

# More Mountainous Mayhem

Crag adventures and classes for *Four Against Darkness*, for characters of levels 4+



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Crags dungeons, monsters, tables and new classes for  
*Four Against Darkness*, for characters of levels 4+

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

**This book contains nude art, adult humor and mature content.**



# The Crucible of Classic Critters

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## Introduction

### Mountain Adventures

*More Mountainous Mayhem* offers you more of the stuff you love for *Four Against Darkness* — new dungeon tiles for exploring crags and alpine forests, classes, treasure and most importantly: new things to kill!

Following faithfully in its predecessor's unending task of dungeon genocide, this book offers you beasts, challenges and twists with a focus on vintage fantasy monsters. All of this with tongue-in-cheek nods to Tolkien's heroic fantasy legacy.

### Thematic Dungeons

This supplement is part of a series of thematic dungeons inhabited by specific types of creatures. The book offers tables for vermin, minions, Bosses, Weird Monsters and treasure appropriate to mountains and classic fantasy clichés and fond tropes.

For this supplement, dungeons ("crag areas") are generated using the new area shapes from this book, which replace the room and corridor shapes in *Four Against Darkness*. Roll for room contents on the tables provided in this book. Traps, treasure, special features and even spells found on scrolls and magic items change with the dungeon theme.

## More Mountainous Mayhem

The mechanics of the game (searching empty rooms, using character abilities, combat, spellcasting, clues, etc.) remain the same, unless the book says otherwise. You may use any secret, scroll or magic item detailed in published books from the *Four Against Darkness* line, unless otherwise mentioned.

The maps and wilderness dungeon rules in *More Mountainous Mayhem* (MMM) have been designed to be fully compatible with the *Crucible of Classic Critters* (CCC) and other upcoming wilderness books, as well as *Treacheries of the Troublesome Towns* (TTT).

Feel free to mix and match the tiles from these books randomly or pick them as you wish. You could, for example, create an area of woodlands tiles next to crag tiles, themselves beside a dungeon or town section.

In underground dungeons, likewise, feel free to mix the tables from these books to create unique arrangements, such as a coven of dark elves (from this book) led by a dark hag (from CCC) or a bog hag (from SSS). It's your game, you aren't cheating if you're having fun.

### Lampooning Tolkien's Legacy

We tease only the ones we love, and I love Tolkien's cultural legacy. While grim and serious in part, *More Mountainous Mayhem* has assumed humorous overtones. It's a bit of a pastiche of Tolkien's *The Lord of the Rings*, Monty Python's *Quest for the Holy Grail*, cheesy movies such as *Beastmaster* and kitsch fantasy stereotypes about leather clad dark elves with whips. It is replete with 1970's-1980's clichés galore, most of them in good taste.





Whereas most 4AD books published so far are essentially serious (except of course for the Useless Spells table from the *Crucible of Classic Critters*), *More Monstrous Mayhem* features such silly things as holy hand grenades, killer rabbits, orc/squirrel hybrids, a divine beauty contest, the distraught wives of mountain elves turning to orc lovers, orc-elf hybrids afraid of their own spells, battle tankards and, inescapably, spider silk bikini-wearing dark elf dominatrixes with whips and submissive male lackeys, a wink to 1980's teenager-titillating module covers from That Old Role-Playing Game Which Must Not Be Named.

In a word: it's tongue-in-cheek.

MMM has several Easter eggs and features nods to over-worn Tolkien tropes, turning them on their heads. Of course, if you'd rather enjoy serious, tragic play, you can always spend clues on the Secret of Seriousness to get rid of all the weirdness. It's your game.

Enjoy this book for what it is, unpretentious beer and pretzel gaming, but with enough seriousness that you can ignore the asinine bits if you prefer grim and grimy adventures.

### How to Use This Book

Upon starting a new dungeon, if all your characters are level 4 or more, you can use the new tables herein instead of those from *Four Against Darkness*. Simply use the rules for dungeon generation and replace the



treasure and monster tables (vermin, minions, Weird Monsters and Bosses) by those from the present book. All other tables and rules remain the same.

Use a map 20 x 28 squares in size for your woodlands dungeon. It divides into 16 tiles of 5 x 7 squares. Feel free to rotate and mirror tiles as you see fit.

You can start in any tile on the border of the map unless noted otherwise, such as for a specific mission.

There is no distinct table for the "starting room": for the first area and all others explored, roll on the **Crags Area Tiles table**. If you prefer, you can also roll on the **Alternate Scruffy Crags Tiles table** instead, for variety.

Consider "rooms" to be clearings and "corridors" to be paths. Specifically, if there are not at least 4 adjacent "empty" squares (no obstacles such as

trees, mountains or water, such as the inside of a cabin), it's a "room", otherwise it's a "corridor".

To determine a given area's content, roll on the **Crags Area Contents table** instead of the Room Content table. Use the tables in the present book for monsters (vermin, minions, Weird Monsters, Bosses), Special Features, Special Events, treasures and so on. The first area is always empty, and may be Searched.

### Special Terrain Rules

The content of the squares in a given map area, such as water or conifer trees, will have special rules (see New Rules). Feel free to mix these tables and rules with those of other books. You can even use the tables herein with dungeon tables from *Four Against Darkness* or other tiles, such as those from *Caverns of Chaos* or *Digressions of the Devouring Dead*. If you prefer a simpler game, just combine the core 4AD book with *More Mountainous Mayhem*. This book is 100% compatible with other "wilderness" supplements, such as the *Crucible of Classic Critters* (woodlands adventures), *Swamps of the Slithering Snakemen* (swamps), *Journeys in the Jaguar Jungle* (jungle), *Isles of Incandescent Idols* (volcanic islands), *Fens of the Fightin' Fungi* (mushroom forests) and others, as well as the town tiles and tables from *Treacheries of the Troublesome Towns* (cities). Feel free to mix their tiles and rules on the same map.



If you are mixing these tiles from those of other wilderness books (from SSS, JJJ, III or FFF for example), bog squares in the crags count as empty terrain.

### Starting at level 4

If you don't have a level 4 party, you can generate four L4 characters from scratch. Give each of them, in addition to their starting equipment, 80 gp and either a random magic item from the Crags Magic Items table or a +1 magic weapon. Characters from the new classes in this book (only) get to pick an item on the Crags Magic Items table instead of rolling.

### Gaining Experience

XP rules remain the same as in standard *Four Against Darkness* games, except that vermin are more deadly. Add the number of vermin encounters from this book to minion encounters, and make an XP roll once the total of both is 10. XP rolls are made on d6 for minor monsters (vermin and minions) and d6+1 for major monsters (bosses and weird monsters).

### Adjusting to Other Levels

If the highest character level (HCL) in your party is higher than 4, add +1 to the level of vermin and minions, and to the level and life of Bosses and Weird Monsters, for every level above 4. For Expert level parties (levels 6-9), also add 2 to the levels of any saves.





For lower level parties, do the reverse. For example, if your HCL is 2, decrease the level of all monsters and the life of Bosses and Weird Monsters by 2, to a minimum Level of 2.

### Acronyms

The following acronyms refer to various books in the 4AD line: *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), *Dens, Lairs and Burrows* (DLB), *Heart of the Lizard* (HotL), *Breachers of the Bone Belfry* (BBB), *The North Beyond the World* (TNBTW), *Digressions of the Devouring Dead* (DDD), *More Mountainous Mayhem* (MMM), *Kingly Knights & Knifing Knaves* (KK&KK), *Poetic Platitudes of the Potato People* (PoPIPoPe), *Fortress of the Warlord* (FOTW), *Swamps of the Slithering Snakemen* (SSS), *Wayfarers and Adventurers* (W&A), *Journeys in the Jaguar Jungle* (JJJ), *Yoke of the Yogic Yetis* (YYY), *Treacheries of the Troublesome Towns* (TTT), *Seafarers of Secluded Shores* (SoSS), *Pirate Ports of Pestilence* (PPP), *Islands of Incandescent Idols* (III), *Fearful Fane of the Flamingo Folk* (FFFF), *Seven Sisters* (7S), *Portfolio of Powerful Professions* (PoPoP), *Tournament of the Undead Viscount* (TUV), *Revenge of the Ravenous Ratmen* (RRR), *Halls of Korrak* (HoK), *Barugan, Dromagast, Naughty Nights & Nymphomaniac Nereids* (NNNN), *Lost*

*Labyrinth of the Lepidopterae* (LLL), *Shivers in the Savage Savannah* (ShSaS), *Four Against Mars* (4AM), *Four Against the Titans* (4AT), *the Unnecessarily Complete Flamingo Folk Handbook* (UCFFH), *Fens of the Fightin' Fungi* (FFF), *Zenith of the Zephyr Zebras* (ZZZ), *Amalgam of Anthropomorphic Adventurers* (AAA), *Offerings of Æcumenical Occupations* (OOO; yes, it's spelled correctly) and *Entreaties of the Enigmatic Elves* (EEE).

Note that some of these books are not yet in print at the time of this writing.

### Acknowledgements and 'Appendix N'

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## New Classes

The following classes can be used both outdoors or in classic dungeons, unless mentioned otherwise.



# Chronomancer

Chronomancers are wizards who wield the time magic of the night elves. Many have risen to positions of great authority in night elf communities, guiding them in the study and teaching of temporal spells, research of advanced magic as well as the generation of many half-elves as a side-effect of their influence over the awed night elves.

**Traits:** Chronomancers are considered wizards in all ways except for the following:

- They start with 3 spells +L. They add +1 to their spellcasting rolls when casting temporal spells.
- Their spell selection is limited. They can only learn to cast spells from the Chronomancer Spell list (see below).
- Chronomancers are immune to paralysis, petrification, aging, and time-based magic or monster abilities, such as a specter's aging or the special attacks of a time feeder (from 4ATN or BBB). They always add +L to saves based on speed and time (such as running saves). They always know the exact time of day at any time, which is great for cooking and planning appointments.
- Night elves are fascinated by the unique relation chronomancers have with time magic. Chronomancers can therefore pick the reaction from those available when encountering night elves. If you have TCOTFD,

chronomancers can also woo night elves as if they were satyrs.

- Chronomancers use scrolls normally but only add +L to their spellcasting rolls when casting Temporal spells.
- Chronomancers can brew potions like wizards (using the rules in TCOTFD).

**Chronomancer Spell List:** All temporal spells (see the Temporal Scroll table) and the following spells from the 4AD corebook: Escape, Protect, Sleep (manifests as paralyzing the target in time). If they learn them from scrolls and transcribe them to their spell books, they can also cast Magic Mist (from *Buried Secrets*), Chaos Teleport and Gift of Gold (from CoC), the frost spells Hearth of Warmth and Ice Sickle (from TNBTW) as well as the Expert spells Healing Surge and Lifeforce Control.

In addition, chronomancers can cast the Abyss spells Mass Teleport and Reverse Gaze starting on 1<sup>st</sup> level and without the need to spend XP, as if they were Basic spells instead of Expert level spells.

Chronomancers can also learn any spell from future supplements which does not cause wounds to an enemy (such as Fireball or Lightning Bolt). When they cast other spells through scrolls, they do not add +L to the spellcasting roll. They must spend XP to learn Expert spells like other wizards do.

**Twist Time:** At any time, chronomancers can sacrifice 1 unspent



temporal spell they have memorized (any) or a temporal scroll to either slow or accelerate the passage of time (for everyone). While it provides no benefit in combat, this allows the party to roll for wandering monsters only once every 2 rooms. For example, in crags dungeons, this ability could be used to allow the party to cut down trees twice as fast, which would call for wandering monster rolls only once per forest square or, with an axe, once every 2 forest squares.

Likewise, when a special scenario calls for the strict measurement of time or days (such as 4ATN, BBB, TNBTW, RRR and hardcore mode in DDD), you can decide that time goes twice as slow or twice as fast for the purpose of ticking "time boxes". This power could also be used to slow down the progress of the Dark Plague (from 4AA) or any other effect based on the passage of time.

**Saves:** Anytime a save is called for, chronomancers can choose to save as either wizards or clerics of Tauramin (the time god). They can also unlock any game effect or option reserved for a cleric of Tauramin (such as in TNBTW).

