be fought between your chosen champion and hers, Mighty Myrmecophilous the Moth Brute (see entry 16).

If you win, the spiteful queen frees you reluctantly before her court, but on the next night you will be attacked by 10 moth amazons once the day's encounter is resolved (see entry 35).

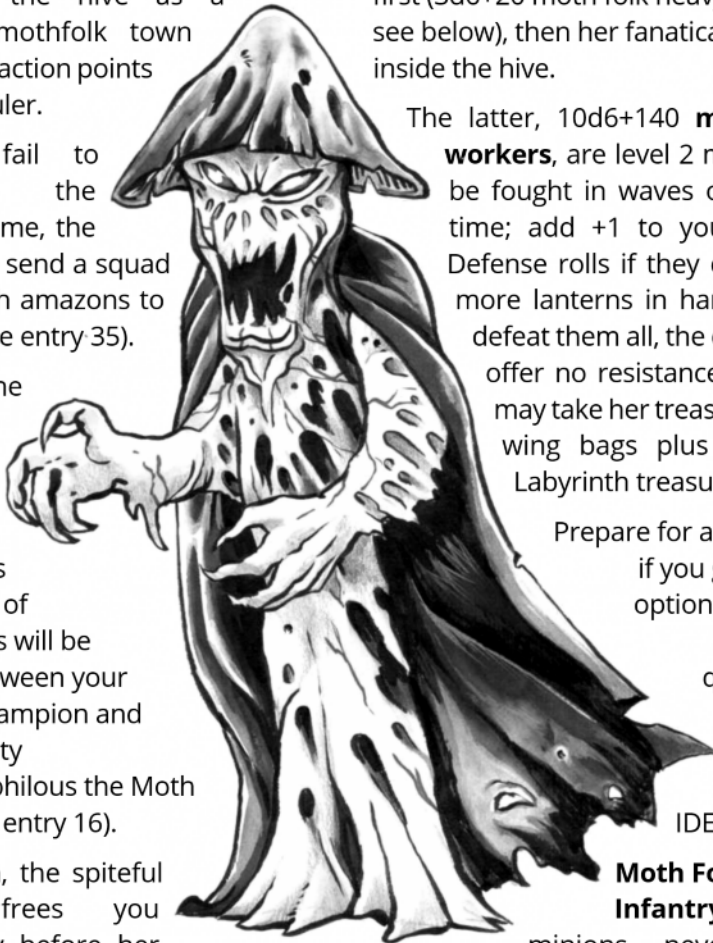
If you fail, the queen magnanimously spares the rest of your party and even lets the caravan leave, but with a condition – to complete her quest (see above).

Fight: If you enjoy challenging odds, you could try to kill the queen. To do this, you must defeat all her guards first (3d6+20 moth folk heavy infantry, see below), then her fanatical subjects inside the hive.

The latter, 10d6+140 **moth folk workers**, are level 2 minions to be fought in waves of 20 at a time; add +1 to your party's Defense rolls if they carry 2 or more lanterns in hand. If you defeat them all, the queen will offer no resistance and you may take her treasure: 1,000 wing bags plus 8 Labile Labyrinth treasures.

Prepare for a long fight if you go for this option. If you kill the moth queen, tick the LEPIDOPTERIC IDE keyword.

Moth Folk Heavy Infantry. Level 5 minions, never check morale, Labile Labyrinth treasure. Thanks to their large shields, light weapons suffer an additional -1 penalty to Attack them. Add +1 to the Defense rolls of all combatants on your



side if a total of two or more lanterns are held in hand by your characters.

Reactions: always fight.

Trade: If you have the LEPIDOPTERAPHILE keyword, your party can enter the palace unharmed to trade with the moth folk. You can buy any common items and temple services (from 4AD) and professional services (from 4AA). They will also buy wing bags for 50 gp and *Rhygar's Hammer* for 250 gp.

If you have *Treacheries of the Troublesome Towns*, you can also generate a hamlet for the palace, using only the mansion tiles. Its ruling faction is, obviously, the moth queen (use the rules for the Countess). All of the hive's dwellers are moth folk. All temples are dedicated to the goddess Pandalatra in her insectoid aspect as the Spawner of Countless Eggs.

Replace any strumpets and entertainers by moth men myrmidons whose are always peaceful and allied with the queen (see entry 25 for their profile).

~ 38 ~

☼ Romantic Entanglements

Ignore this unique event and go to the next unticked one if Thermidor and Ogonek are not both with your party.

Ogonek's romantic advances towards the increasingly anxious Thermidor take a turn for the worse when he offers the lass a bouquet of mothfolk

heads. With a knife, the panicking wooed woman stabs repeatedly at the love-struck ogre.

The misunderstood Ogonek must succeed a level 6 sincerity save, without class bonuses, to convince Thermidor of the purity of his feelings. Each time he fails the save, Ogonek loses 1 life as the panicked lass stabs frantically at his gut. If he succeeds, see Lethal Love below.

Ogonek can try the save again as many times as you wish or simply decide to bat her away: this will cause her d2 wounds, hence a 50% chance of killing her. Unfortunately, ogres don't react well when stabbed and don't know their own strength. If he rolls a 1 on his sincerity save, Ogonek inadvertent strangles Thermidor to death.

Lethal Love: Upon realizing her tragic mistake, Thermidor sets her knife aside and overcome by relief and conflicted feelings, engages in tender, passionate lovemaking with the astonished ogre. Mark the STARCROSSED keyword. Both restore their life to its maximum and heal all Madness points. Any permanent Neurosis (if any) are discarded. Ogonek also gets an XP roll.

Unfortunately, human women were not designed to carry ogre seed.

On a d6 roll of 1-3, Thermidor becomes pregnant but dies as a result of miscarriage before the next adventure. Traumatized, the grief-struck ogre gains the Automutilation neurosis as a permanent flaw (see New Rules).

On a 4-6, Thermidor successfully carries Ogonek's baby to term. If you ever create a new party at least 15 years in the future, the child can have any human class and will start at level 2 with 1 expendable Luck point, like halflings do. If you have TTT, you can also use the rules for True Love and raising families.

Tragedy: Should Thermidor die, the grieving Ogonek either lowers his maximum life by 2 points for the rest of the adventure or gains 2 Madness points (if you use the 4AA Madness rules). This loss cannot be avoided.

~ 39-40 ~

Plucked Limbs [†]

Note: You can only access this entry by rolling a lower number on this table and being redirected to this number because the "suns" of previous entries have been ticked. This entry is repeatable.

Painted in dried blood with bizarre moth-like sigils, the mountain's largest stones are adorned with plucked humanoid limbs, everywhere, like a macabre garden.

The caravan folk are terrified and refuse to go on.

Choose one of these options:

- The caravan must find another route. You must spend another day in this hex. This extra day cannot be used for resting or repairs.
- You force the caravan to go on. All characters (not crew) gain 1 Madness.

If your number of Madness points goes over a character's L, they become insane and leave the party forever. In addition, play encounter 65 if its "sun symbol" (☼) is not yet ticked. If it is, one random crew member flees from the caravan instead.

~ 41 ~

☼ Iron Eaters

As the party sleeps, a pack of iron eaters jumps on the chariots, feasting on their precious metal components. Choose a character to make a L5 watch save (warriors add +½ L, elves and beastmasters add +1).

If successful, your party attacks first.

If failed, the monsters have d3 turns to attack the goods before the party can react (see below). If Brumaire is with the party, reduce this number by 1, as he was awake, probably up to no good.

The iron eaters' main interest is in the caravans' cargo. Each turn, instead of attacking the party, each of them destroys d6 x 10 gp's worth of cargo.

d3+2 Iron Eaters. Level 3, 4 life, attacks: special, no treasure. Since they don't attack the party directly, defeating a group of them is worth only 1 XP.

Reaction: always attack the chariots' goods.

If you defeat them, roll a d6: on a 5-6, you find a spare cartwheel in a wreck nearby, which you can easily repair

with a few nails from your cargo. On a 1-4, you find holes in your shoes.

~ 42 ~

☼ **Potato Stocks**

Several broken chariots lie abandoned in the grass, crows picking on what's left on half a dozen skeletons. Crates bear the mark of an unnamed rainforest Warlord from Ang Mòr.

They are filled with potatoes. Each party member can attempt a L4 potato peeling save. Warriors add +½ L. Potato people and potatomancers add 2 x L.

Also add +1 if Germinal, the farmer, is present. For each successful save, all party members, including crew and animals, heal 1 life. Double this if the save's level is doubled.

A single character can also attempt a L4 repair save to find a spare chariot wheel (warriors add +½ L, dwarves +1). If the save's level is doubled, two spare wheels are found.

Romantic Twist: If Thermidor and Ogonek are both in your party and you do NOT have the STARCROSSED keyword, go to encounter 38. Otherwise, you find moths in your socks.

~ 43 ~

Moth Folk Hunting Party

As sleep fights a desperate battle for your attention with the llamas' and crew's snoring, piercing shrieks

announce a cadre of moth folk hunters launching themselves against you.

4d6 Moth Folk Javelineers. Level 3 minions, Labile Labyrinth treasure +1. Add +1 to the Defense rolls of all combatants on your side, if a total of two or more lanterns are held in hand by your characters.

Reaction: always fight.

If your party includes a character of L5 or more, the hunt leader of the moth folk will be riding a fearful elfskunk, an unnatural hybrid of the darkest sorcery (or perhaps utmost decadent origins), half-elf, half giant skunk, whose nauseating fluids are an ardent vector of contagion.

Elfskunk. Level 6 Weird Monster, 6 life, 3 attacks, no treasure. On the first turn, all caravan members, including crew and animals, must succeed a L3 disease save or catch elfscrotch (see New Rules).

Reaction: always fight.

~ 44 ~

☼ **Convent of Luura [†]**

A low stone building covered in moss rises in this unlikeliest of places. In this convent, devoted to the sun god Luura, young and beautiful neophytes are training to become sacred hierodules by whipping the blasphemies out of infidels.

If you wish, you can attempt to deceive the Reverend Mother Termagant's

vigilance in order to philander with the eager, fair-limbed neophytes.

Characters who dare this feat must succeed either a L4 stealth save (rogues and halflings add +L) or a L6 persuasion save (clerics add +L, paladins add +½ L). Increase the difficulty of stealth saves by 1 if Lysimeter the Loud Llama is with the caravan.

If the outgoing Thermidor is with your party, add +1 to any persuasion rolls made in her presence.

Failure causes a rough beating (lose 1 life). Successful characters can attempt a L4 breeding save, recovering 1 life per point by which the save was made.

On a double, gain 1 XP roll and a Labile Labyrinth treasure+1 as the grateful neophytes present you with the Reverend Mother's treasure chest.

STARCROSSED: The ogre Ogonek won't frolic in the hierodules if you have the STARCROSSED keyword.

Option: If you have *The Courtship of the Flower Demons*, you can use the wooing rules for a human male to woo the Reverend Mother like a L5 Lady. Each failed Withholding roll costs you 3d6 gp. If she is pleased, she will pay no more attention to preserving the neophytes' virginity – treat all stealth rolls as successful from then on. Her gift to her lover is a vial of holy water.

~ 45 ~

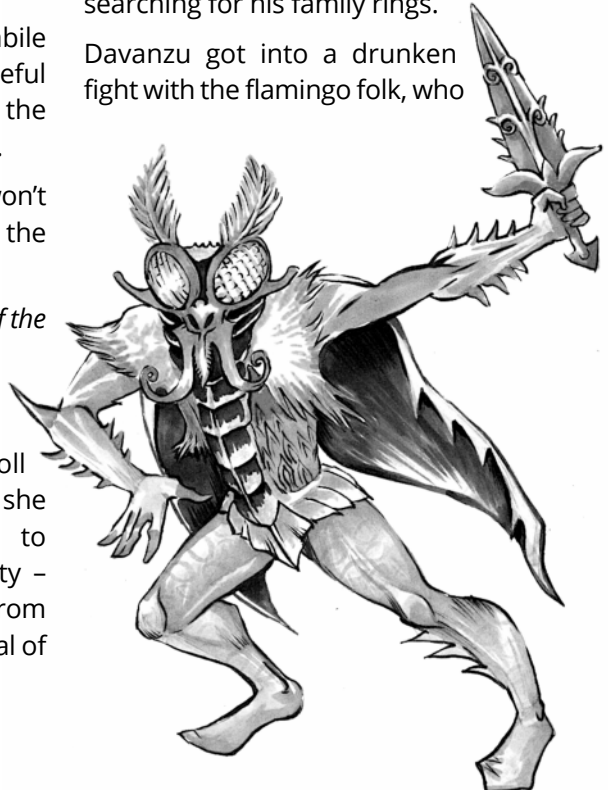
✧ Flamingo Folk Slavers

A strange convoy of pink-feathered flamingo folk, mounted on sumotori elves and surrounded by a cortege of shambling zombies, are carrying chained slaves alongside the road.

They greet you merrily in a sing-song accent and ask whether you kind folk would like to buy from them the contracts of some indentured workers?

Among their slaves is a young nobleman, Harros Davanzu, who begs you to release him. He says his bodyguards were killed by orcs as he ventured into the Sun-Kissed Vale, searching for his family rings.

Davanzu got into a drunken fight with the flamingo folk, who



Moth Folk Sneak

had him convicted and intend to sell him, along with the rest, as slaves for the mines of the miner dwarf king Ven.

The flamingo folk have their slavers' permits with king Ven's seal and all their paperwork is in order. It may be distasteful, but it is legal. Tick the THIEF keyword if you attack them.

Buying Slaves: If you buy slaves from them, each costs 2d6 gp except Davanzu, who costs 60 gp.

You can haggle to bring the price down by 25% if you succeed a L7 persuasion save (halflings and flamingo folk add +½ L), but if you fail, the price increases by 25%.

Should you have ticked the strange FLOCCINAUCINIHLIPILIFICATION keyword, they sell Davanzu for 10 gp.

If you bring Davanzu back safely to your starting point (the Van Pontoretto Caravansary), his distraught family will reward you with d3 x 50 gp for your service.

Among the slaves are also ostrich folk, the flamingo necromancers' rivals.

If you have *Maelstrom of the Nomadic Ostriches*, you can recruit up to 2 of them to join your party as level 1 ostrich folk.

Skeletal Service: The flamingo folk, being necromancers, also offer to raise any dead caravan member as a skeleton or a zombie for a mere 10 gp (see Friendly Undead under New Rules). Skeletons and zombies can drive chariots (as the real world daily

commute proves). Zombie llamas or ostriches can pull chariots.

Skirmish: If you attack the flamingo slavers, you go first, but you must kill all the zombies before attacking the flamingo folk, unless using spells. Parties who have king Ven as a patron (from the *Concise Collection of Classes*) lose his patronage if they kill the flamingo folk, as they are the dwarven king's vassals. In that case, mark the BIGOT keyword.

Rivality: The traders come from the haughty Rose Regal lineage and look down upon their own kindred of "lesser breeding". If the party includes flamingo folk from other lineages, including indigo ones, as well as ostrich folk or llama folk, double their prices.

d3 Flamingo Folk Traders. Level 7 Bosses, 3 life, morale +1, 1 attack, treasure: captives + 3 Labile Labyrinth treasures. Any caravan member killed by the flamingo folk or their zombies rises as a voodoo zombie (see below).

Reaction: always offer to trade.

d6+6 Voodoo Zombies. Level 5 undead, never check morale, no treasure. Arrows, bolts and javelins hit at -1. As long as at least one flamingo folk trader lives, slain voodoo zombies will rise again on the next turn on a d6 roll of 1. Undead party members cause them to become confused and refrain from attacking on the first turn on a d6 roll of 1-2.

Reaction: as per their masters'.

~ 46 ~

☀ **Moth Sneaks**

Some enemies have no sense of civility. Moth sneaks are like this.

Under the pale light of a crescent moon, a squad of spear-wielding moth folk discreetly descend the bushy crags, preparing to launch an ambush.

Many snore as they sleep. Couples entwine in the shadows, moaning tenderly. Further apart, another adventurer cries out another type of moan, or perhaps a groan of inner pain, for the food of the Labile Labyrinth is not so easy to digest for some. At least, the sweet comfort of a wooden outhouse offers a relief from the merciless pangs of an obstructed bowel.

Meanwhile, a moth folk anti-mage – a gaunt, wide-eyed thing – whispers words of sorcery, animating the outhouse into a foul construct before retreating to the shadows. The moth murderers raise their weapons, their whiskers shaking frantically.

This fight will be unfair and uneven.

Special Rules

- During the 1st turn, the monsters' attacks are spread as evenly as possible between characters and caravan crew. At the start of the 2nd turn, you can split enemy attacks between your characters only if you wish to.

- Only a single character will be armed and armored: the one you chose to

stand guard. However, fatigue causes him to treat all rolls of 2 as 1 until the fight is over.

- All other characters are unarmed and unarmored, and must fight in their underwear. On the 2nd turn or later, they can spend an Attack action to retrieve a weapon, a shield or an item (e.g. a lantern or magic item).

- Any married character, or those with wooing abilities (e.g. medusines, satyrs, succubi, etc.), cannot join the fight before the 3rd round as they were busy doing other things with their spouse or the caravan crew (or both).

- Donning armor will take d3+1 turns (light armor) or d6+2 turns (heavy armor), during which the character cannot Attack and Defends at -1. Once started, you cannot stop until the armor is donned.

- A random character, excluding the one chosen for sentry duty, will start the fight in the outhouse. S/he has a weapon but fights at -1 against the Outhouse Golem with pants around their ankles. Ladies who wear skirts, Scotsmen and nudists (e.g. satyrs and owl folk) have no such issues. The character must fight the Outhouse Golem alone before joining the fight.

2d6+8 Moth Folk Sneaks. Level 4 minions, Labile Labyrinth treasure. On the first turn only, those who roll a 1 for Defense lose 2 life from their sneak attack. Rogues and assassins are immune to this sneak attack. Add +1 to the Defense rolls of all combatants on

your side if a total of two or more lanterns are held in hand by your characters.

Reaction: always fight.

Moth Folk Anti-Mage. Level 5 Boss, 5 life, 1 attack, 2 Labile Labyrinth treasures. Hates wizards. The anti-mage will prevent ranged weapons and spells (including Healing spells) from working on d6 rolls of 1-3 by casting anti-magic spells. This doesn't apply to piety, Luck or class traits.

The anti-mage cannot be fought before the moth folk sneaks are all defeated, except by rogues, lutins or assassins. Rogues always get their bonus for sneak attacks against him on their first Attack roll (+L). If the moth folk sneaks flee, the anti-mage flees too.

Reaction: always fight.

Outhouse Golem.

Level 4 Weird Monster, life 4, 1 attack, never checks morale, no treasure. Fire spells cannot be cast on the Outhouse Golem for fear of harming the one within.

Fleeing from the Outhouse Golem is impossible for the target inside it. The

outhouse golem sings opera and hates squirrels, including squirrorcs.