**Weapons allowed:** Light hand weapons only.

**Armor allowed:** None.

**Starting equipment:** Any single light hand weapon, furs.

**Starting wealth:** 4d6 gold.

**Life:** 2 + 1 per level. A 1<sup>st</sup> level chronomancer has 3 life.

**Expert skills:** Like wizards.

## Elf Subtypes

Created by the goddess of harmony and music, Elidra, high elves (Eliphas in their tongue) came to Norindaal at the end of the Century of Fire and Rain protected by Rock Cradles (magical meteorites). Dwarves dug the first elves out of the stones, then the elves freed their remaining kin from the Cradles.

To this day, some elves roam the world looking for other elves who are still trapped in the Cradles (these are called the *Naua Ragathi*, "The Still Sleeping"). Incredibly long-lived but nearly infertile, the high elves are wistful creatures, inclined to mirth and melancholy at the same time. They see themselves as a superior people whose place is among the stars, not with other mortals.

Their bodies are covered in elegantly scripted birthmark swirls that spell out the elf's complete name. The scripts go around all the elf's body. For this reason, it is said that only a lover and a mother know a high elf's True Name.

High elves are nearly immortal, but also almost completely sterile. To create offspring, they must mix their blood with other species. Some of these children of mixed parents become half-elves, and others become other types of elves. The most common type of hybrid, that of high elves and the prolific humans, is the common elf featured in the 4AD corebook.

The following subspecies, all descended from high elves, are common enough in the mountains of Norindaal to deserve mention here.

## Dark Elf

Dark elves ("Drau Derleti") are for the majority cruel raiders, slavers and pirates who infest the continent of Qaarra and the mountain ranges of Norindaal. Most of them delight in pain and follow no deity. Their culture is matriarchal and their fondness for spiders both disgusting and disturbing. Scholars believe them to be the offspring of high elves and chaos dwarves or succubi; the Book of Skalitos suggests that they were born from high elves and night goblins, despite these species' enmity.

Dark elf characters are not necessarily evil. Many have been driven away from their chaotic and violent society, by choice or by force, and earn their living as mercenaries and explorers throughout Norindaal.

**Traits:** Dark elves add +L to Attack rolls, except when using two-handed weapons. They add +L to spellcasting rolls, like wizards, including to spells cast from a scroll. Dark elves can see perfectly well in darkness, so they do not need a lantern. In daylight (outdoors), they suffer a -1 penalty to ranged attacks.

Dark elves have a +1 to attack rolls with whips (a light slashing weapon) and

can whip a creature into subduing without the usual penalty.

A dark elf can choose the reaction roll when encountering any monster with the "spider" word in its name.

Female dark elves get a +1 bonus to Defense and to seduction saves when wearing no armor (or only dark elf light armor\*). The submissive male dark elves suffer a -1 penalty to will and magic saves (this penalty increases to -2 against female dark elves).

**Saves:** Like elves.

**Armor allowed:** Light armor and shield.

**Weapons allowed:** Any.

**Spells:** Dark elves may cast a single spell per level per adventure, but only if they are wearing light armor and NOT using a shield. They cast and learn spells like common elves in 4AD. Dark elves can use all spells known to elves except Blessing and Fireball. However, exclusive to them is the Web spell. This spell can entangle either a single Boss or Weird Monster, or d6+level minions or vermin. Add the caster's L to the spellcasting roll against the target's L. If successful, all party members will have +1 to their Attack rolls against the target. The web lasts until the target is dead or freed. Targets made of flame or with fire-based attacks are immune.

**Starting equipment:** Light armor\*, hand weapon, bow.

**Starting wealth:** 2d6 gold pieces.





**Expert skills:** Acute Hearing, Combat Acrobatics, Danger Sense, Deadly Accuracy, Dead Shot, Double Attack, Lesser Necromancy, Quick Footed, Terrifying Savagery, Withstand Pain.

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

*\* Dark elf light armor looks like a skimpy bikini or monokini made of spider silk. Although it leaves nothing to the imagination, it works exactly like light armor (10 gold, +1 to Defense) but never causes swimming penalties. How they actually work is a great mystery.*

## Night Elf

Mysterious mountain dwelling astrologers, night elves live in withdrawn communities hidden from sight. They usually avoid contact with outsiders, except for outcasts who must learn to make a living with outsiders. Their mores and culture are unknown outside their secretive civilization. Naysayers pretend they're the descendants of high elves and cave trolls. Night elves don't speak of this.

**Traits:** Night elves add +L to Attack rolls, but not with two-handed weapons. They add +L to spellcasting rolls, like a wizard, including to Temporal spells cast from a scroll. They never suffer penalties for fighting in the dark.

**Saves:** Like elves.

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

**Weapons allowed:** Any.

**Spells:** A night elf may cast a single spell per level per adventure but only from the Temporal spells list. They cannot cast spells while using a shield or heavy armor. Otherwise, they cast spells like common elves in 4AD. They cannot learn spells from scrolls apart from Temporal spells.

**Starting equipment:** Light armor, light hand weapon, bow.

**Starting wealth:** 2d6 gp (in ivory).

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

**Expert skills:** Like elves.



## Half-Orc

Orcs are notoriously fertile and, although none will win a beauty contest, not devoid of a certain rough, primal appeal. Though they recognize their bastard offspring as their own kind, other humanoids often treat them as outcasts, forcing them to live at the edge of their parent's civilization.

Many find employment as brigands, miners and foot soldiers for indiscriminating evil lords. They come in several varieties, the most common being orc-men (orc/humans), goblorks (orc/goblins), ogrillions (orc/ogres), satorcs (orc/satyr), dworcs (orc/dwarves), olfs (orc/elves), centorcs (orc/centaurs), and unicorcs (orc/unicorns).

The blonde olfs are perhaps the strangest breed. According to the Book of Skalitos, they were born when mountain orc hunters met lonely night elf maidens, spiteful that their husbands preferred chasing goats over them. Needless to say, this obscene theory infuriates the night elves. While able to cast spells, like elves, the olfs' own sorcery terrifies them innately.

Weirder hybrids are not unknown. Given that the parents of many half-orcs are not even barely humanoid, theories such as the influence of chaos crystals have been hypothesized by scholars. According to the Book of Skalitos, these strange crossbreeds are the results of enchanted spores which the orcs constantly emit, resulting in

the impregnation by osmosis of species all around them. This bizarre hypothesis is disputed by the Sphilix School of Sorcery, whose archmage Andreas Sphilix suggested the intervention of werecranes or perhaps the mischievous god Gobras himself as responsible for the astonishing variety of orc half-breeds.

The theories brought forward by the clergy of Gobras are so ridiculously flippant as to be beneath mention here.

**Traits:** Half-orcs have different modifiers to their Attack rolls each time they make an attack, depending on whether the unmodified dice roll is odd or even, before applying ANY modifiers (including weapons, curses, magic, lighting, etc.) If an Attack roll is odd (e.g. 1, 3 or 5 on a d6, including higher odd numbers if it explodes), half-orcs add no class Attack bonus to their roll. Apply all other normal modifiers. If, instead, the unadjusted Attack roll is even (e.g. 2, 4, 6 or higher even numbers on an exploding die), half-orcs add +L to their Attack rolls AND inflict 1 additional wound for each successful attack (e.g. 2 wounds on a normal Attack). Do not multiply that additional bonus when doubling the level of a monster; doubling a monster's level on an Attack die therefore causes 3 damage.

Half-orcs share their orc parent's astounding fertility and primal magnetism. They add +½ L to all seduction and breeding saves.

## More Mountainous Mayhem

Half-orcs woo like halflings (see TCOTFD p.31).

**Restrictions:** Victims of prejudice, parties with a half-orc suffer a -1 penalty to persuasion saves when dealing with a member of their non-orc parent species of the same sex as them (e.g. a party with a male "quarterling" has -1 to persuasion saves vs all male halflings). When encountering orcs,

they can modify a reaction roll by +1 or -1 (you can choose after the die roll).

Half-orcs are illiterate and cannot read from scrolls or books. Literacy is an Expert skill for them.

**Parenthood:** Each half-orc subtype has a unique trait based on its non-orc "parent". Despite the variety of orc crossbreeds, many were not born from the actual mating of their "parents".

## Unicorn



**Centorcs:** +1 to Defense rolls as well as to running and speed-based saves. Cannot wear heavy armor.

**Dragorcs:** Immune to fire-based attacks.

**Dworcs:** +1 to Defense rolls against trolls, ogres and giants. No attack bonus with ranged weapons.

**Flamingorcs:** These pink-feathered hybrids can acquire the Wings skill (from DDD) at level 3 for 1 XP.

**Flowerdemorcs:** Like olfs, except that they can cast a single Blossoms spell (from TCOTFD) instead of Fireball. They cannot use holy water. These orc hybrids are very attractive, if weird.

**Fungorcs:** If you have *Portfolio of Powerful Professions*, fungorcs can opt to “multi-class” by changing to the Fightin’ Folk class after level 3 (as a level 1 Fightin’ Fungi from then on).

This choice is irreversible.

**Gelatinouscuborcs:** These wobbly, translucent orc hybrids always succeed saves vs jellies, oozes and slimes.

**Gnomorcs:** Like olfs, except that they can cast Protect instead of Fireball.

**Goblrcs:** +1 to stealth saves. -1 to fear saves. They cannot wear heavy armor but make stealth saves as if they were halflings (with a +1 bonus on top).

**Hydorcs:** They grow an additional head each time their life is down to 1. This has no game effect as the bonuses and the penalties cancel out, except for

the ability to entertain several guests simultaneously.

**Medusorcs:** Immune to petrification.

**Mutant Orcs:** Use the rules for mutants (from DDD).

**Ogrillons:** +2 to strength-based saves (e.g. bashing doors), no limit to carrying capacity. -2 to magic, puzzle, will and intelligence-based saves.

**Olfs:** They can cast the Fireball spell once per level.

When they do, they must succeed a L3 fear save or lose all bonuses to Attack and Defense rolls for the rest of the combat as they shiver in fear.

Olfs cast spells like elves (e.g. no shield or heavy armor, see 4AD). They cannot use scrolls or spell books.



*Above, a friendly reptorc with skin wart problems and dental issues is attempting to free a wary captive, whose ethnic prejudices born of class privileges are deplorable.*



**Orc-Men/Orc-Women:** This very common variety adds +1 to strength-based saves. -1 to saves vs. magic.

**Quarterlings (half-halfings):** Immune to negative food effects and poisoning.

**Salmorcs:** Breathe underwater. Eating their corpse heals 1 life (see Ichthyans).

**Satorcs:** +1 to breeding saves. They add L+2 to wooing rolls (see TCOTFD). Cannot wear heavy armor.

**Squirrorcs:** Always succeed climbing saves and +1 to cuteness saves. Evil squirrels (from CCC) never attack them.

**Unicorcs:** +1 to Attack rolls on the first turn (slashing attack with their horn), +1 to running and speed-based saves (excluding Defense rolls). Cannot wear heavy armor or helmets.

**Vamporcs:** Like olfs, except that they can cast a single necromantic spell (from DDD) instead of Fireball. Considered undead for the purpose of special rules. Cannot carry anti-vampire items or holy water.

**Other hybrids (e.g. reptorcs, skeletorcs, zomborcs, chestmonstorcs, etc.):** No parenthood bonus or penalty.

**Orc Tribe:** Half-orcs get no special rules for belonging to a tribe, but if you have the *Fortress of the Warlord* or *Poetic Platitudes of the Potato People* books, you can roll on their Orc Tribe table, or invent your own tribe.

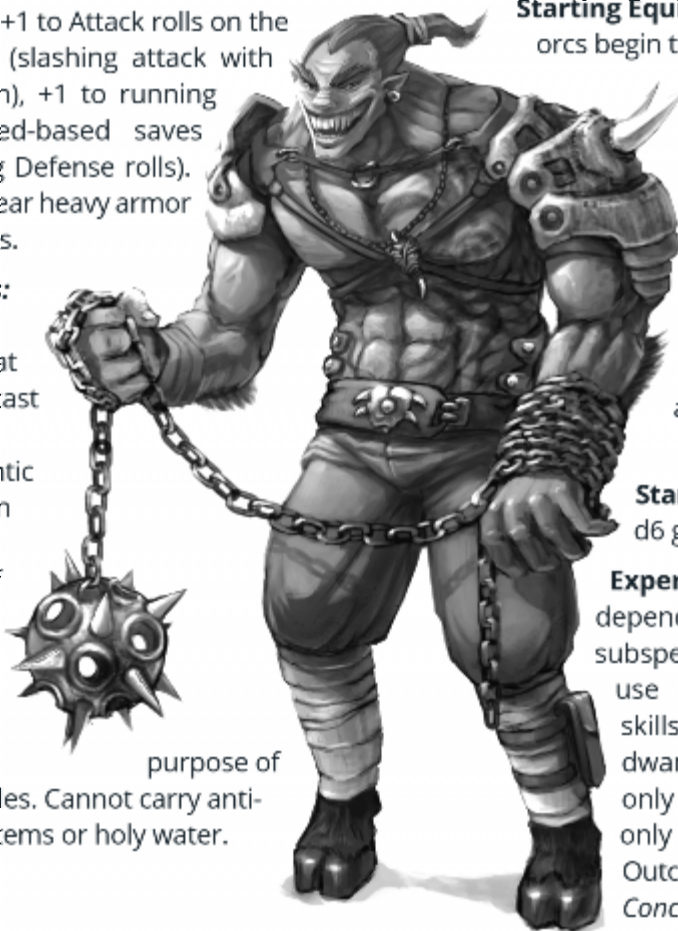
**Armor Allowed:** Shield, light armor, heavy armor.

**Weapons Allowed:** Any except firearms.

**Starting Equipment:** Half-orcs begin the game with light armor, shield, and a hand weapon. They may trade their shield and hand weapon for a two-handed weapon.

**Starting Wealth:** d6 gp.

**Expert Skills:** This depends on the subspecies. Dworcs use the Expert skills available to dwarves but can only take dwarf-only skills for Outcasts (from the *Concise Collection*



of *Classes*), as they can never join a dwarf clan.

Olf's use those available to elves, plus Withstand Pain, except Negotiator and Scroll Maker.

All other half-orcs use the expert skills of warriors (see 4AA p.63).

Literacy is an Expert skill available to all half-orcs. It allows to cast spells from scrolls and read books.

**Saves:** When creating half-orc characters, you must choose if they save like barbarians (e.g. with the same bonuses and penalties) or, if applicable, like another "racial character class" (e.g. dwarf, elf, halfling).

For example, you could choose at the moment of character creation that your dwarf character make saves as either a dwarf or a barbarian, but that choice is permanent thereafter.

On top of any save bonus, half-orcs always add +1 to their survival saves.

Except as stated under Traits above, half-orcs are considered members of the class they make saves like for game purposes (e.g. if a choose-your-paragraph adventure like TNBTW or BBB allows special options for elves, then an olf who saves like an elf could take these options too.)

**Life:** 6 + level. A 1<sup>st</sup> level half-orc of any parentage has 7 life.

**Note:** The half-orc class is designed to be very versatile. Feel free to invent your own crossbreeds along the lines presented here. They can be either the

result of magical experiments by cackling chaos lords or simply lustful miscegenation.

## Ichtyans

Ichtyans, colloquially named "salmen" or "salmon-men", are a subspecies of fishmen found in the crags and mountainous lakes of Norindaal. According to scholars, this peaceful breed of humanoid fish descended from amorous escapades between sea devils and salmon. Their fishy culture and habits are poorly known, and even less interesting, to mammal scholars.

Their reproductive cycle brings them to swim up rivers every few years. Their smell is excellent as is their health. A few of them become adventurers but most fear humans, who find the taste of their flesh delicious and nourishing.

**Traits:** Ichtyans add +½ L to their melee Attack and Defense rolls. In any room, area, tile or location that includes water squares or zones large enough for the ichtyan to swim in (e.g. pools, ponds, rivers, sea, wells, etc.), they add +L to both Attack and Defense. Ichtyans are amphibious and always succeed at swimming saves. They can cross rivers unimpaired. Ichtyans add +½ L to all saves against cold, poison and insects. Their excellent smell makes lanterns useless to them: they move around perfectly in the dark.

When smoked over a lantern or campfire, a dead ichtyan's flesh

restores d3 life to all party members and does not cause Madness points to be gained. Undead ichtyans are inedible. Likewise, eaten ichtyans cannot be resurrected.

**Restrictions:** Ichtlyans fear bear folk and must succeed a L3 fear save when fighting them or lose all class-based Attack bonuses. They will not adventure in the same party as them.

Ichtlyans loathe fire and will never carry lanterns or cast fire spells.

**Saves:** Like warriors.

**Armor allowed:** Light armor and shield.

**Weapons allowed:** Melee only (two-handed, one-handed or light).

**Starting equipment:** Light armor, one-handed weapon and shield or two-handed weapon.

**Starting wealth:**

One pearl worth 3d6 gp.

**Life:** 5+Level.

**Expert Skills:** Like warriors.



## Moose Folk

A noble yet reclusive people, moose folk were created by the forest god Korimnos to guard over the mountain forests of at the end of the cataclysmic Century of Rain and Fire, in prehistoric times. They are most common in the continent of An-Mòr, north of the Kestar Kell mountains and especially on the island of Dorak Kell, though a paler, gray furred variety also lives in northern Kardalok.

Their species shows a marked physical difference between the sexes. The males are much bigger and aggressive, while the females lack antlers and show a greater penchant for mercy and mothering. Their roles are bathed in ancient tradition, spiritual rites and respect for nature. They share a common purpose with druids and tree folk, with whom they get along well.

Dwarves consider them smug and condescending interlopers in their mining operations and usually have bad relations with them.

**Traits: Moose men** (males) add +L to their Attack rolls. On the first turn of combat, they can charge with their antlers (treat as a +2 crushing weapon, first turn only). A successful charge causes the monster, if humanoid, to stagger: party members get a +1 bonus to their Defense rolls against this monster on the next turn. Wide as two humans, moose men take one full square in a room or corridor by themselves and

block line of sight. They suffer a -1 Defense penalty in corridors and against ranged weapons.

order (not diagonals) by making a level 4 running save (add  $+\frac{1}{2}$  L to the save).



Their huge size allows them to carry any weight without penalty, including petrified characters.

**Moose women** add +L to their Defense rolls and  $\frac{1}{2}$  L to their Attack rolls.

At any time, they can step in to take a wound in the place of a fellow party member adjacent to them in marching

Moose women are also trained in the healing arts. They can heal a single party member 1 life after each combat by succeeding a level 6 healing save (add  $+\frac{1}{2}$  L to the roll). This healing is not magical. As they don't like dwarves and demons (including succubi and cambions), moose women have a -1 save penalty for healing them or stepping in to take their wounds.

**Restrictions:** Moose folk consider themselves a holy people and have several taboos. They gain 1 Madness each time they eat meat, carry a lantern, touch a Chaos-tainted item or use soul cubes, demonic weapons or any other "evil" magic item or artifact. If Touched by Chaos (from *Caverns of Chaos*), they gain 1 Madness point, which cannot be cured until they

get rid of this taint.

Moose folk of both sexes are very protective of clerics of Korimnos (from TCOTDF) and druids (from W&A): should one of them be besides them in the marching order, moose folk will step in and take wounds in their place on a d6 roll of 4-6, even if it kills them.



In a wilderness environment (such as woodlands or crags dungeons), should the party's actions cause 4 or more tree squares to catch fire, moose folk must succeed a will save against the number of squares on fire or gain 1 Madness point.

**Saves:** Males save like warriors. Females save like clerics.

**Weapons allowed:** Moose men can wield two-handed weapons in a single hand but cannot use light weapons. The only ranged weapon their big, clumsy fingers can use is a javelin.

Moose women can use any two-handed-, one-handed- or light weapon normally, as well as bows, slings and javelins. Neither sex will use firearms or pyrotechnic devices (such as bombs), which they abhor.

**Armor allowed:** Light armor and shields only. Males cannot wear any headgear. For the males, armor must be custom-made and costs 5 times the usual price. Between adventures, a wizard can transfer the enchantment from a magic light armor to a moose man-sized light armor for 50 gp.

**Starting equipment:** One-handed weapon and shield or two-handed weapon, mysterious looking amulets. Females also start with curing herbs (which they use for their healing ability) and can replace their weapon by a light weapon, a bow or a sling.

**Starting wealth:** None.

**Life:** 6 +1 per level. A 1<sup>st</sup> level moose folk has 7 life.

**Expert skills:** Brawler, Commanding Presence, Deadly Strike, Dying Action, Gladiator, Impervious, Sworn Enemy, Withstand Pain.

## Tree folk

Created at the onset of the world by the forest god Korimnos, tree folk are huge but shy creatures who enjoy the quietude of their mountain forests.

They will sometimes join adventuring parties when their beloved lands are threatened, though more suited for outdoors adventures than dungeons.

**Traits:** Tree folk add +L to their melee Attack rolls and +½ L+1 to their Defense rolls.

When encountering plant monsters (e.g. any monster with the tree, plant or flower words in their names or descriptions), they can modify the reaction roll by +/-1.

At level 3 onwards, tree folk can use the Entwine ability in any outdoors environment featuring vegetation or at least one square of trees (e.g. not underground, in the tundra, or the Netherworld).

The vines get in the way of attacks and provide all party members except the tree folk with a +1 Defense bonus vs. melee attacks, except vs. fire-based attacks (this bonus is already included in the tree folk's basic Defense bonus).

At level 5 onwards, tree folk can pacify any plant monster at the beginning of

an encounter. It works exactly like the Sleep spell (the tree folk add +L to their spellcasting roll) but it only affects plant monsters, including those immune to Sleep.

The plant monster will attack if its treasure is stolen. If the spellcasting roll fails, the monster is always hostile and attacks first, hating the tree folk.

This ability does not work on Ladies (flower demons (from TCOTFD) or undead plant monsters but it works on flower demon Maidens.

Tree folk never need food rations as they feed from the soil through their tendrils, but cannot feed at all in deserts or the Netherworld (from 4AD).

If you have TCOTFD, tree folk can collect common ingredients and uncommon ingredients (but not mineral ingredients) like alchemists.

They can brew potions as if they were wizards, but never potions that cause fires.

**Restrictions:** Tree folk fear and detest fire. They will not join an adventuring party with a fire elf (from CoCoC). They will never carry a lantern, torch, bomb, fire staff, firearm or other item that creates fire.

Fire attacks, such as dragon breath, cause them double the number of wounds. They never add bonuses (except for magic items) to saves vs fire.

They are treated as elves in the Blossoms' Demesne (from TCOTFD) and woo like them.

Tree folk are very big and take a single dungeon square by themselves. In corridors and against ranged weapons,

### Owl Folk

Sometimes traders, sometimes raiders, owl folk make their lairs and hamlets in mountains but favor temperate forests for plundering. They often ride large dogs or giant porcupines. Their cultural habit of nudism is a little awkward, but Norindaal has seen far worse and far weirder. Owl folk treat the flamingo folk like royalty.

You can take an owl folk as a character if you wish. Treat them as warriors who can't wear armor at all, but can fly instead, allowing them to ignore most terrain effects and succeed all climbing saves. Their outdoors speed of travel is that of flying mounts (e.g. 3x the speed of footsloggers, 1.5 that of horses). They have the same skill choices, life points, saves and other rules as warriors.



they have -1 to Defense. They cannot ride mounts smaller than a dragon.

**Saves:** Like elves. They always fail stealth saves in underground dungeons or buildings but add +L to their stealth saves outdoors (except in deserts, the arctic or the Netherworld), as they are very good at passing for trees. They add +L when casting Blossoms spells (from TCOTFD) from scrolls.

**Weapons allowed:** Two-handed weapons only. Tree folk wield them in one hand.

**Armor allowed:** shields only. Shields made for their size cost 5 times the usual price. Between adventures, a wizard can "transfer" the bonus of an enchanted shield to a treeman-sized shield for 50 gold.

**Starting equipment:** None.

**Starting wealth:** None.

**Life:** 6+2 per level. A 1<sup>st</sup> level tree folk has 8 life.

**Expert skills:** Brawler, Commanding Presence, Danger Sense, Dying Action, Intuition, Negotiator, Mangrove (new), Oak (new), Pine (new), Poison Resistance, Spore Alchemy, Sworn Enemy, Willow (new), Withstand Pain.

## New Expert Skills

### Brothers of Metal

#### *Any male devotee of the Living Weapon gods*

The character has devoted himself to the Living Weapon gods, made of heavy metal, singing songs of thunder and metal, fighting with power and steel alongside his battle brothers, the bloodthirsty Men of War.

For each other character in the party with this same skill, the character gets +1 to all saves vs fear, Madness, will and level drain. By their Oath of Metal,



they can no longer use non-metal weapons or ranged weapons.

When four characters with this skill fight together, they all become immune to the effects of jellyfishes, man o' wars and medusae.