Reaction: always fight.

RAVENING: If you have this keyword, Timmy is hungry. You can either feed him 2d6 food rations or note this entry's number then go to entry 70.

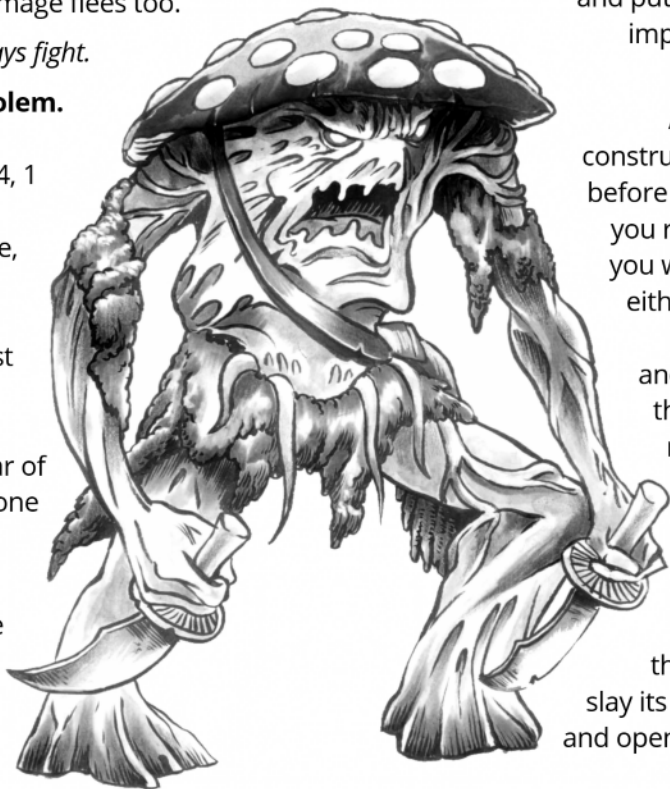
~ 47 ~

Fungi Folk Fetid Fortress [†]

You cannot have this encounter randomly. You must enter the designated hex. If you were brought here by a random roll, go to the next entry.

The Rotten Hearts, an evil breed of fungi folk necromancers, have built a dense wall of poisoned mushrooms and putrid thorns, impassable to chariots.

As the foul construction rises before your eyes, you realize that you will have to either go back and find another path through the mountains – at the risk of wasting supplies – or enter the fortress, slay its defenders and open the route ahead.



If you choose to fight, you will have to fight two turns of ranged attacks against the mushroom men's magic before entering into melee. Even worse, greater danger awaits inside the fetid fortress.

Whatever foul creature built this evil place was lacking both sanity and geometric sensibility of symmetry.

In addition to the Rotten Hearts and their hideous fungi zombies, the frightful angles cause a Thing That Should Not Be to appear, its very presence gnawing at your sanity.

Defeating the fortress' defenders will allow you to burn it to the ground, permitting the caravan to pass.

d6+6 Rotten Hearts Assassins. Level 5 undead minions (fungi folk), never check morale, swamp treasure.

Those killed reanimate again on the next turn on a d6 roll of 1.

2d6+6 Fungus Zombies. Level 3 vermin, never check morale, no treasure. Arrows and firearms attack them at -1.

The Thing That Should Not Be. Level 7 Weird Monster, 5 life, no attacks, never checks morale, no treasure. The Thing doesn't attack directly and can only be wounded by spells and magic or gilded weapons. Starting on the first melee turn, all non-fungi beings inside the fortress (e.g. your characters) must succeed a L4 magic save or lose 1 life at the end of the monster's turn. Wizards and elves add +L.

Reactions (all): always fight.

Mushy Option: If you have *Three Rings*, double their treasure but roll on its Mushroom Table (p.25) after defeating them, as fetid gazes emanate from the burning fortress.

~ 48-50 ~

Bone Idols [†]

Note: You can only access this entry by rolling a lower number on this table and after being redirected to this number because the "suns" of previous entries have been ticked. This entry is repeatable.

On the valley's hills rest several macabre assemblage of ribcages and bones, both animal and humanoid, in the semblance of giant moths. Are they a warning to trespassers, or sinister idols of the moth folk's deity?

Anxious and edgy, the caravan crew will go no further. You must either abandon them or go back and find another path, which will force the caravan to spend another day in this same hex.

~ 51 ~

Threatening Trap of Torment

The wheel from a random chariot breaks as you traverse a rocky path. See *Repairing Chariots* under *New Rules*. If Messidor is with the party, add +1 to your repair roll.

Worse still, you have stumbled upon a quicksand trap laid by moth folk as you disengage from the treacherous path into the tall grass. The two first characters in the marching order must

succeed a L3 traps save or lose 1 life. Rogues add +L; heavy armor causes a -1 penalty.

Those who fail must make a new check each turn thereafter, increasing the save level cumulatively by +1 and losing 1 life for each failure, until the character climbs out or suffocates. Any other character with a rope can help, adding +1 to the roll.

This entry can happen multiple times.

~ 52 ~

☀ **It Strikes!**

Ignore this encounter if you have the LAGARGOLA keyword. In that case, go to entry 16 instead. Otherwise, read on.

If Lyricon is with the party and you have the CHUPACABRA keyword, the shape-changing llama transforms into a horrible scaly monster and attacks!



Moth Folk Berserker

If you don't have that keyword, or if Lyricon is dead, tick the DUPLICATE keyword instead.

The lonely llama is actually a shape-changing creature, an evolved form of the common chest monster found in abyss dungeons. The Goat Sucker can take many forms, each more frightening than the other.

Lyricon aka the Goat Sucker. Level 5 Weird Monster, 6 life, immune to ranged weapons. If a rogue or a beastmaster manages to equal or beat its level with a d6+L roll, the rogue manages to shout a warning and the Goat Sucker does not surprise the party.

Tick the "sun symbol" above (☼) and mark the LAGARGOLA keyword if you kill the Goat Sucker.

If the rogue or beastmaster's roll fails, or if there is none in the party, the Goat Sucker attacks a random character, inflicting 2 wounds on a successful hit.

Once transformed into its monstrous form, the Goat Sucker cannot move, so your party is not attacked if they want to withdraw from this battle. If you keep on fighting and defeat the sneaky llama-thing, roll for a Labile Labyrinth treasure inside its corpse.

~ 53 ~

☼ Lamentations of the Llamas

As a colorful snake surges forth from the grass, the llamas from a random chariot panic and rear up.

The chariot itself suffers d3 damage and the cargo loses 5d6% of its value. Halflings can spend Luck points to re-roll either the damage or the value loss.

Moreover, the llamas themselves must be caught before they flee. This requires a L5 beast handling save for each of them except Lysarden; the level is 7 for that chaotic camelid. Beastmasters and llama folk add +L, druids add +½L, warriors and elves add +1. The Sleep or Song of Peace spells works automatically.

Romantic Twist: If Thermidor and Ogonek are both in your party and you do NOT have the STARCROSSED keyword, go to encounter 38. Otherwise, you only find moths in your socks.

~ 54 ~

☼ Giraffe Folk Traders [†]

The strangest caravan of merchants you've ever seen has setup camp in the valley by a fresh mountain spring. Its odd, tent-like cart of vibrant red and yellow in beautiful runes is drawn by an absurd, huge grey animal with a huge tail where its face should be and a small one at the back. The merchants themselves are tall yellow and black furred humanoids with impossibly long necks and exotic jewelry. All around them, many giant wingless birds – ostriches – flutter and scuttle. The crew is astonished by this awesome sight.

Trade: The giraffe folk are friendly and offer to trade. Their leader, Matron

Camelopardalis, explains that they come from faraway Andamon, where rises the most wonderful city in the world, Loango the Ever City. They speak with a sing-song accent and their jewels glitter with strange runes.

The giraffe folk will not speak about how they came to Ang Mòr, on the other side of the world, but will trade.

Reduce prices by 5% per faction point your party has with the prince of Gadad from Andamon or the Ghatanöth tribe of Loango.

- Any item or service from the 4AD equipment list, except resurrection, is available for the listed price. Moreover, any item bought from them can be sold at its original price, instead of half, given their exotic manufacture.

- They will sell ostriches for 3 gp each. Two ostriches can draft a cart as if they were a single llama. They are also less prone to doing stupid things.

- They will buy *Rhygar's Hammer* for 250 gp. This increases to 300 gp if you have FLOCCINAUCINIHIPIILIFICATION.

- They offer to sell a silk bundle for 100 gp. It can be sold for 150 gp, all the profit going to your party. Unfortunately, they are very fragile and are destroyed if your caravan ever suffers a fire attack or accident.

Llama Infiltrator: The giraffe folk are wary of your llamas, for their humanoid cousins – the unnerving alpaca folk – are known to serve as thralls and spies for the flamingo folk

necromancers of the Tori Isles. Their ostriches are trained to detect them.

If Lyterian the Low Llama is with your party, they will execute it on the spot. To your surprise, the llama was actually a shaved alpaca, grafted with a bizarre parasite in its mouth which acted as some form of biological recording device. What was its purpose?

You lose one draft animal but gain 1 clue (2 clues if you have an indigo flamingo).

Selling Clues: Matron Camelopardalis is writing a treaty on the xenodocheinology of the xenophobic xylopolists of Ang Mòr (e.g. the inns favored by racist timber merchants). She asks you avidly about the inns and brothels you have visited before; xenodocheinology is her passion.

For every clue you give her, Camelopardalis will gladly offer you any item worth 100 gp or less from her caravan's stocks.