Brothers of Metal are notoriously chauvinistic. They never get any bonuses from a female, such as the Commanding Presence skill or the damsel-in-distress class (from PoPoP), and never marry — but they do fornicate as much as they can.

## **Mangrove**

### ***Tree folk only***

The tree folk can swim like a barbarian. They can cross water squares unimpaired.

## **Oak**

### ***Tree folk only***

Increase the tree folk's Defense by 1 vs ranged attacks.

## **Pines**

### ***Tree folk only***

The tree folk can shoot clouds of pine cones as a ranged attack. Tree folk add +½ L to this Attack.

## **Willow**

### ***Tree folk only***

By forfeiting all attacks for a turn, the tree folk can increase to +2 the bonus from its entwine ability.

# **Clerics & Gods**

You can choose to dedicate your clerics to any of the deities below. Clerics devoted to a specific deity can use the Blessing power as described in 4AD or, at any time, can spend a Blessing to use the powers described below.

## **Asdzugh, the Wheel of Pain**

Asdzugh's dominion is pain. His followers are sadists who build demonic clockwork devices that turn suffering into energy. In their view, all existence is pain, and one's superiority is proven by overcoming and dominating pain.

The Qaarra worshippers of Asdzugh call the world "Nora n daari" instead of Norindaal. While Norindaal means "Song of the absolute", "Nora n daari" means "circle (or wheel) of pain", a direct reference to their wicked deity.

Asdzugh's growing dark elf theocracy in the continent of Qaarra commands the pain-powered slave barges that roam the coast. They trade in flesh and souls with the demon lords of the Netherworld, for even when slaves are too damaged by suffering to be of any use, their souls can still be ground into soul cubes.

The theocrats of Qaarra see other species as cattle. When wind is down, they tie prisoners to the mast and propel their war ships with "paincraft".

Most worshippers of Asdzugh are humans or drau derleti (dark elves),



but several hobgoblin tribes also pay homage to him.

In this regard, the theocrats care little for one's species. All they respect is power and the ability to inflict and command suffering.

Held captive in time by the god Tauramin, the greater demon Asdzugh yearns to be released and sends his cultists through the world to commit sacrifices in his name, attempting to create a portal that would grant him freedom. These agents sometimes work in conjunction with the minions of another demon lord, Koylak the Serrated Blade, or even Xichtul.

Asdzugh's cult is proscribed and actively fought by the Inquisition of Law and Light, paladins and witchhunters who serve the gods Foryos, Luura, Tamas Zeya and Zoyas.

### **Cleric Abilities**

At any time, clerics of Asdzugh can spend one Blessing to cause an enemy Boss or Weird Monster to be wracked by pain, losing 1 level for the remainder of combat. Multiple Blessings cast in this way are cumulative. This power may not be used to affect undead, artificial (robots, automata, golems), or elemental foes, who do not feel pain.

A cleric of Asdzugh cannot join a party with a paladin or cleric devoted to the Law or Light gods.

## **Kra the Destroyer**

Also called Orcfather, He Who Feeds the Ravens and the Ember-Eyed, Kra is the father of the Horrog (orc) people. Not much is known about him, beyond the fact that he is a god of battle, strength and courage. Kra usually manifests as a gigantic orc with fiery red eyes. It is said to be able to emit such a powerful bellowing sound that he can split the earth and the eardrums of his enemies at the same time. Kra's weapon of choice is the battle axe. Bears, bulls and wyverns are all sacred to Kra. Scholars believe that the other gods consider him uncouth and unsophisticated. Kra has no allies or friends among the other gods.

Kra is aligned with Death and War.

### **Cleric Abilities**

Unless their party includes a common elf (from *Four Against Darkness*) or a character with the Orcslayer skill (from 4AA), clerics of Kra may choose from the reactions available when encountering orcs.

At any time, a cleric of Kra armed with a two-handed battle axe can spend one Blessing to cause 1 more wound with their next successful attack (2 instead of 1, plus any from doubling the monster's level). Remember that you must forgo an attack to cast the Blessing. The effect will apply to the cleric's next attack that hits. If the cleric does not hit during the current combat and the encounter ends, the effect is wasted.



Kra appreciates when his clerics make the elves pay in blood for their violence against his favored children. His clerics recover 1 Blessing every time they single-handedly kill 10 elves (of any kind, including fellow party members).

## Father Hulla

Father Hulla is the god of stone and earth, and one of the Parents of the D'Harrish (dwarves). Husband to Mother Fari, goddess of Nature, Hulla appears as a portly, bearded man made of stone. His weapon and tool of choice is a miner's pick. He is the inspirer and protector of the Runemasters of the dwarf clans.

Hulla's cult is not widespread beyond the dwarven and gnomish cultures, and the few remaining giants of Norindaal.

Those who adventure in mountains do take care to offer him sacrifices, lest his anger would manifest as an avalanche. Gold and gemstones are sacred to Hulla, and make ideal offerings.

A few human goldsmiths and jewelers who have learned their trade from dwarfish masters also pray in Hulla's name when they start a new day in the shop, or when they start a new, challenging job.

Father Hulla is aligned with Law and Earth. This last alignment is unique to him, and has no opposite.

### Cleric Abilities

At any time, a cleric of Hulla can spend one Blessing to cast the Wall of Stone

spell. It creates a rough image of the god using his large hands to stop enemies.

The Wall allows the party to flee unharmed to a previously explored tile or room and blocks the passage permanently.

Unless their party also includes trolls or goblins (of any type), clerics of Father Hulla may choose from the reactions available when encountering dwarves. This doesn't include chaos dwarves, Possessed or Thralls of the Lich King, who are renegades.

When making any save, clerics of Father Hulla can choose to save as either dwarves or clerics.

**Note:** In game terms, clerics of Father Hulla are humans. All other species have specific classes to represent their unique abilities. Some, like dwarves, also have exclusive skills (see the *Concise Collection of Classes*). But if you want to play a "dwarf cleric of Hulla", just use the cleric class and "pretend" he's a dwarf. Don't give him the Dwarf class' abilities too! You can't have both.

## Adventuring in the Craggs

New "dungeon area" tiles have been provided in the appendix to allow you new experiences in adventuring out of smelly dank caves if you want to.

To use these new tiles, roll d66 on the Craggs Area type table for the first room

and those that follow. As always, no content is generated for the first tile.

As they are on the same scale as dungeons (e.g. a square is roughly 3 meters or 10 feet wide), rules for food and foraging are unnecessary. Consider the crags as normal dungeons (we'll call them "crag dungeons" for simplicity's sake). The rules for terrain features are similar to those described in the *Crucible of Classic Critters*, when applicable. Among the notable differences are rules for cabins and conifer trees, which are more flammable.

Crag dungeons play out as regular dungeons except as follows:

**Entrance Room:** Roll a d66 on the Crag Area Type table in appendix for your first tile. If the tile has not at least 2 direct paths to other tiles (e.g. all are obstructed by crevasses, water, or mountain squares), you can re-roll until you get one. Do not roll for area content for your first tile. Alternately, you can draw a town tile for tile #1 or use TTT's town area tables if you wish.

**Bridge:** Roll a d6 for its type: 1-3 stone, 4-6 wood. If you want, you can use the rules for fighting in corridors on a bridge. Unless fighting aquatic or flying monsters, your party can retreat from a combat without suffering monster attacks in return by destroying the bridge. Wooden bridges can be destroyed with a Fireball or Lightning spell. If the bridge is adjacent to trees, the area may be set aflame (as per the rules described above). Stone bridges

cannot be destroyed by spells cast by characters of Basic or Expert level (e.g. 1-9) unless using a bomb (from CoC) or a wish is spent.

**Cabins:** Some cragtiles feature cabins. Tiles that feature a cabin give the monsters a chance to surprise the party on a d6 roll of 1-3. Furthermore, cabins always have a treasure guarded by a random trap (see 4AD p.62).

Roll on the Crag Treasure table when the encounter is resolved and the trap is disarmed. Alternately, if you wish, you can roll on the Cargo Storage table (from DW) or the Strange Box table (from YYY) instead, at your discretion.

When the area (e.g. the "room") is cleared of danger, the party can spend a moment for food and rest in the cabin, recovering 1 life each. If you wish to spend the night there, roll for wandering monsters (1 on a d6). In the morning, each character will recover 1 more life, and 1 spell or expendable power (e.g. Blessing, rage or 1 Luck point) will be restored.

*Option:* You can also use cabin rules when playing a woodlands dungeon with the tables from the *Crucible of Classic Critters* if you wish.

**Corridors:** Consider only "empty squares" to determine whether an area is a "crag room" or a "crag corridor". Trees, mountains, water and other count as walls for that matter. Any room that is only one square wide is a corridor. Any room that is 2 or more squares wide is a room.



**Dotted Mountain Ridges:** These squares follow the rules for mountain ridges (see below) with one exception. A climbing save is only necessary when entering the square for the first time: a safe path is found afterwards. This path leads to an underground structure. Roll a d6 if you enter: 1-2 crags town, 3-6 random dungeon.

In **crags towns**, your party can sell and buy from the regular shopping lists in 4AD books (e.g. anything for sale in the 4AD corebook as well as potions from TCOTDF). Professional services (from 4AA) are also available.

Alternately, if you have TTT, you can generate a random hamlet d6 tiles in size on a distinct map (underground).

In both cases, roll 2d6 for the town's dominant ethnicity: 2 fire elves, 3 olfs, 4 mountain orcs, 5 outcast dwarves, 6 pelter dwarves, 7-8 miner dwarves, 9 night elves, 10 dark elves, 11 gelfs, 12 bear folk.

Crags towns are wretched hives of scum and villainy where trappers, huntsmen and miners carouse and gamble in log cabins. The first time you enter them, pick a character to make a level 7 arm wrestling save to impress the crowd, adding his level-based Attack bonus. Moreover, barbarians, dwarves, warriors and big characters (e.g. moose folk) add +L to the arm-wrestling save. On a failure, the character loses 2d6 gp per level from pickpockets and bets.

If your party is under 4 characters, and you passed the arm wrestling save, you can convince a villager to join your party as character from any class from the present book, barbarians, or clerics of Asdzugh, Father Hulla or Kra.

This character's level is that of your lowest level party member minus 2 (minimum 1).

**Random dungeons** are generated as per the 4AD rules and have a maximum of d6+1 rooms. Use the 4AD tables except for monsters and treasure, which use the MMM tables.

The dungeon will be inhabited by a specific species on a d6 roll of 1-3.

If this is the case, all random minions will belong to the same type.

The Final Boss is always encountered in the last room and is always of the same type as its minions, but with 2 attacks, life points equal to its L+d3 and d6+2 minions of its type. If the minions are dark elves, use a dark elf



dominatrix Boss instead (from the Craggs Boss table).

**Flyers:** If the entire party is flying (by riding flying mounts from CoCoC), they can fly over water and bridges. Any area becomes accessible: ignore chasms and mountain ridges. However, the party will fight in melee, as usual, when entering a crags tile as the monsters force it to land by hurling arrows, rocks, trees and insults.

*Option:* You can use the rules for flying monsters from the *Crucible of Classic Critters* (CCC) if you wish.

**Lettered Squares:** In pre-generated maps, such as Stoneham Mountain, some squares may have pre-drawn letters: T+ for treasure, T- for traps, V for vermin, M for minions, WM for weird monsters, B for bosses, SF for special features, SE for special events. Squares with a letter and a number refer to a specific entry in a table (e.g. M3 stands for "entry 3 in the minions table"). Refer to the appropriate encounter table only if and when your party enters that specific square for the first time, and only after dealing with









If you have the AXE keyword (from BS), you eliminate up to 3 squares of conifer trees if you choose to erase it (the axe is wasted).

An alternative is to cast the Bountiful Harvest spell (from TCOTFD), which allows the party to lay a permanent path to cross a number of forest squares equal to the spellcasting roll or less (e.g. up to 6 tree squares with a spellcasting roll of 6).

Conifer trees are highly flammable. When a 1 or 2 is rolled for either Attack or Defense for fire-based attacks (e.g. Fireball spells), the trees surrounding the path have been set on fire.

For the duration of the adventure, any creature not immune to fire must save vs. L5 fire each turn or lose 1 wound for each turn spent in the flaming area.

*Option:* If you use these rules with hex-scale adventures, such as *Pirate Ports of Pestilence*, assume the fire goes out after a day. Tree squares burned out become empty squares.