If you have the XENODOCHEINOLOGY keyword, gain 2 clues for free (or 2 items worth 100 gp or less).

Violence: If you attack the Giraffe Folk, you will have to fight their elephant too.

d3+2 Giraffe Folk. Level 7 minions, 2 Labile Labyrinth or Savannah treasures* (your choice). Starting on the 3rd turn, roll a d6: on a 5-6, they all vanish into thin air in a blue crackle of electricity, along with their treasures and tent. Only their elephant remains, fighting to the death.

Reaction: always trade

Loango Elephant. Level 9 Weird Monster, 9 life, 2 attacks, morale +2, Labile Labyrinth or Savannah treasures* (your choice).

Loango's elephants are huge. The first two attacks are tusk gores (2 wounds per hit). In addition, the elephant has a trampling attack directed against all party members. A L3+ Defense roll must be made otherwise the character is trampled for d3 wounds. This attack ignores armor and shields. Crew members will be too awed by the elephant to dare attack it.

Reaction: always defends its masters to the death.

* See *Shivers in the Savage Savannah*.

~ 55 ~

Mothfolk Boulder Trap

A deep rumble shakes the mountain as your caravan forms a tight line to pass through a narrow gorge. It's a trap!

Assign a character to make a L3 watch roll for each chariot. Rogues, rangers and wilderness guides add +L, warriors add +1.

For each failure, falling boulders cause d3 damage to a chariot. On a damage roll of 3, one of the chariot's wheels will also be broken.

When all the saves are resolved, total the damage suffered by your chariots and roll a d6. If the result is under the total damage, your party is attacked by the moth folk berserkers who set the trap. If the result is equal to or over the damage, the berserkers are elsewhere, setting another trap for the unwary.

d6+1 Moth Folk Berserkers. Level 7 minions, 2 Labile Labyrinth treasures, centipede-shaped key, morale +1.

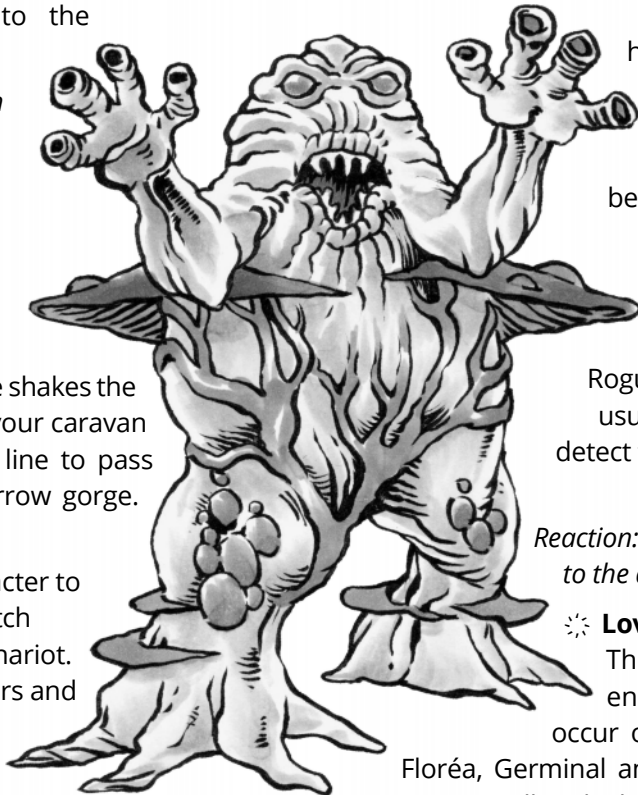
The frothing berserkers have set up a trap. Before the fight begins, resolve the Chaos Chains trap (see below).

Rogues have the usual chance to detect the trap and disarm it.

Reaction: always fight to the death.

☀ **Love Triangle:** This sub-encounter can occur only once. If

Floréa, Germinal and Messidor are still with the caravan, a fight erupts between



Sporeling

Germinal and Messidor, who have been competing for Floréa's bedside company, as they blame each other for the damage suffered to the chariots.

Unless a female character succeeds a level 4 seduction save to distract the crew, roll a d6: 1 Messidor leaves, 2 Germinal leaves, 3 Messidor catches elfscrotch, 4-5 Germinal catches it, 6 all three catch it.

Roll separately on the Doomed Dullard table for all crew members who leave the caravan.

If both become chaos lords, they will attack you separately on your next adventure, and the one after that.

~ 56 ~

☼ **Quicksand Trap [†]**

As your chariots are driven in a tight line to avoid a moor, the ground collapses to reveal an oily quagmire beneath. One of the two first characters in the marching order must succeed a L d3+4 traps save. Rogues add +L.

A failure causes 1 wound to a random chariot. Make a second traps save afterwards OR a L8 strength save (warriors and barbarians add +L, ogre-sized characters add 2XL).

For each subsequent failure, the chariot takes another wound and must roll again, with the difficulty of either the traps save or the strength save increased by +1. If the chariot loses all life points, its cargo is wasted as it sinks into the quicksand. Moreover, your

caravan must spend another day in this hex to find a way around the quicksand. This extra day cannot be used for rest or repairs.

RAVENING: If you have this keyword, Timmy is hungry. You can either feed him 2d6 food rations or note this entry's number then go to entry 70.

~ 57 ~

☼ **Forbidden Fane of Fright [†]**

Note: You cannot have this encounter randomly. You must enter the designated hex. If you were brought here by a random roll, go to the next entry.

Eerie sculptures on a broken mountainside reveal the entrance to a forgotten fane dedicated to It Who Lies Below, also known as the Dark Heart, spawn of Xichtul the Primal Chaos, the foul-hearted deity of the Rotten Hearts fungi folk.

If the Book of Skalitos speaks true, this abominable god of fungi lies dormant in the northwestern swamps of the Sun-Kissed vale, its tendrils connected to all the Vale's fungi through a network of fungi tendrils called the Mycelium. In the foulest blackness of the marshes, the foul fungus god bides Its time until Tauramin, the time god, releases It from Its bonds.

Exploring the fane would be unwise, but greed often gets the better of adventurers.

The undecipherable runes engraved upon the black-indigo basalt gateway dart around and burn the eyes like

lightning. A great, ancient evil permeates this place. Any character or retainer wishing to enter the cave must succeed a L3 fear save. Clerics add +½ L. Paladins and questing knights succeed automatically. Characters who offer all their gold pieces (gp), gems and jewels always succeed the save. If at least one character does so and the offering is worth at least 100 gp, mark the MYCONIC keyword.

Those who fail the save are taken by the countless fungoid tendrils of It Who Lies Below, engulfing them inside Itself to suffer an eternity of odious terror and abnormal pleasures.

This fate is far worse than death, and they may not be resurrected.

Those who succeed find a random Labile Labyrinth Treasure in the crumbling fane, with +2 on their roll.

Caravan Woes: If Nivôse and Frimaire are still with the caravan, make a morale check for each of them.

If they succeed, each of them finds a treasure, which they will not share. If one fails, he is taken, screaming, by the deity's tendrils, never to be seen again.

Should they both find a treasure, and Brumaire the Bum is still with the caravan, both Nivôse and Frimaire will be found dead the following morning on a d6 roll of 1-2, seemingly from mushroom poisoning. Their treasure is nowhere to be found, nor any evidence of any wrongdoing.

~ 58–60 ~

Macabre Memories [†]

Note: You can only access this entry by rolling a lower number on this table and being redirected to this number because the "suns" of previous entries have been ticked. This entry is repeatable.

As the caravan halts for lunch, you realize that the stream is filled with the rotting, limbless corpses of hobgoblins and halflings. Stripped bare, their arms and legs have been meticulously cut off. These are nowhere to be found.

Shocked and alarm, the caravan drivers refuse to go further along this route.

A single character can attempt to persuade them with a L5 persuasion save. Halflings, merchants, swashbucklers, strumpets and succubi add +½ L. Add +2 to your save if you offer each of them a bribe of 10 gp.

If you succeed, you can go on normally. If you fail, the caravan must spend another day in this hex to find another route. This extra day cannot be used for rest or repairs.

~ 61 ~

☼ Soporific Soul Smoke [†]

Usually found only in the deeper levels of particularly old dungeons, the soporific smoke seems lit from within by a pale white light. If exposed to the smoke, adventurers begin to see faces in the swirls, forming and boiling. The

faces are lost souls in torment, shrieking in pain, albeit silently.

All characters must succeed a L3 fear check or be shaken, suffering a -1 penalty to all dice rolls for the next 2 days. Likewise, crew members will be too afraid to participate in combat and will always flee if forced to fight for the next 2 days.

☀ **Floral Twist:** If Floréa (the friendly florist) is with the party, as you took a detour to avoid the soporific smoke, the florist finds a patch of beautiful flowers under which is hidden a treasure box. It can be opened with a centipede-shaped key or a L7 lockpick save (rogues add +L). On a failed roll, its content is broken.

The box contains either 2 potions of healing or 2 random items from the Strange Box table (from *Yoke of the Yogic Yetis*). You choose which.

~ 62 ~

☀ **Avatar of Seilla**

Seilla, the Forever Spring, a benevolent deity of inspiration, calm and health, manifests as a shining blue pool of crystalline water.

All who partake in it, except elves and clerics of the gods of Light, are healed back to their full life points. While Seilla is a peaceful deity, it is also demonic in nature, closely associated with the Blossoms' Demesne of the flower demons. Its nature is anathema to elves and other creatures and servants

of Light, who would suffer great harm in its waters.

Mark both the DUPLICATE and CHUPACABRA keywords if any party member bathes in Seilla's refreshing pool.