**Water:** Watery squares (indicated by waved squares on the tiles) are fast-flowing and dangerous.

Crossing running water is possible by flying or by swimming. Only barbarians, ichtyans, swashbucklers (from DW), moonbeasts (from TNBTW) as well as rangers and other water-related classes can swim across water

automatically. Characters who breathe underwater (e.g. ichtyans) always succeed at swimming saves.

All other classes need to make a level 3 swimming save for each square crossed or lose 1 life.

Apply a -1 penalty for shield carriers and an additional -1 for light armor and -2 for heavy armor (not counting bikini armor).

Halflings, dwarves and elves (other than sea elves, river elves and sea dwarves) are especially poor at swimming and suffer an additional -1 penalty.

If two or more characters roll a 1 on a swimming roll during the same turn, all party members must succeed a level 3 stealth save or be attacked by a water drake, a wingless water lizard.

**Water Drake.** Level 6 Weird Monster, 6 life, 2 attacks, immune to lightning, surprises on a d6 roll of 1-2). No treasure, normal Morale.

**Note:** Learning to swim counts as an Expert skill available to all classes that cannot swim (1 XP).

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## New Rules

Where appropriate, the following rules can be used also in other settings, both wilderness and dungeons, not just crags.

### Aging

Some monsters and spells in *More Mountainous Mayhem* cause accelerated aging.

For every complete decade after age 40, humans suffer a -1 penalty to all physical rolls, including Attack rolls, Defense rolls and physical saves such as dragon breath, poison, lockpicking or breeding (e.g. adventurers of age 90 suffer a -5 penalty and should seriously consider retirement). Mental and social saves (such as puzzle and persuasion saves) are unaffected.

Dwarves, halflings and gnomes are much longer lived: apply a -1 penalty for every 20 years after age 80.

Elves, demons (including cambions, succubi and Blasphemous Ones), golems and moonbeasts have incredible lifespans: simply ignore aging effects. Do the same for undead.

Unless otherwise noted, other species, such as goblins and mutants, live as long as humans.

By default, your character's minimum age is 20 +level. Double that number for dwarves, halflings and gnomes.

Multiply it by 2d6 for elves, demons and other ageless characters (e.g. a

level 1 fire elf could be between 42 and 252 years old.

Alternately, you can roll 3d6 +10 +L to determine their age and, for non-humans, multiply this number according to class (eg. x 2 or x 2d6).

The only known rejuvenation techniques are the youth tube potion (see the Magic Potion table) and the gift from the Princess of Tides, a flower demon from the Blossoms' Demesne (from TCOTFD). Youth tubes are available from alchemists. They cost 100 gp each and reduce aging by 5 years.

Excessive rejuvenation has the reverse effect: apply a -1 penalty to all dice rolls for each year under 12 (six year-old children are helpless in combat situations, with -6 to all dice rolls).

### Alchemical Ingredients

Alchemists are always looking for rare ingredients used in potion making. If you have TCOTFD, you can craft potions from the creatures in this book by harvesting the uncommon ingredients described below. Otherwise, a bundle of ingredients can be sold for 5d6 gp. A single bundle is harvested when a monster group is encountered.

**Bear Folk:** Their fangs count as black iron bells, used for making Ale of chaos, Draft of non-tentacularity, Liquor of hardskin and Perfumes of rabbit summoning.

**Dark elves:** Their blood can be used for elfblood ointment. Their bones, ground to dust, make gluten-free flour for elven bread.

**Fire elves:** Their eyeballs count as devil's claw (worth 5 gp), used as a minor ingredient for several potions. Their blood and bone dust can be used like those of dark elves (or any other elf).

**Goats:** Their meat makes for 4 food rations each. Their horns make nice drinking cups or helmet adornments.

**Horrid Hares:** Their sharp fangs count as buckthorn, used for making Creams of gremlin aversion, Drams of Unicity, Salves of aa, Treatments of amphibology, and Unguents of normality. When mixed with ingredients for a Perfume of rabbit summoning (TCOTDF p.92), horrid hares are summoned instead, causing 1 wound to all creatures in the room before dispersing.

**Mountain Giants\*:** Their stinky toes are used for making Oil of strength and Cream of flight.

**Night elves:** As dark elves.

**Perytons\*:** Their ground horns count as Colleen's ambergris, used for making Elixirs of long life and Philters of level restoration.

**Tree folk:** Their nails are similar to dryads' nails, used for making Concoctions of fearlessness, Healing potions, Panaceas of verminous

repulsion and Perfumes of rabbit summoning.

**Triclops\*:** Their odoriferous toes are used for making Oil of strength and Cream of flight. Their eyes count as lolly, used for making Antidotes of magic immunity and Spirits of spellcasting.

*\* If your party includes a wizard or alchemist, these rare ingredients can be extracted and sold for 5d6x10 gp.*

## Dark Plague

Characters exposed to the Dark Plague must save versus a L10 disease or catch it. Halflings add +½ L to this roll. Infected characters have a 1 in 8 chance of losing a life point each time they step into a new room or (outdoors) hex.

Upon reaching zero life, the character is dead and removed from play.

Infected characters will also infect other party members, who must also save vs. L10 for each new room or hex visited. Curing the curse requires a Blessing spell with a casting roll of 10 or better.

## Firearms & Steam-Tech

Rare and sophisticated, the following items are available for sale in town or whenever a "merchant" reaction is rolled with a wandering monster. They can be sold for ½ their buying price. Only dwarves sell firearms.



**Black-Powder Pistol (50 gp):** Ranged slashing weapon +2, buying price: 50 gp. May be fired only once per encounter. Usable only by dwarves, marksmen, sentient golems, swashbucklers and warriors. Requires only one hand. On a roll of 1, the pistol explodes inflicting d3 damage upon the user and the weapon becomes

useless unless the user has crafted gun powder (from TCOTFD) or buys some from artificer (between adventures).

**Harquebus (100 gp):** Ranged slashing weapon +3, buying price: 100 gold. May be fired only once per encounter. Usable only by dwarves, marksmen, sentient golems and warriors. Must use both hands to fire. On a roll of 1,





## Lanterns

Crags are well lit by the sun and don't need artificial light during the daylight hours. The normal dungeon darkness rules and penalties for exploring in the dark applies during night hours. Unless you are using the Hardcore Dungeon rules from DDD and counting the passage of time harshly (e.g. 1 room = 1 hour), simply assume your party explores the crags during daylight unless mentioned otherwise.

## Leaders

You may encounter minions with a leader in a clearing as the result of a 12 on the Crags Area Contents table.

Choose one of your characters as your party's champion. The champion will be locked in mortal combat with the leader, while the rest of the party will fight with the minions. Once all minions are dead, everyone may attack the leader.

Minions with a leader do not roll morale until their leader is killed or flees. Leaders are Bosses for all purposes. If you have 4AA, use the rules for minions with Leaders instead (p.7-9).

## Leaving and Returning

Normally, 4AD does not allow your party to exit the dungeon, replenish supplies and return to finish the dungeon. This is to avoid meta-gaming strategies such as defeating the monsters by attrition, one room at a

time. However, the wilderness is a harsh, unforgiving environment and may cause your party to get lost for a long time without a chance for respite.

In mountain dungeons, it is therefore allowed to leave the map by returning to your point of origin, heal your party and return to complete your adventure. However, while the map itself remains as it was, the content of any room or area which was empty, inhabited by peaceful or helpful creatures or otherwise danger-less must be rolled anew as if you were starting your dungeon from scratch.

Any environment condition which was in effect by the time you left the dungeon will still be active: areas on fire, special features and special events, etc. will still be there, and environment changes (such as trees cut down) will be as they were when you left. Any wounded monsters will have healed meanwhile and any spell effects cast by your party will be canceled. Any disarmed trap will have been repaired.

## Madness

Madness tracks a character's gradual descent into insanity. Those with 1 or more Madness refuse to share equipment or gold. When Madness rises above a character's level, that character becomes insane and flees to a dire but unknown fate, permanently lost (remove the character from play). Monsters never gain Madness.

Characters under level 6 can choose to lose 2 life points instead of gaining 1 Madness point. See 4AA for more detailed rules on Madness.

### Mining

In any tile with mountain icons, your party can attempt mining. You can roll a number of dice up to the number of mountain icons in your current tile. This doesn't require a climbing save but neither does it provide passage. For each d6 rolled, the mining action takes 10 minutes.

Consider all the dice rolled like multiple Search rolls: for each die that results in 5-6 (after modifiers), you find 1 ore. Dwarves add +½ L, alchemists add +1. Also add +1 for the Stone Mastery Expert skill (from 4AA).

If at least 1 die rolls a 1, you encounter wandering monsters (this doesn't prevent you from finding ore). If they are minions or vermin, add 1 to their number for each 1 rolled on your Search rolls. If they are dwarves, their reaction is always « fight » as you are trespassing and stealing their property. Alternately, you can give them all the ore you carry plus 1 gp per ore, in which case they will let you leave unharmed (« peaceful »).

If you have the TCOTFD book, roll on the Mineral Ingredients table (p.77) for each ore you found. If you don't, each ore can be sold for 3d6 gp. Each tile can only be mined once.

### Milking & Wooing

Some supplements offer new rules that “unlock” new options with monsters:



**Wooing (from TCOTFD):** Satyrs, succubi, bards and medusines can woo the following creatures of the opposite sex: bear folk, cave trolls, dark elf dominatrixes, dark elf raiders, Enyo, fire elf gypsies, mountain dwarves, mountain orc riders, mountain giants, nymphs, olfs, salamandrine traders, tree folk, triclops, Woethong, wild gelfs.

**Milking (from RRR):** The following creatures (if female) can be milked once by a cheesemeister as long as their reaction is non-violent (e.g. peaceful, bribe, etc.): bear folk, cave trolls, dark elf dominatrixes, dark elf raiders, fire elf gypsies, goats, horrid hares, mountain dwarves, mountain orc riders, mountain giants, nymphs, olfs, perytons, salamandrine traders, tree folk, triclops, wild gelfs, wildcats.

## Mounts

The following mounts can be bought as special retainers by characters of any level. Animals cannot open or bash doors, read scrolls or interact with room content except through combat. Use your common sense!

Outdoors (e.g. outside underground dungeons), each mount can carry a single rider, moving at twice the usual travel rate when riding on land (e.g. 2 areas or hexes per day instead of 1).

The character riding a mount at the front gets a +1 Attack bonus outdoors. Other riders can only attack with ranged weapons or spells.

Unicorns can only be ridden by virgin women. A character above level 5 can spend 1 successful XP check to turn a subdued mount into a companion. The creature fights like a retainer with an Attack and Defense bonus equal to  $\frac{1}{2}$  its level (rounded down).

Each mount can carry two riders, or twice as much as a character, but not both at the same time. It can only carry this much when not flying. A mount can only fly when it carries no more than one rider, or the same weight that a character can carry. Two halflings (or creatures of similar size) count as a single rider. Ogre-sized characters can only ride dragon-sized mounts.

Mounts will not enter dungeons.

**Cougars:** Level 5, life 5, Attack +3, Defense +2, add any seduction bonus





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to Defense. See NNwtNN for other cougar types.

**Giant Elks & Stags:** Level 4, life 4, Attack +2, Defense +2, morale +0. On the first turn, giant stags charge: their first attack causes 2 wounds. Only elves can ride them. Characters riding them get +2 on climbing saves. Cost: 50 gp.

**Giant Rams:** Level 1, life 3, 1 attack, Attack +0, Defense +1, morale -1. Males can charge in combat (Attack +1 on the first turn). Characters riding them get +2 on climbing saves. Only a single dwarf or halfling-sized character can ride them. Cost: 20 gp.

**Giant Spiders:** Level 5, 3 life, 2 attacks, Attack +3, Defense +2. Targets losing a wound must save vs. level 3 poison or lose 1 additional life. Spiders are unreliable at best; whenever they fail a morale roll, they will attack the party as a L5 monster on a d6 roll of 1-3 (see 4AD p.38).

Spider-mounted characters have a +4 bonus to climbing saves.

Only barbarians, beastmasters, goblins and dark elves can ride giant spiders. The monster must first be subdued by the character himself, alone (see Subduing). 1 XP must be spent to keep the monster as a mount once the adventure is over. Spider riders travel outdoors at the usual walking speed (not double). Cost: not applicable.

**Giant Porcupines:** Level 2, life 3, 1 attack, Attack +0, Defense +2, morale

+0. Their attackers lose 1 life if their Defense rolls double the monster's level. Only clerics of Korimnos, mole people, succubi, sentient golems and druids may ride them. Cost: 40 gp.

**Great Wolves:** Level 1, life 2, 1 attack, Attack +1, Defense +0. Only a single dwarf or halfling-sized character can ride them. Cost: 20 gp.

**Moose:** Level 1, life 3, 1 attack, Attack +1, Defense +0, Morale -1. Moose males can charge in combat (Attack +1 on the first turn). Moose can only carry a single rider. Characters riding them get +2 on swimming saves. Cost: 20 gp.







A gelf with questionable thoughts

## Retainers

Adventurer parties, usually at higher levels, can hire the services of retainers to accompany them on adventures.

Retainers are considered party members in all respects except that they are always level 0, do not advance in levels and must be paid in advance. They do not share their gold or belongings. Furthermore, retainers must make a morale check or flee when a party member or another retainer dies, is turned to stone or becomes insane. A party may not have more than 2 retainers. See 4AA for more detailed retainer rules.

## Gelfs

The unnatural offspring of goats and night elves, born of pernicious sorcery or – if slander is to be believed – abhorrent obscenities, gelfs are goat-shaped humanoids from the waist-up and elf-shaped downwards, with

checkered braies (trousers) and peaked shoes with bells being a traditional costume.

Erudite goblins have pointed out that the Book of Skalitos itself has put forward a so-called insalubrious elven penchant for cattle as an explanation for the gelfs' origins.

Needless to say, this controversial theory is vehemently denied by the night elves themselves, who point to the unusually high number of chaos crystals that rise in the mountains as the explanation for the gelfs' origins.

Another likely hypothesis is the jester god Gobras' well-known pranks against elvenkind, considering how much he enjoys humiliating Elidra's children.

Gelfs are level 0 retainers with 2 life and no bonus to either Attack or Defense. Their hooves give them +4 to climbing saves.

Gelfs can be equipped with lanterns, light and one-handed weapons but no armor. They attack at +1 with a bow.

Gelfs wholeheartedly hate elves of all kinds. They will attack them on sight with a +3 Attack bonus and will never flee a fight against them.

Gelfs will not attack goats, chimeras (from 4AD), capricorns (from CCC), chaos goatmen (from CoC) or any other goat-like monster. They will flee if attacked by them, as the goatish monsters don't return the favor.

You can hire a Gelf with 5 gp per adventure.



### Snotty Swarmlings

These moronic offspring of goblins and gremlins are quarrelsome, mischievous runts who need to be kept in line with a firm boot and lots of yelling. Despite their abysmal stupidity, they enthusiastically follow orders to the letter and fight amongst themselves for their master's attention.

Snotty Swarmlings are too stupid to use weapons, armor, or carry lanterns. However, they are perfectly suited for

opening doors, walking into traps or bribing monsters that eat captives.

A mob of snotty swarmlings counts as single level 0 retainer with 3 life. The mob makes 1 Attack roll per turn at -2 and defends at +0. Each time they would lose 1 life, roll a d6: on a 5 or 6, the life point isn't lost as another swarmling you hadn't noticed before takes the place of the fallen. They are too stupid to fail morale checks.

Unless the party includes a goblin (from CKSM or TTT) or a beastmaster



(from CCC) near them in the marching order, swarmlings lose all actions for the next turn each time they roll a 1 as they start bickering and fighting with one another.

Their hiring price is 10 gp per adventure, payable in food rations.

## Soul Cubes

Salamandrines men and demons trade not in gold but in soul cubes, made from the souls of the dead burned in soul furnaces.

A single soul cube can restore one charge to any magic item. They are worth 50 gp (or necros, in the currency of the Netherworld).

See *Four Against the Netherworld* for more detailed rules about soul cubes.



## New Secrets

Unless noted otherwise, these new secrets can be used by any character by spending 3 clues, in addition to any other secrets in other 4AD books.

**Secret of the Axe:** You find an axe, helpful for cutting down trees. If you spend 4 clues on that secret, you find instead a rotating chain axe (see *Firearms and Steam-Tech*).

**Secret of the Best in Life:** Your character loses 1 Madness from learning what is best in life: To crush your enemies, see them driven before you, and to hear the lamentations of their women.

**Secret of Camping:** By spending these clues, your party found a safe place for spending the night. All party members heal d3 life and recharge 1 spent spell or expendable ability (such as a barbarian's rage or a halfling's Luck).

**Secret of Craggy Congregations:** By spending this secret, you can replace a single Crag's Special Event or Location encounter with a secret town (see *Dotted Mountain Ridges*, p.34).

**Secret of Mountains:** You have found a secret path throughout the crags and rivers. You may ignore any need to roll for climbing saves or swimming saves for an entire tile, treating them as automatic successes. This remains in play if you return to that tile later.

**Secret of Seriousness:** By using this secret, you may take a wide sharpie pen and cross out any silly sentences



from a single book (including MMM) such as references to gelfs, half-orc subtypes, the purring power of wildcats, the soothing effect of rock music on rock biters and so on.

This secret can also be used with other 4AD books (e.g. to erase the Useless Spells from the *Crucible of Classic Critters*) but make sure to take a bucketload of pens (or use a spray can) if you intend to censor the silliness out of some books, like *Revenge of the Ravenous Ratmen*, as you will have a lot of work on your hands!

## Spiteful Quest Givers

When using the tables from this book, if a monster gives your party a quest, if you ever return to the monster's location without having completed the quest, it attacks, striking first and fighting to the death. Optionally, you can use this rule anytime you receive a quest to make dungeons more challenging.

## Subduing Monsters

All monsters, including humanoids but not incorporeal or ooze-like monsters, can be subdued unless otherwise mentioned. To subdue a monster, you





must either use the Sleep spell or fight with -1 on all Attack rolls (striking with the flat of the blade or trying to knock it out instead of killing it). Subdued monsters can be sold in large cities (for gladiator fights) or to wizards and alchemists (for organs) for 5 gp per monster level.

### Wandering Monsters

Roll a d6 when wandering monsters are called for in the crags, using the Crags tables in this book: 1-2 vermin, 3-4 minions, 5 Weird Monster, 6 Boss.

## New Reactions

### Blazing Trail

If you wish, your party may hide from the monsters by having each character succeeding a save against the monster's level, with a +2 bonus. In that case, drop a d6 one foot above your map. This is the monsters' destination.

Each encounter after that (10 minutes), starting from their current destination and by the most direct route (avoiding mountains and impassable squares), the monsters set each tile they leave on fire (see Trees, p.40). They disappear from the game upon reaching their destination, presumably through a secret passage.

### Bully

Pick a character to make a fear save against the monsters' level. Add their

class Attack bonus, without modifiers, to the save (e.g. L4 warriors and dwarves add +4). Cambions add 2xL and can re-roll. Characters immune to Madness always succeed.

If you fail, you must either fight the bullies (they attack first) or give them either 3d6 gp each or items matching at least that value. If you succeed, they simply voice a few insults then leave.

Treat their reaction as "flee" (do not gain XP for that encounter).

Bullies will not attack a party that includes ogre-sized characters such as tree folk or moose folk.

### Burrow

The monsters ignore the party and flee the encounter through a huge tunnel in the ground.



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If you wish, you can follow them to see where it leads. Drop a d6 one foot above the map; the tile where it drops is its exit point. Your party can henceforth travel safely through this tunnel between the two tiles without concern for wandering monsters or terrain effects (crossing a tile takes 10

minutes). However, if the die you dropped rolled a 1, the burrowing monsters ambush the party and attack first.

## Capture

The monsters use non-lethal attacks to capture instead of killing the characters. Any party member brought to zero life and left behind will be captured, bound and brought to a secret hideout.

One monster (only) flees with the captive, but the other characters don't get to hit it as it flees. The remaining monsters keep fighting with the intent of capturing the party.

To find the hideout and any capture companions, you must spend 3 Clues (either in this dungeon or any another location of your choice) on the "Someone has been imprisoned" secret from 4AD.

The secret lair will be an underground cave (2d6x2d6 squares in size) adjacent to the location in which you spent the clues. The captives will be guarded by the same monsters: roll for their numbers as indicated in the table entry but double the result.

Captive characters will be left with d3 life, stripped bare and all their equipment sold.

See the Prisoner table in the *Crucible of Classic Critters* for more options and twists regarding prisoners (p.35).





## Davlok

The dwarves challenge you to a friendly game of Davlok, a board game which combines dice and chess-like moves. The minimal bet is 20 gp. If you can't pay, treat this reaction as "bully" instead.

A level puzzle is needed to win. Dwarves add L+1, wizards and monks add +L, rogues and swashbucklers add +1.

The dwarves agree to play until they fail once. If they win at least once, they will be in a good mood: treat their reaction as "merchant" afterwards.

If they fail but never won, they leave, peacefully, grumbling about "broken dice". If you wish, you can let the dwarves win so as to trade with them.

## Devour

The monsters fight to the death but stop attacking when one party member dies (including an animal, but not an inedible character such as a golem). They start feasting on the corpse instead.

The monsters lose their next attack, obsessed with their grisly feeding.

If you flee, your comrade cannot be resurrected and all the things he carried are lost.

If you fight on, make a fear check against the monsters' L with a +2 bonus or gain 1 Madness.

Beastmasters and rogue reptilians add +L to the save; ogres, trolls and xwarts are immune.

## Guide

Treat this reaction as "bribe", except that when paid, the monsters reveal to you the content of the next tile. You may roll on the Crag Area Content table before moving onto that tile and decide whether you want to go there or not. Do not roll for the monsters' numbers, treasure or reactions before you actually enter the tile.

If you refuse to pay the guide's fee, the monsters attack your party, acting first.

## Hunt

The monsters aren't here yet, but d3+1 tiles away in a random direction. They have your scent and are tracking you.

Place a token on their position. Every 10 minutes (an encounter's time), move the token 1 tile towards your party's current position.

If they are vermin or minions, add +1 to their numbers every 10 minutes as they gather their numbers. If they are Bosses or Weird Monsters, subtract a cumulative -1 penalty from your Defense rolls on the first turn only as they launch a surprise attack when they reach your tile.

The monsters will not pursue out of the map (but you lose the adventure if you do so).

### Merchant

The NPC or monster is peaceful and sells wares. Any commonly available item (such as the equipment list in 4AD) is available in up to d3 units at 10% above the usual price. Merchants' inventories are limited to 4d6x10 gp in items. They will also buy used items at ½ price and magic items, scrolls, gems and jewels at their normal price. There is a 2 in 6 chance the merchant also sells any potion worth up to their maximum inventory value (including potions from TCOTFD).

Wandering merchants have up to 3d6 x 20 gp in cash but are willing to barter for change.

A character who succeeds a persuasion save vs the merchant's

level can get a 10% discount and +10% more each time the save's level is doubled. Halflings add +½ L, rogues and succubi add +1.

Successful wooing (e.g. by a satyr, succubus, bard or medusine) is worth a 20% discount.

**Unusual Wares:** Some merchants sell exotic goods. Roll on the Unusual Merchandise table in appendix to see what special wares you can buy, if any. In addition:

- All **elves** sell up to d3 elven bread loaves for d6+10 gp each (heals 3 life and cures the Dark Plague).





- **Dark elves** sell silk bikini armor for 10 g.p. (works as light armor but gives +1 on seduction saves), fine silk clothes (see Tailor, 4AA p.33) and up to d6+1 slaves for 10 g.p. each (see 4ATN p.10 for rules about freeing slaves).

- **Fire elf gypsies** sell a single set of special tarot cards, which any fire elf or spellcaster can use to re-roll any single save (once), for 8d6 gp. Fire elf buyers halve the price.

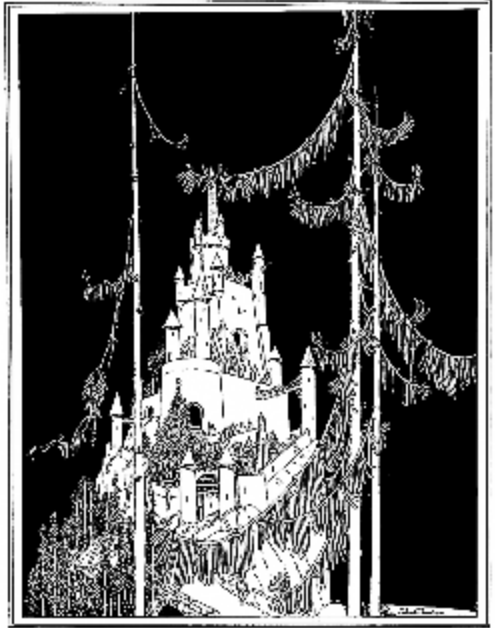
- **Miner clan dwarves** sell up to d3 firearms and gunpowder (from DDD or TNBW).