Jealousy: Seilla's divine presence arouses feelings of desire, both good and evil. If you have the STARCROSSED keyword, Brumaire attempts to murder Ogonek. He must be fought like a L3 minion, who attacks first, hates Ogonek and fights to the death. If you don't have that keyword, go to Country Matters instead.

Country Matters: Ignore this sub-encounter if you have the STARCROSSED keyword. Otherwise, read on.

The pretty Thermidor has been discreetly enjoying the company of Brumaire, Messidor and Vendémiaire, which has been driving the shady Brumaire mad with jealousy.

If all three men are still with the caravan, Brumaire murders either Messidor (on a d6 roll of 1-2) or Vendémiaire (on a roll of 3-6) under the cover of night.

You can only prove his guilt by spending 1 clue, but unfortunately, even if you do, there's not much you can do about it except banish Brumaire, if you wish. In that case, roll d6+5 on the Doomed Dullard table for his fate.



Mykityad

~ 63 ~

☼ **Mykityad** [†]

The caravan prepares for a good night's sleep under a friendly grove covered in colorful mushrooms.

Resolve these two sub-encounters in this order. It's going to be a busy night.

Llama Lasciviousness: If Lyrichord the Lecherous Llama or Lysigenic the Lewd Llama are still with your party, under the cover of night the libidinous beasts attempt something very inappropriate with one random party member each. If there are male elves in the party, they are always the llamas' chosen "targets".

Have these targets make a L5 watch save, adding their unarmored class Defense bonus, if any, to the result (e.g. rogues add +L). If you succeed, you stop the beast in time. If you fail, the target either loses 2 life from trauma or kills the llama just before "it" happens (you choose).

The Mushroom Fairy: After any animal husbandry incident is resolved, the llama's annoying braying calls forth a **mykityad**, which could be described as a scantily clad "mushroom fairy". She is none too pleased at your caravan's intrusion in her sacred grove.

You must either fight her or woo her (using the rules from TCOTFD). Any class can woo her.

If your party includes a druid, a potatomancer or a cleric of either Mother Fari or It Who Lies Below, they

can try to appease the mykityad. Changing her reaction to "offer food & rest" requires a successful L5 placation save (add ½ the druid, potatomancer or cleric's L).

Mykityad. Level 6 Boss/Lady (flower demon), 4 life, normal treasure. In wooing, her lover withholds at -1 and cannot be dominant, except for druids. Failed wooing rolls cause 1 wound. In combat, she causes plants to rise from the ground and bind weapons, forcing her opponents to fight unarmed.

Reaction: always fights unless wooed or appeased (see above).

~ 64 ~

☼ **Caravan Survivor**

A gaunt and dirty man lies amidst the corpses of a pillaged caravan, begging for aid. His fellows, he said, were attacked by moth men, and he was left was dead. His name is Nekhar.

You can either abandon the survivor (roll on the Doomed Dullard table), kill him (no treasure) or take him with you. If the latter case, he's extremely grateful: roll on the Lonely Survivor table to see what happens next.

Barrel of Port Wine: If Vendémiaire is not with the caravan, ignore this sub-encounter. If he is, he offers to share with the party a barrel of port wine from Enotria which he found.

Roll a d6 (once) for all characters who choose to drink from it:

1-2 Cramps: The wine has become stale and infected. Severe diarrhea causes a -1 penalty on all combat rolls and saves for the next day.

3-6 Godsend: The excellent liquor removes 1 Madness or heals 2 life (your choice), but those who drank of it will be inebriated for the next day, causing a -1 penalty to all combat rolls

for the first round of any combat they take part in.

~ 65 ~

☼ The Dismembered Ones

The sentry shrieks during the night, panicked and wild. A host of dismembered limbs crawl about the ground while the llamas bray erratically. The torsos soon follow, and then the inner organs, but not the heads. The macabre cortege roams around your camp for a while then departs, leaving everyone shaken.

The oldest of the crew say these Dismembered Ones are the roaming bodies of those tortured and murdered by the moth folk, cursed to roam until their accursed queen is killed. Make a morale check for each crew member. If any fail, they will flee screaming into the night as their nerves snap, unless stopped by an arrow (L3 ranged Attack roll) or stopped by a Sleep spell. A single Sleep spell is enough to take them all out.

For each crew member who flees, roll on the Doomed Dullard table.

Don't roll for the llamas. Steadily tied to the chariots, they won't flee.

~ 66 ~

Sporelings

Erupting from the ground under a canopy of giant mushrooms, quasi-humanoid fungi folk launch towards



Fungus Amazon

you with a passion. You have one additional turn to attack with ranged weapons before they come within range.

6d6 Sporelings. Level 2 fungus vermin, never check morale, no treasure. Place a poison token for each wound suffered by a party member. At the end of the fight, roll a d6: if the number is under the number of poison tokens, the target loses 1 more wound.

Reaction: always fight to the death.

~ 67 ~

Moth Folk Garrison [†]

You cannot have this encounter randomly. You must enter the designated hex. If you were brought here by a random roll, go to the next entry.

It rises like an ugly sore in the landscape, like a huge dirty paper bag held together by mucus. Despite its fragile appearance, the garrison is a mighty fortress of bezoar-stone, spikes and silk in which the moth folk queen has garrisoned her legions.

Any party members who were taken prisoner are brought here and imprisoned (use room type 66).

If you want to gain entrance, for instance, to rescue a detained party member, you have two options.

1) Main Gate: Attempting to fight your way inside via the main entrance is suicidal. If you do so, roll a d6 and add your party's HCL: the result is the

number of combat turns your party manages to fight before being slaughtered to the last by overwhelming numbers of moth folk fighters. Your death will be heroic and the moth folk celebrations will go on long into the night.

2) Sewers: The second option is to enter through the sewers. In that case, generate a random dungeon as per the usual rules except that Search rolls can only bring secret doors (no clues, no treasure) and, if you ever roll 66 for room type (see 4AD), you find the jail in which your fellow party members have been detained.

3) Escape Alone: Alternatively, if you want to have detained part members attempt escape by themselves, you must generate a random dungeon using the rules from 4AD.

In all cases, generate a random dungeon of d3+4 rooms except:

- All doors are locked.
- Search rolls only bring secret doors.
- All vermin generated are **3d6 Gloom Moths**. Level 2 vermin, no treasure. Their opponents are hypnotized and lose all actions on the next turn on a Defense roll of 1. *Reaction: always fight.*
- All minions generated are **d6+12 Moth Folk Light Infantry**. Level 3 minions, Labile Labyrinth treasure. Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand

by your characters. *Reactions: always fight.*

- All Weird Monsters are replaced by **d6+6 Moth Folk Heavy Infantry**. Level 5 minions, never check morale, Labile Labyrinth treasure. Thanks to their large shields, light weapons suffer an additional -1 penalty to Attack them.

Add +1 to the Defense rolls of all combatants on your side if a total of two or more lanterns are held in hand by your characters. *Reactions: always fight.*

- All Bosses are **Moth Brutes** (see entry 16).

- Any **armory** found includes lockpicks and the party's stolen gear.

- All temples or altars are dedicated to Pandalatra, goddess of flight (represented as a moth queen) and also to Xichtul, the Formless Chaos, under the aspect of a hideous, hungry caterpillar that consumes the world. Characters devoted to that deity (e.g. clerics) always receive a Blessing upon entering these unholy places. Characters devoted to Law or Light (e.g. clerics, paladins, monks) cannot gain benefits from these locations.

- Except for room type 66, any other room type whose number is a double (e.g. 11, 22, 33, etc.) will feature a stairway with an escape hatch to the outside. You can also exit the dungeon if you find a secret door (as per the rules in 4AD).

~ 68 ~

You can only reach this encounter if directed to by the game. Otherwise, treat this encounter as entry #66.

Poor Timmy is hungry. Really, really hungry. He can't control it anymore.

The famished boy growls and twists, growing into a huge ball of fur, claws, fangs and ravenous fury. He attacks first on a d6 roll of 1-4.

Were-Wolverine. Level 9 Boss, 8 life, 3 attacks, no treasure. Silver weapons hit at +1. Timmy always flees when down to 2 life or less. He can't die.

If you have 4AA, Timmy's attacks also cause lycanthropy, but you get 2 clues if you survive the fight, even if he flees.

At any time, your heroes can withdraw from combat. In that case, go to 70.

If you beat the boy, all characters gain 1 Madness. If their Madness overreaches their level, they will leave the party forever, consumed by grief.

One random crew member will also leave the caravan, tearfully taking the boy's remains back to the Caravansary. Roll on the Doomed Dullard table.

If Timmy flees or leaves the caravan, one way or another, untick or erase the RAVENING keyword.

Reaction: always fight.

Return to the map when you are done.

~ 69 ~

Little pervert! There is no such entry! Mark the NAUGHTY keyword and return whence you came.

~ 70 ~

You can only reach this encounter if directed to by the game. Otherwise, treat this encounter as entry #66.

As you back off, hungry Timmy attacks the llamas. He kills d3 of them, eats their bloody carcasses then runs into the woods. Erase the RAVENING keyword, then return to the map.

sleep outside the gates. There's probably a brothel, too.

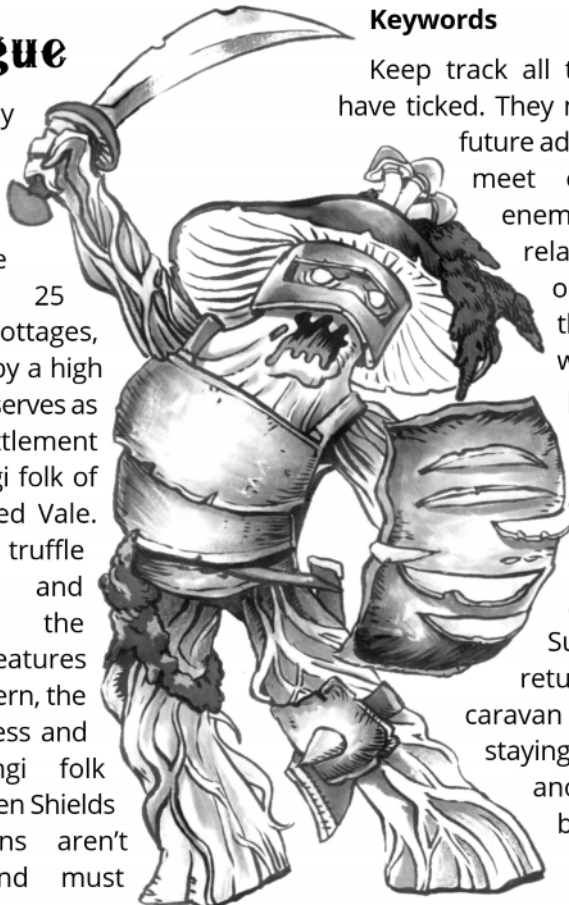
The famous halfling adventurer, Andrea Underoot, will be happy to buy your goods and sign the official paperwork for the Von Pontoretto. Reduce your commission for any damaged or lost goods. See A Fair Reward for your recompense.

Moreover, if at least 50% of the cargo was brought back, mark the JOBBER keyword.

This will make your dealings with Enotrian merchants easier and more profitable in future adventures.

Epilogue

You finally reached it the Outpost! This small halfling village of about 25 wooden cottages, surrounded by a high fence, which serves as a trade settlement with the fungi folk of the Sun-Kissed Vale. Besides truffle hunters and woodsmen, the Outpost features stables, a tavern, the Old Cider Press and friendly fungi folk from the Oaken Shields tribe. Goblins aren't welcome and must



Keywords

Keep track all the keywords you have ticked. They may serve again in future adventures when you meet old friends and enemies, and their relatives. Erase them only if and when all the party members who partook in the present adventure die.

What now?

From this point, your party can adventure in the Sun-Kissed Vale or return home. The caravan crew won't mind staying at the Outpost, as another caravan is bound to return

north to the caravansary in the upcoming months.

What about Timmy?

If you found and brought the boy to the Outpost, you learn that he's the son of an aristocrat from the Duchies of Law, Imperial Inquisitor Irek Indigo.

It seems the Inquisition's caravan disappeared in the Labile Labyrinth, probably because of the moth folk, as they were headed to the continent of Kardalok.

The locals take the ever-hungry boy from you and promise to send him back to his family, in the far south.

Mark the TIMMY keyword. If you ever meet Timmy's austere father (in another adventure), saving the boy's life might save you from a dire fate.

Into the Sun-Kissed Vale

For adventures in the mushroom land, *Tales of the Sun-Kissed Vale*, a sourcebook for the *Tales of Blades and Heroes* role-playing game by Ganesha Games, can provide you with the setting and ideas. For encounters, you could also use *Crucible of Classic Critters*, *Swamps of the Slithering Snakemen* or even *Fiendish Foes*.

In all cases, replace all minion encounter rolls of 1-3 in the tables by **Rotten Hearts** (see entry 34), and any Boss encounter rolls of 6 by an **Enoki Cleric** (see entry 34 too).

The Journey Home

To return home, you have three alternatives.

First, you can pay Andrea Underroot 50 gp to escort you safely back to the caravansary. As he knows the shortcuts and you don't have to guard chariots anymore, no encounters occur and the adventure ends. This is the quick, safe, lazy and cowardly way.

Secondly, you can retrace your tracks and cross the map in reverse. See the Wandering Monster rules when returning to previously visited hexes, and roll on the Labile Labyrinth Encounter table when exploring new ones.

If you aren't travelling with chariots on the way back, Wandering Monsters only occur on a d6 roll of 1. Hiding is easier without large, garish carts full of tempting goods! This time, though, you will need to check rations.

If you wish, you can escort another cargo from the Outpost to the caravansary. Play this mission again, but starting from the bottom hex. If you succeed, you get the same commission, profit and XP bonuses. You can hire additional caravan crew or buy llamas at the Outpost, if you wish, for 5 g.p each.

This is the tough, gritty way.

Third and lastly, you can also use the Mass Teleport spell if you happen to have an expert wizard or a magic scroll (see Spells). It's also a lazy and unheroic way out of the labyrinth.

As a final option, your party can stay in the Oupost for an indefinite time while you create another party to adventure with. They'll spend their time carousing.

You can also decide to promote a crew member which you grew fond of into a 1st-level human character. If the class you pick for them is the same as another character in the party that went through the Labile Labyrinth, the crew member starts at 2nd level instead in their new class as the result of having trained with their mentor during the trip. You can also share equipment with them, if you wish.

Pre-Generated Characters

Hawkish Halecret

Halfling, 3rd level

Halecret Underroot hides a silver heart under his curmudgeonly demeanor. (It's not as good as gold, but still.) Unfortunately, he hides it very well. The ageing halfling – he just celebrated his 80th birthday, which ruined him – was convinced by his cousin Andrea Underroot to undertake the dangerous journey across the Vaporous Vale to restore his fortunes. His adventuring days long behind him, Halecret managed to recruit the companions that he could – a preachy priest, an obese and obtuse ogre, a glowering giraffe-woman and, worst of all, his own insistent daughter, Williwaw.

An unlikely party leader, Halecret will never let his companions down. His main purpose is to maximize his profit and enjoy a welcome retirement, away from all this adventuring nonsense.

Traits: Defense +L vs giants/trolls/ogres, L+1 Luck points (run away, re-roll Attack, Defense, Search, Treasure, Magical Treasure tables).

Luck points: 4

Net Attack Bonus: -1

Net Defense Bonus: +1/+4 vs giants, trolls and ogres.

Gear: Sling, light armor, lantern, pellets, snacks.

Gold: None. He's bankrupt.

Life: 6

- **Special Rules:** Halecret is very nervous and jerky when fighting alongside his half-human daughter, Williwaw. When she is fighting at his side in the marching order, he causes her a -1 Attack penalty. You lose this ability if you have the DUPLICATE keyword.

Ogonek the Overkiller

Barbarian or ogre merc*, 3rd level

Large and fat even by ogre standards, Ogonek is a hulking tank of muscle. He's not especially smart, certainly not compared with his famous brother, the poet Bigoef from Käsedorf, but Ogonek can usually tell an enemy apart from a friend, which is good enough. Halecret

promised him lots of mushrooms and things to kill. Ogonek is quite content with the arrangement.

Ogonek is quite enamored of the pretty driver-woman, Thermidor, but he's too shy to tell her. Insofar, she hasn't reacted well to the gifts he secretly left besides her bed (a dead deer, a troll's head and a giant spider's unbroken egg). She thinks she's haunted by some sort of sadistic demon and, consequently, has taken to sharing her bed with Brumaire, Messidor and Vendémiaire, much to the romantic ogre's despair.

Traits (as barbarian): rage, no magic items.

Traits (as ogre): A+½L, damage +1, +½L vs poison, limitless weight, big (-1 Defense in corridors and vs ranged attacks), hunger, no magic items, cannot hide.

Net Attack Bonus (as barbarian/ogre): +4/+2

Net Defense Bonus: +1.

Gear: Huge stick (two-handed crushing weapon), light armor, gruesome trophies.

Gold: 60 gold pieces.

Life (as barbarian/as ogre): 10/12

Special Rules: You'll see as you play!

**Ogre mercenaries are described in the Concise Collection of Classes. Play Ogonek as a barbarian if you don't have that book.*

Grouchy Grogam

Cleric of Gro Kair or plague doctor*, 3rd level

For a student in medicine, the Sun-Kissed Vale and its wondrous ingredients are a fascinating sight. Placating the god of famine is no mean feat and often his humble servants must work as healers to help the people afflicted with diseases that follows in the wake of his anger.

Grogam is an unusual devotee of Gro Kair in that he genuinely cares about people and would rather tend the needy and sinners than preach to the virtuous. Afflicted with a martyr complex, he's intent on preaching to Halecret, converting Ogonek, befriending Williaw and bedding the exotic Girandole.

Traits (as cleric): A+½L, Blessing x3, Healing x3.

Traits (as plague doctor): D+½L, +L vs disease/Madness, bleeding heal, bleeding cure, over-bleeding, bleeding slash, clever cleaver.

Net Attack Bonus (as cleric/PD): +1/-1

Net Defense Bonus: +2.

Saves (as cleric/PD): Like cleric/halfling.

Gear (as cleric/PD): Staff (cleric only), cleaver (light slashing weapon), lantern, heavy/light armor, holy symbol (necklace of finger bones), 5 bandages, long-nosed goggle-mask and medical supplies (plague doctor only), leeches and glass tubes.

Gold: 60 gold pieces

Life: 7

**Plague doctors are described in Pirate Ports of Pestilence. Play Grogam as a cleric if you don't have that book.*

Gentle Girandole

Girelf* or elf, 3rd level

Half-elf, half giraffe, Girandole's high elf grandmother decidedly had unusual tastes. The pretty, long-necked girelf is exceptional in that she comes from the legendary Ever City of Loango, in the deep desert of An-Nur.