- On a 2d6 roll of 10+ (you can re-roll if your party includes dwarves or spend Luck points), the dwarf merchants are **jungle dwarves** from the fabulous Ever City of Loango, in the faraway continent of Adamon. In that case, they will have a single non-artifact magic item of your choice for sale, from any 4AD book, at double its selling price. Jungle dwarves buy any magic item at 150% of its selling price. They are also willing to part with their zeppelin for 500 g.p. (see JJJ for zeppelin rules).

- **Goblins** and **boblins** sell up to d6+1 scrubworm rolls for 2d6 g.p. each; each one given will turn a single goblin or boblin group's reaction to "peaceful".

- **Hobgoblins** sell hyaenodons as mounts, which are similar to giant cats (see CCC p.16).

- **Orcs** sell up to d3 medallions of Kraa for 8d6 gp which can be given to any orc group as a bribe. They also offer



strumpet services at ½ price (roll on the Strumpet table from TTT).

### Patrol

The monsters are distracted and following a preset route. Your party can avoid them by succeeding a stealth save against their L, with a +2 bonus.

If no fight occurs, or if the monsters flee, drop 2d6 one foot above your map and note the positions where the dice fall: the tiles between the fallen dice are their patrol area. After each encounter (10 minutes), even if they fled, the monsters will advance one tile towards the closest die by the most direct route (but going around mountains or impassable squares or tiles), then turn back towards the other die's position and so on. Make a stealth





save as above (+2) each time the party crossed their location.

### Philander

The monsters offer expedited fornication to all party members, except genderless ones (golems). Clerics and monks (except those who serve the Life gods), paladins of Zur, shrews and characters married to them must decline. Those who partake in the merriment heal either 1 life or 1 Madness (your choice). Alternately, if you have TTT, roll on its Congress table instead when philandering. This lasts d3x10 minutes; roll for wandering monsters every 10 minutes.

## New Character Milestones

Introduced in *Wayfarers & Adventurers* (W&A), milestones are optional individual goals which characters can take. Each can be taken only once per character; they cannot be changed until completed over the course of one or more adventures. Retainers and animal companions cannot achieve milestones.

**Champion Shoveler:** As soon as the character has encountered an “avalanche” special event 3 times (in any book), he gains the ability to ignore the effects of further avalanches.

**Dwarfslayer:** As soon as the character kills 40 dwarves (of any kind), he gains

a permanent +1 bonus to Attack and Defense rolls against them (minions and vermin only). Add +2 to their reactions against the party. Furthermore, all dwarves hate the character and cannot be recruited by the party as characters.

**Elfslayer:** As soon as the character kills 40 elves (of any kind), he gains a permanent +1 bonus to Attack and Defense rolls against them (minions and vermin only). Add +2 to their reactions against the party. Furthermore, all elves hate the character and cannot be recruited.

**Emeritus Tanner:** As soon as the character has crafted 10 magic garments with the Arcane Tanner skill, he gains the ability to make ornate versions of these items, which increases their price by 20%.

**Flamingoslayer:** As soon as the character kills 40 flamingo folk (not their zombies), he gains a permanent +1 bonus to Attack and Defense rolls against them (including Bosses). Add +2 to their reactions against the party. Furthermore, all flamingo folk hate the character and cannot be recruited.

**Gelfslayer:** As soon as the character kills 40 gelfs, he gains a permanent +1 bonus to Attack and Defense rolls against them (minions and vermin only). Add +2 to their reactions against the party: they furthermore hate the character and cannot be recruited by the party.

**Miner King:** As soon as the character harvests 40 mineral ingredients, he adds +1 to the number of mineral ingredients or ore collected when he mines or harvests any.

**Mountaineer:** As soon as the character succeeds 15 climbing rolls in mountain squares or environments, he gains the ability to re-roll any failed climbing roll.

### Arcane Tanning

Characters with this Expert skill (from 4AA) can craft the following new garments with the bodies of the monsters listed.

**Cloak Monster Cloak:** This leathery cape, which patterns after its environment, gives the wearer +2 to stealth saves.

**Peryton Helmet:** Mammal vermin suffer a -1 to their morale saves as they mistake the wearer for a peryton. However, because of the antler's width, the wearer takes two lateral spaces in the marching order.

**Weremole Boots:** These hardy boots adorned with weremole claws give the wearer +2 to climbing saves.

**Wyvern Gloves:** This resilient handwear prevents a wearer from suffering the amputation of a hand or arm on a d6 roll of 3-6.

## Crag Missions

As an alternative to defeating the Final Boss, you can choose the following adventures when adventuring in the crags, or pick one randomly (roll a d8).

This is entirely optional; if you prefer, you can simply crawl in the crags, killing and looting anything you find to sate your thirst for blood, gold and adventure.

Each mission is designed to be played only once; if your party is completely wiped out or is forced to abort a mission, you may try again, re-rolling all the room content but keeping the layout you rolled so far.

After playing these missions, you are encouraged to modify and adapt these templates with new monsters, unique locations and special twists, and share your ideas with the 4AD community!







A blind fire elf gypsy casting on her Tarot of Thuugas



Use the Tile Order schematic below when a mission refers you to a specific tile number.

## Mission 1: Destitution of the Distraught Daughter

**Recommended level: 4+**

If demons and mortals have one thing in common, it is family issues. The devilish Lord of the Boneland, who rules the largest Netherworld city, is in over his head with his rebellious daughter, the necrosuccubus Enyo.

Fleeing her home, Enyo has decided to build a stronghold for herself in the mountains of Qaarra, the southwesternmost continent of Norindaal.

Enyo has been dealing in the slave trade with the Thralls of the Lich King, Darran Dur.

Unfortunately for the Lord, his daughter's ploy is violating a dozen free

trade treaties with the other Netherworld rulers, who have threatened to unite their armies and raze his city unless he stops his wayward daughter. Several vassal houses are on the verge of rebellion.

As the Lord would rather go fishing than solve his rulership problems, his necrosuccubus wife, Infaernä, has taken the matter into her own hands to get her beloved child back. The Lady's messenger, a servile imp butler, offers you a quest ("Bring my daughter back!") with a reward of 500 gp or necros (or their value in magic items of your choice), and 1 XP, if you subdue Enyo, bring her back unharmed and kill every other monster in her fortress to erase all traces of their family's shame (not to mention the treaty violations).

You'll also get 1 soul cube if per chance you come to meet the Lord of the Boneland and deliver him Infaernä's



## More Mountainous Mayhem

message to *"Get your demonic ass back home right now and deal with your own vassals' mess otherwise you've got a divorce on your hands."*

Generate a random crags dungeon normally except as follows:

- Use a single map of 20 x 28 squares (16 tiles) as normal. You start in the bottom row (#13-16). A random tile in the upper row (#1-4) is the entrance to Enyo's underground dungeon: use the entrance room #1 from 4AD.
- Both indoors or outdoors, any Thrall of the Lich King encountered (indoors or outdoors) is Enyo's ally and must be killed to complete the quest.
- Outdoors, in the crags, roll a d6 when encountering minions. On a 1-2, they are necrosuccubi (see below) in Enyo's service. On a 3-4, roll on the Thralls of the Lich King table. On a 5-6, roll on the Crags Minions table.
- Enyo's dungeon has a maximum of 12 rooms. If you haven't met her earlier, she is always in the last room.
- Use the 4AD tables for room content, traps and special features in Enyo's dungeon. Special events are always wandering monsters (4AD p.33). Use the Crags monster tables except as noted below.
- In Enyo's dungeon, any minion you encounter will be a **necrosuccubus** on a d6 roll of 1-2 and **Thralls of the Lich King** on a d6 roll of 3-4. On a 5-6, you encounter **minor demon advisors** (see p.70). Treat all Weird Monsters and Bosses as **dwarf lichs** (see p.132) with a retinue of random Thralls. A Thrall group met in Enyo's dungeon will have no other leader but a dwarf lich.
- **Enyo** herself is always encountered in the last room you explore along with a retinue of necrosuccubi. When you encounter her, she can be persuaded to return home peacefully by winning two successive persuasion saves





against her level. Only one save is needed if you have the BONELAND keyword. Halflings, dark elves, bards, cambions, demonologists, satyrs and succubi add  $+\frac{1}{2}$  L to these saves.

- If you succeed, a regretful Enyo will follow the party sheepishly. This will infuriate the Thralls and necrosuccubi, causing them to fight to the death. Enyo, perturbed, will not fight back on behalf of the party but may be attacked by monsters. Otherwise, she must be fought (see Subduing).

- If you have the TTT or OOO book, completing this mission gives you 1 point with the Demons alignment.

**d3+1 Necrosuccubi (minions).** Level 7 demons, crags treasure +2. Any character hit (except sexless ones) must succeed a L4 breeding save or

lose 1 permanent life point. A Blessing can restore these lost points. Subtract 1 from their reactions if the group includes a paladin. If the party includes a satyr or if your alignment with Demons is 3 or more (from TTT or OOO), their reaction is always “seduce”. In combat, they direct at least  $\frac{1}{2}$  their attacks against paladins (round up).

Reactions (d6): 1 crags quest, 2-3 seduce\*, 4 guide (50 g.p.), 5 bribe (50 gp.), 6 magic challenge.

**2d6 Minor Demon Advisors.** Level 5, crags treasure +1.

Reactions (d6): 1-2 argue against each other (no attack this turn, roll again next turn), 3-6 fight.

**Enyo (Final Boss).** Level 8 demon (necrosuccubus), 6 life, 3 attacks, 2 crags treasure +2. Any character hit

(except sexless ones) must succeed a breeding save against  $\frac{1}{2}$  her level or lose 1 permanent life. A Blessing can restore these lost points.

Reaction: always fight. In combat, she directs at least 2 attacks against paladins.

*\* When seduced, all male characters (excluding Blasphemous Ones, undead, golems, moonbeasts and artificial beings) must succeed a will save vs the necrosuccubi's level or succumb to their charms (clerics, demonologists, monks and paladins of Zur add their level, halflings and succubi are immune).*

*The necrosuccubi's unearthly embrace heals d3 life to each seduced character but also causes them to gain 1 Madness. Priests and paladins of Zur who engage in this vile fornication break their chastity vows.*

## Mission 2: Evil Elemental Elimination

**Recommended level: 4+**

A druid congregation devoted to Father Hulla hired the party to cleanse the lakes of their sacred mountains, which have become infested with water elementals as a result of an inept wizard's experiments.

Your party is given six Elixirs of Cleansing. To complete this mission, you must travel to at least six different (unconnected) water areas, defeat the water elemental that dwells within, then pour the Elixir of cleansing.

Once this is done, you must defeat the wizard responsible for this mess, Woethong the Wicked White Wet Wizard of Woeful Water.

A misled worshipper of Luura, the sun god, the overweight Woethong believes that he gets power by having as much skin exposed to the sun as possible, and thus wears a thong (that



acts as heavy armor), is bald, and has tanned leathery skin.

Woethong believes that by spreading water elementals everywhere, he will somehow turn Norindaal's northern regions into a giant sunny beach. You can either kill him or subdue him and bring him back to the druids.

Completing the mission is worth 1 XP and a reward of 2 potions of Healing as well as 2 magic scrolls of your choice (of non-expert level). If you brought back the wizard alive to the druids, add 1 Healing potion to your reward.

Generate a random crags dungeon normally except as follows:

- Use a single map of 20 x 28 squares (16 tiles) as normal. The first six water areas you will find are infested with a water elemental (see below). Unless an Elixir of cleansing is poured in the water after defeating the elemental, it will rise again the next time the party returns to this tile.
- If your map is complete and there are less than six distinct water areas, pick as many squares as necessary in the last tile revealed and treat them as water squares. Unfortunately, you will have to fight the elementals that dwell within simultaneously. If you had to fight 3 or more elementals together, any XP check is an automatic success.
- You can Search for clues in any dotted mountain square (5+ on d6).
- The entrance to the wayward wizard's tower can be found by spending 3



Clues in any mountain square (which you have to climb) adjacent to a water square. If your map is complete and no mountain square is adjacent to water, draw a mountain square adjacent to a mountain square in any tile you wish (fog was hiding it).