Once a revered oracle, Girandole fell in disgrace with her native Giraffe Tribe, for reasons she will not speak of. She actually likes the little halfling and his daughter, although she finds the gaunt priest Grogam rather awkward in his affections. Disheartened by her banishment, Girandole roams the world in search of a purpose, love and, perhaps, redemption.

Traits (as girelf): A+L, 3 Savannah spells (use the spells in 4AD if you don't have ShSaSa), -1/6 to enemy surprise odds, +1 to watch saves.

Traits (as elf): A+L, 3 basic spells (Fireball, Lightning Bolt, Sleep), +1A vs orcs.

Net Attack Bonus: +3

Net Defense Bonus: +1.

Gear (as girelf/elf): Spear (slashing one-handed weapon), light armor, exotic baubles.

Gold: 60 gold pieces.

Life: 7

• **Special Rules:** Girelfs are weird enough as to not need those.

** Girelfs are described in Shivers in the Savage Savannah. Play Girandole as a common elf if you don't have that book.*

Wistful Williwaw

Warrior or wilderness survival guide*, 3rd level

Smallish and impossibly curious, Williwaw has very much the character of her halfling father, Halecret, although she looks a lot more like her human mother, Mackinaw the Meek (the gods rest her soul). Barely adult, she has proven to her reluctant father that she can hold her own in the wilds.

Traits (as warrior): A+L.

Traits (as WSG): D+½L, 2 re-rolls/L on any wilderness table (including the Vaporous Vale Encounter table).

Net Attack Bonus (as warrior/WSG): +3/-1.

Net Defense Bonus: +3.

Gear (as warrior/WSG): spear (slashing one-handed weapon/warrior only), cudgel (light crushing weapon/WSG only), shield, heavy/light armor, snacks.

Gold: 60 gold pieces.

Life (as warrior/WSG): 9/6.

• **Special Rules:** When Halecret is at her side in the marching order, he gets a +1 Defense bonus. You lose this ability if you have the DUPLICATE keyword.

Crew Roster*

Level 0 commoners, 2 life (☼☼☼), morale -1, Defense +0, Attack -1 (cudgel).

Portrayed from left to right.

☼☼☼ **Vendémiaire the Vineyard** (man)

Notes: _____

☼☼☼ **Brumaire the Bum** (man)

Notes: _____

☼☼☼ **Frimaire the Forlorn** (man)

Notes: _____

☼☼☼ **Nivôse the Numb** (man)

Notes: _____

☼☼☼ **Germinal the Gardener** (man)

Notes: _____

☼☼☼ **Floréa the Florist** (woman)

Notes: _____

☼☼☼ **Messidor the Miller** (man)

Notes: _____

☼☼☼ **Thermidor the Tender** (woman)

Notes: _____



Keyword Scorecard*

☼ BRUNELDI*

☼ CHUPACABRA

☼ DUPLICATE*

☼ FLOCCINAUCINIHIPIILIFICATION

☼ JOBBER*

☼ KINGLYKNIGHTS*

☼ KNIFINGKNAVES*

☼ LAGARGOLA

☼ LEPIDOPTERAPHILE

☼ LEPIDOPTERICIDE

☼☼☼☼☼ MURDERER*

☼ MYCONIC

☼ NAUGHTY

☼☼☼☼☼ THIEF*

☼ RAVENING

☼ SHAMEFUL BASTARD*

☼ STARCROSSED

☼ XENODOCHEINOLOGY

* **Note:** Some of these keywords can only be acquired in other adventures.

Llama Roster*

Level 0 animal, life 2 (☹️☹️), no attacks, Defense +0, morale -2. Lyricon has 5 life.

Portrayed from left to right.

☹️☹️ Lyrichord the Lecherous Llama

Notes: _____

☹️☹️ Lysarden the Lawless Llama

Notes: _____

☹️☹️ Lysigenic the Lewd Llama

Notes: _____

☹️☹️ Lysimeter the Loud Llama

Notes: _____

☹️☹️ Lysis the Long Llama

Notes: _____

☹️☹️ Lyterian the Low Llama

Notes: _____

☹️☹️ Lythcoop the Lunatic Llama

Notes: _____

☹️☹️☹️☹️ Lyricon the Lonely Llama

Notes: _____

Option: If you really enjoy customizing secondary characters, despite the additional book-keeping it involves, you can roll d6 for any of the crew people and the camelids:

1 cowardly (morale -1), 2 sickly (life -1), 3 no modifier, 4 quick (Defense +1), 5 brave (morale +1), 6 tough (life +1).

If you really, really, really enjoy personalizing NPCs and the bookkeeping that comes with it, you can even roll on *Wayfarer & Adventurers'* Character traits tables for all retainers.



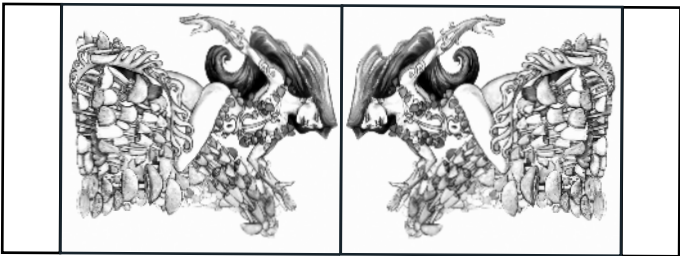
You can even roll for the llamas. Re-roll results that don't make sense or seem inappropriate for low-born peasants or beasts of burden (e.g. Noble Birth).

Doomed Dullard table (2d6)

2-4	2-4 Eaten alive by evil squirrels. On the next night, the dullard returns as ghost to haunt the party. A cleric may try to banish the ghost (roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to banish the ghost, all characters gain 1 Madness, and then the ghost disappears.
5-7	Killed by moth folk
8	Killed by fungi folk
9-10	Killed by wild beasts
11-12	Escapes to safety, swears revenge against your party, pledges their soul to Xichtul and eventually becomes a chaos lord (4AD), which attacks your party by surprise as you finish your next adventure.

Lonely Survivor table (d6)

1	Doppelgänger! Level 5 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. The mimicked character, moonbeasts, blue flamingos and animal companions (who have different senses) may attack as normal. The doppelgänger attacks the mimicked character. If that character dies, the Doppelgänger flees. Reaction: always fight.
2	Thief: If Timmy isn't with you, go to 35\$. Otherwise, the next night, the survivor steals the most precious jewel or gem in your party, then leaves.
3-5	Commoner: This level 0 character can act as a substitute caravan crewman.
6	Adventurer: The survivor is a level 2 character from any human class of your choice, except bards or similar restricted classes. He or she will tag along your party for the adventure and may be recruited afterwards if your party is under 4 characters.



Labile Labyrinth Treasure table (d6)

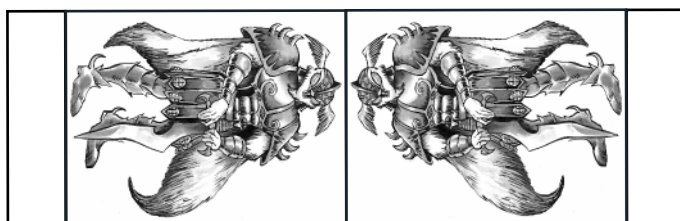
0	0	Moths. Lots of them.
		A bag containing thousands of meticulously plucked insect wings.
1		Alchemists will pay 20 gold pieces (gp) for this. Alternatively, they can be used as a substitute for any Common alchemical ingredient.
2		One gem worth $2d6 \times 5$ gold pieces *
3		Roll for a scroll on the Random Spell table from 4AD, or holy water *
4		Shining radium crystals worth $5d6 \times 2$ gold **
5		One item of jewelry worth $3d6 \times 10$ gold pieces
6		Roll on either the corebook's Magic Treasure table, the Woodlands Magic Treasure table (from CCC) or this book's Wishing Well table (your choice)
7+		Pick one of the above.

* If your party includes a wandering alchemist, you can find instead either $d6+1$ random Common Ingredients or $d3$ Uncommon or Mineral Ingredients (see TCOTFD p.74). Alternatively, the alchemist manages to brew any single potion of your choice worth $2d6 \times 5$ gold or less.

** Your party won't realize they are radioactive until much later. Fortunately, they will have sold the radium crystals by then and someone else will die from radiation poisoning.

Labile Labyrinth Wandering Monster table (d6)

1	It Roams: See entry 32.
2	It Strikes: See entry 52.
3	Minions: See entry 36.
4	Damned! See entry 51.
5	Vermin: See entry 56.
6	More Vermin: See entry 66.

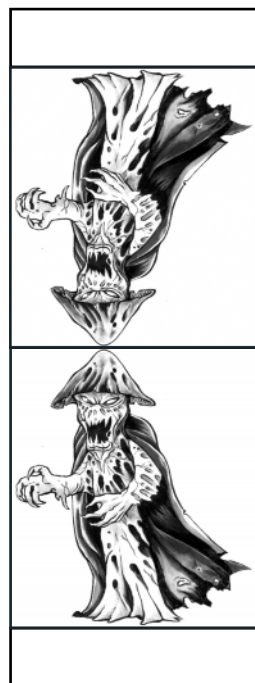
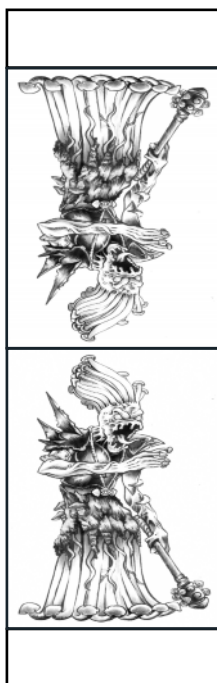
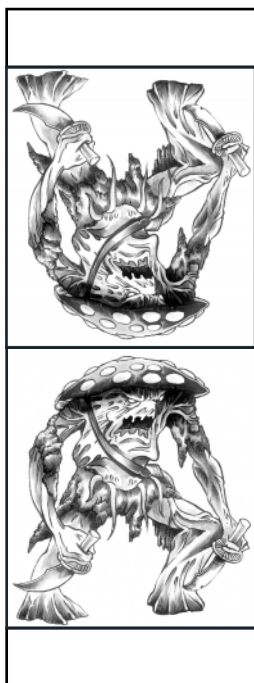


Wishing Well table (d6)

1 Pit of Suicide: The pit is cursed with the mark of Zur, god of death. The character must succeed a level 3 magic save or will attempt to jump to their death in the well. Wizards add +L. If failed, your other characters can attempt to restrain their bewitched comrade by succeeding an unarmed attack (-2) against a save equal to the target's Defense bonus +3. For example, if the target wears heavy armor and a shield (+3 Defense bonus), the save's L is 6. If at least one attack hits, the character is saved, otherwise he loses d6 life from the fall.

2 Altar of Possession: The character must succeed a L3 magic save or become possessed by a minor demon. Wizards and demonologists add +L, clerics add +1. If failed, the character attacks the party like a monster of his level +3, for d6 turns. A demonologist can also exorcise the demon and absorb it within himself using the possession ability as per the rules in 4ATN.

3-6 Minor Wish: The character is granted a minor wish. Choose one of the following: 1) choose the reaction roll's result for the next Boss you encounter; 2) create any non-magical treasure or single piece of equipment worth 200 gp or less; 3) heal all his wounds and Madness points. Dwarves must always pick option #2.



Moth Folk

(New Character Class)

Bizarre and obsessive by human standards, moth folk are native to the Vaporous Vale of northern An Mór, where they engage in constant war with fungi folk.

As their curse shrivels their wings, those with the rare ability to fly invite jealousy and are seen as rivals by their queens. Joining adventurer groups is often their only option.

Traits: Mobility is the key strength of moth folk, but they are fragile.

Versatile: Starting at level 1, moth folk add +1 to their Attack rolls at every odd level. Starting at level 2, they add +1 to their Defense rolls.

Fluttering: In addition to the above, moth folk suffer a penalty to Attack rolls equal to their rank in the marching order (between 1 and 4).

Buzzing: Moth folk add their rank in the marching order (between 1 and 4) to their Defense rolls.

Combat Acrobatics: Moth folk get this skill for free at level 1.

Wings: Moth folk get this skill for free at level 1.

Hatred: Moth folk have +1 to Attack rolls vs fungi folk, who hate them.

Lecherous: When wooing, moth folk add +1 to seduction and Giving rolls. They also heal 1 more life per “philandering” encounter (ex. WW).



Restrictions: Moth folk are obsessed with light and must always carry a lantern if the party has one. Moth folk wearing armor cannot fly and lose their Fluttering, Buzzing and Combat Acrobatics.

Saves: Like swashbucklers.

Weapons allowed: One-handed weapons, light weapons, slings, bolas & javelins (from W&A).

Armor allowed: Light armor only (but see Restrictions above).

Starting gear: Lantern, light weapon.

Starting gold: d3.

Starting life: 4 + level. A 1st level moth folk has 5 life.

Expert skills: Like swashbucklers.

Note: Moth folk are an “advanced” class in that their class abilities vary depending on their place in the marching rank order, which you can change during combat as they flutter or buzz back and forth. This allows more tactical choices but also makes them more complex.

For example, a 1st level moth man fighting in the 1st rank with a spear on turn 1 would get a net +0 Attack modifier (+1 for level, -1 for rank order) and a net +1 bonus to Defense (+1 for rank order).

On turn 2, the moth man forsakes his attack to move to 3rd rank. His next Attack modifier would become -2 (+1 for level, -3 for rank order) but his net Defense bonus becomes +3 on this turn (for rank).

New Skills

Combat Acrobatics

A character with this skill may trade places in the marching order with another character during combat. Changing places requires a full turn, so the acrobatic character may not perform an attack while doing so.

Note: This skill is identical to the one featured in *Four Against the Abyss*. It is included here since moth folk get it before Expert levels.

Wings

Classes with wings only

The character has huge wings. Flight over obstacles (e.g. rivers) is possible and climbing saves always succeed. Outdoors, the character can move at thrice the usual speed, crossing 3 hexes per day.

The character can always flee from combat without suffering blows in return. Winged characters can carry a single passenger of their size or less but cannot attack while ridden.

In dungeons, wings allow the character to ignore floor effects (e.g. lava, rivers.)

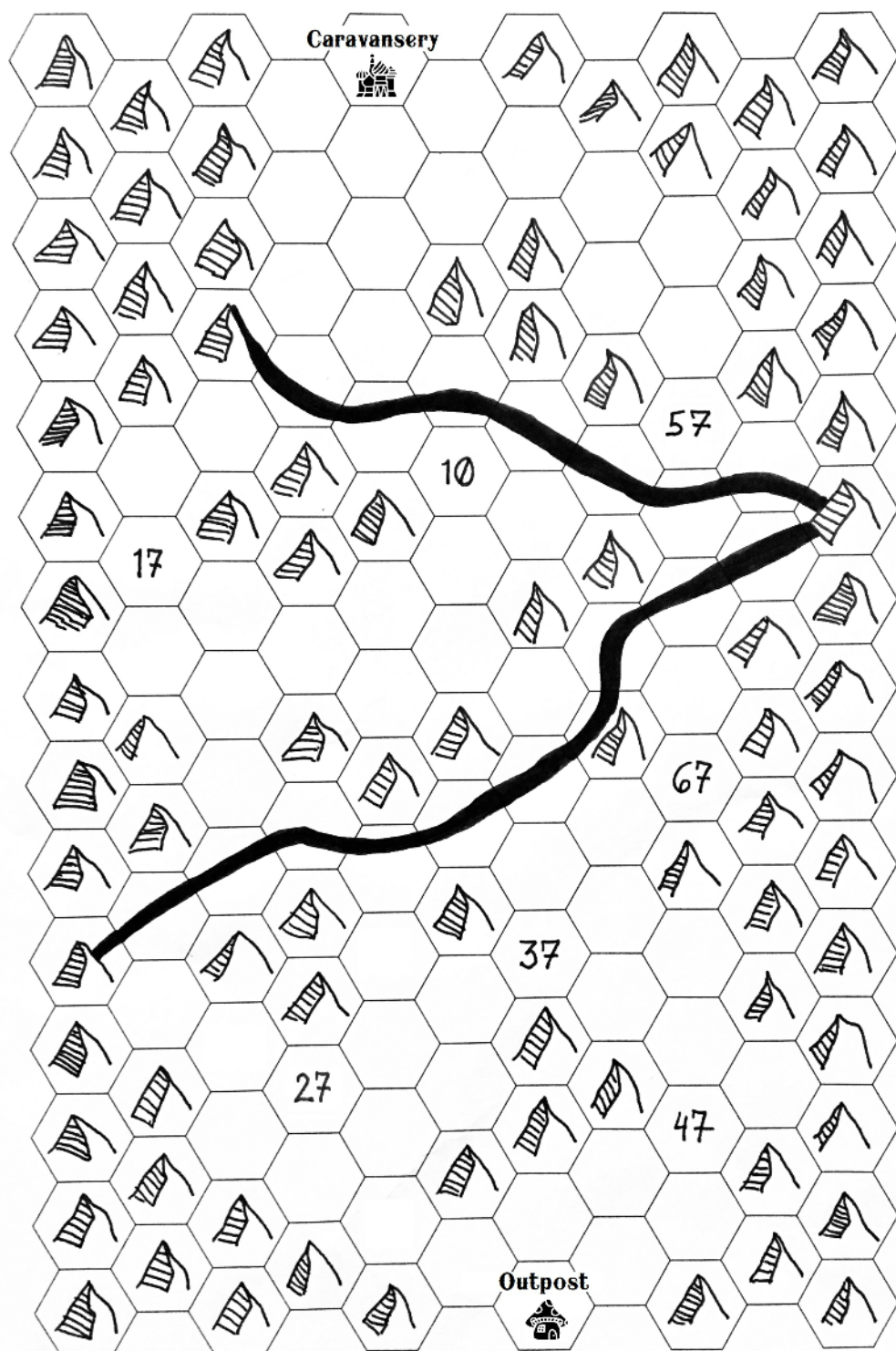
Labyrinth of the Lurking Lepidopterae



You can use these mothmen for paper miniatures to play on big printed dungeon maps and use them as foes for Andrea Grassi's *Printable Dungeoneers*!

<https://www.drivethrurpg.com/browse/pub/2502/Ganesha-Games>

The Labile Labyrinth



Will You Survive the Labile Labyrinth?

Four hundred gold pieces for escorting a caravan across a valley populated by butterfly people. Who could refuse that?

Of course, it won't be that simple. The moth folk fiercely defend their valley with treacherous traps and bruising brigades. Not to mention the menacing mushroom men, weird temples, shape-changers, and the ominous Tower of the Screaming Virgins.

Things wouldn't be so bad were it not for the quarrelsome, alcoholic, lustful and dishonest crew members who you will have to keep an eye on. Add the bad roads, broken wheels, stolen cargo, tactical ambushes... and the llamas. Oh dear.

Requires only the core *Four Against Darkness* book.

This book contains adult humor, flamingos, and lecherous llamas.