- Woetong's tower is surrounded by a moat and, in theory, guarded by satyrs (L5 minions). The naughty satyrs are spying bathing nymphs and will probably ignore your party's intrusion.
- The tower has four stories linked by a stairway or a ladder. Roll for room content using the 4AD tables but use the Crags monster tables. All the monsters in the tower are Woethong's servants. Replace all Bosses and Weird Monsters by water elementals.
- The "G" icon on the map stands for the **satyr sentries** (d6+2 level 5 minions, no treasure). As they are busy



**Elidra, Fari and Lavra**, primal goddesses of Norindaal, are as capricious as their fellow gods, if not as violent. They enjoy appearing as nymphs to tempt mortals into picking which one of them is the prettiest – a dangerous choice, knowing each spurned goddess is likely to show jealousy and even to cheat to get the advantage. To all the gods, even the most benign ones, Norindaal is but a game, and mortals mere toys to play with.



eying the nymphs, all characters can make a level 2 stealth save to avoid detection. You could also swim to get to the side door (see Water, p.41).

- Floor #1 has 4 rooms and a corridor. Floor 2 has 4 rooms and 3 windows. Floor 3 has 5 rooms and 2 windows. The trapdoor to the last and 4<sup>th</sup> floor, were **Woethong** awaits, bathing and sweating profusely in the sun, is locked (treat as L4 for lockpicking attempts or L6 for bashing down attempts). If the save is failed, Woethong will hear your party and attack first.

- If you have the TTT or OOO books, completing this mission gives your party 1 point with the Law alignment.

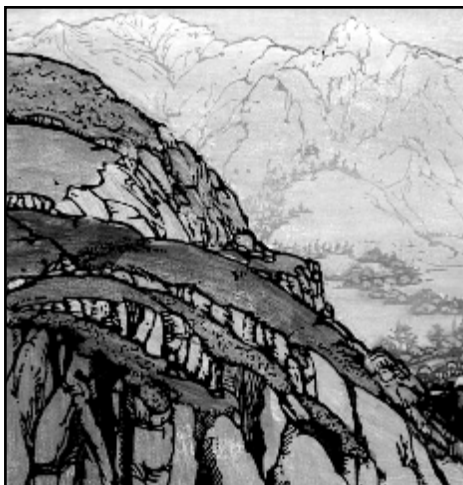
**Water Elemental** (Weird Monster). Level 6 demon, life 6, 1 attack, crags treasure, never checks morale. Ranged weapons attack at -1. Immune to Sleep. Gilded weapons (from CoC) attack at +2. Demonologists can possess water elementals as if they were demons.

Reaction: 1-3 patrol, 4-6 fight.

### **Woethong the Wicked White Wet Wizard of Woeful Water (Final Boss).**

Level 8 chaos lord, 7 life, 3 attacks, 6 crags treasures (triple any gold found, minimum 100 gold). Seeing his tanned, overweight, greasy and flabby figure, wobbling in his thong, calls for all party members who see him the first time to succeed a L3 will save or gain 1 Madness (females save at -1).

Before combat, all party members must save vs L5 magic or lose 1 life



from his water blast; wizards add +½ L. Reaction: always fight.

### **Victory!**

After defeating Woethong, you can free his captives (d6+1 night elves).

Freeing the captives gives you 1 Clue but roll for wandering monsters as they make a ruckus as they flee. If you have the *Crucible of Classic Critters*, one of them is a helpful healer (CoCC p.35). If you have less than 4 characters, some can join your party as level 2 night elves.

### **Mission 3: Sundering the Sinister Skylords**

#### **Recommended level: 4+**

A night elf aristocrat, Sinisteria the Sly Sultan, has had enough of the incessant pillage off the so-called Skylords, zeppelin pirates who prey on her people from their fire-belching

flying balloons and raze her alpine forests with their ceaseless industry.

To see their base of operations destroyed, she offers a reward of 400 gp and, in desperation, even her own hand in marriage (and the title of sultan) to a hero who would destroy the devious but durable dwarven stronghold. Her night elf people will help, as will some of the fire elves in her domain (maybe).

Sinisteria gives your party 3 powder kegs to complete your mission. Completing the mission is worth 1 XP roll. Generate a random crags dungeon normally, except as follows:

- Use a single map of 20 x 28 squares (16 tiles) as normal. The topmost/north row of the map (tiles #1 to 4) is entirely made up of mountains squares; do not roll for tile type. When you reach that place, you need to spend 3 clues to find the secret entrance to the Skylord's dungeon.
- You start in the bottom row of the map (choose a tile among #13-16).
- Any Weird Monster or Boss you encounter outdoors will be a **dwarven pirate zeppelin** on a d6 roll of 1-4 (see the Crags Weird Monster table).
- Anytime minions are met, they will be **mountain dwarves** on a d6 roll of 1-3 (roll on the Mountain Dwarves table).
- The reaction of any **night elf** you meet (such as night elf snipers) will always be "offer food & drink". If your party is under 4 characters, you can

recruit the night elf as a character of your party's lowest level minus 1.

- Any **fire elf** you meet will be friendly on a d6 roll of 1-4 and will even offer you 1 clue if you rolled 1 or 2.
- Any **dwarf** you encounter during this mission will be hostile (always fight) and allied with the Skylords. If your party includes one or more clerics of Father Hulla, these dwarves' shame causes them a -1 penalty to morale.
- Once you enter the Skylords' dungeon, generate a dungeon of 10 rooms (add doors if necessary to have enough rooms). Replace all corridors by the next "true" room in the order presented in the 4AD book. All doors will be locked and ironshod (L4 to lockpick, L6 to bash). Roll on the Mountain Dwarf table for all minions inside the dungeon.





### The Tile Order

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

- If you want to pay any bribes, Underroot is willing to pay them for you, but they will be deducted from your reward at the end.
- The monsters will divide  $\frac{1}{2}$  their attacks against the civilians, attacking the moose first, then the halflings. A cart without any moose to pull it must be abandoned.
- If at least one caravan has only one moose to pull it, your entire party's movement is slowed: random monsters will be encountered on a d6 roll of 1-2 instead of just 1. If you wish,



### Bear Folk

Bear folk are an irascible breed of anthromorphic ursines who inhabit the crags, especially in the mountain ranges of Kardalok. While they "speak" only in grunts, their companions seem to understand them nevertheless. According to the dwarves, Father Hulla created them to safeguard the mountains against the industry of the humanoids, which gives them occasional cause of conflict with goblins, orcs and miner dwarves.

**Traits:** Bear folk are similar to barbarians in all respects, except that they can summon their rage ability once per level, per adventure. When they do, their fury causes them to hit a fellow random character on Attack and Defense rolls of 1. It only passes once the fight is over. Bear folk who defeat bee or wasp-like monsters can harvest a pot of honey that heals them, and them only, 2 life. Otherwise, regular barbarian rules apply.



you can distribute the moose among the caravan to avoid abandoning a cart.

- Any minions encountered will be fire elf gypsies on a d6 roll of 1-3.

- If a Final Boss is met, it is always the **Burning Prince**, a level 8 fire elf Boss with 7 life, 3 attacks and 3 crags treasures+1. That so-called prince of thieves considers the crags to be his and therefore all goods that go through them as legitimate compensation for his people's historical suffering. He would gladly accept to leave the party in peace in exchange for all their belongings and the caravans' goods, which of course Underroot will never accept. If your party agrees with the Prince's conditions (e.g. to save their lives), the mission is failed.

- If you have the CoCoC book, **Andrea Underroot** is a wilderness survival guide (CoCoC p.24) of your party's character highest level. If you do not, treat him as a halfling of your party's highest character level. In addition to his class abilities, Andrea is a herbalist (4AA p.32) who gives his fellow party members +1 to any save vs. poison or disease.

- Andrea's pig, **Davey Snoutbottom**, is a L4 mount with morale +2, 1 Attack (at +2), Defense +2. When the pig's life goes to 0, he attacks for one last turn on a d6 roll of 3-6 before retiring from the adventure.

- You will not get paid if Andrea Underroot is defeated. Andrea Underroot will not die if brought to 0 life

but will instead be forced to retire from the adventure, grievously wounded. If he does "survive" and you manage to reach the outer edge of the south-east tile, he will pay you 10 gp per surviving caravan member (for a maximum of 200 gp). You gain 1 XP for every group of 5 halflings who survives the trip.

- If you wish, you can repeat this mission several times, or making longer, by choosing (or rolling) a specific minion type to replace the fire elves. For example, you could have the caravan pass through lands infested by mountain orc riders or undead dwarves (in the latter case, roll on the Thralls of the Lich King table for minions).

## Mission 5: Escape from the Ebony Elves

**Recommended level: 4+**

Dark elf slavers have been taking captives throughout the land into their work camps, to be subject to forced labor, whipping, and other fates worse than death. The lumberjacks and friendly forest folk have put together all their meager savings and offer you a reward of 5 gp for each captive safely brought back to the village, in the upper-rightmost tile of the map (#4).

Generate a random crags dungeon normally except as follows:

- Use a single map of 20 x 28 squares (16 tiles) as normal. You start at the north-eastern most tile, the village.

- The three other map angles (#1, 13 & 16) are dark elf slave camps. Do not draw random tiles for them: instead, they are a clear area surrounded by a fence with a gate on each side (four in total) and a 2 x 2 square slave pen in their middle.

- Any minion you encounter will be dark elf riders on a d6 roll of 1-3. Their reaction is always "capture".

- Anytime a friendly encounter with a Boss or Weird Monster occurs (e.g. with a night elf sniper or tree folk), you can attempt to convince them to help your cause with a persuasion save against the monster's level. Halflings, bards and clerics of Father Hulla add +½ L. Wooing these friendlies has the same effect (see TCOTDF).

- Allied monsters will fight as retainers with a bonus to Attack and Defense equal to +½ L (distribute the points as evenly as possible between the two scores). They will leave once the adventure is over.

- Each of the dark elf camps is manned by 3d6 **dark elf raiders**, led in turn by a **dark elf dominatrix** (without a retinue). They cannot be wooed and will fight to the death.

- The number of captives in each settlement is 2 per dark elf. Captives must be escorted back to the village for a reward. They are L0 characters with 1 life and -1 to Attack rolls and morale. They have no gear and can only use light weapons, no armor.

- Crossing water or mountain squares is likely to kill the captives. Part of your challenge is finding a safe path for them while avoiding getting them killed by wandering monsters. You can place them in the middle of your marching order if you wish, with your characters in the front and back positions.

### ***Using the Crucible of Classic Critters***

- If you have the CCC book, you can roll once on the Prisoner table (p.35) for each dark elf camp. The home of all of them is the lumberjacks' village.

- If you have flying mounts (also from CCC), you can use them to carry captives to safety. Roll for wandering monsters each time you make the journey to the village and back.

- The adventure is over once all captives are either dead or in safety at the village. You get 1 XP for every 10 captives safely brought back to the village, rounded down, to a maximum of 4 XP rolls.

## **Mission 6: Tribulations of Time Travel**

**Recommended level: 4+**

*Note: This adventure involves time travel. It is more complex than usual to manage!*

The mayor of Anacoluthon, Litotes, is plagued by an unfaithful night elf wife, Anaphora the Anaphrodisiac. Alas, she is dying from a strange disease she caught from her orc lover, Bathos the Burlesque. Anaphora can only be cured by a special cure from the night elves secret village, hidden in time.



## Kataphora the Olf Heroine

Despite his marital woes, mayor Litotes does love his beautiful wife. Almost as much as he loves his stable of stags, hunting, wine, and strumpets. Litotes offers you 200 gold (and a free house in town) if you bring back the medicine in time, before Anaphora dies.

The night elf healer, Epizeuxis, is Anaphora's brother. Their relations have soured: he doesn't forgive her to have left her people to live with the humans and frolic with the orcs.

Mayor Litotes doesn't know where the elf village is. However, his wife's

illegitimate daughter, the old Kataphora, will guide you to it. Though she doesn't know where the night elf town actually is, she believes her mother's journal may be of help.

Completing the mission by returning to the village before 150 minutes (15 encounters) have passed will get your party both the reward and 1 XP. If you arrive later, Anaphora will be dead and the mission failed.

Generate a random crags dungeon normally except as follows:

- Use a single map of 20 x 28 squares (16 tiles) as normal.
- You start at the any tile on the left of the map (#1, 5, 9 or 13), which leads to the village, outside the map (west).
- **Kataphora** is an olf (half-orc class) whose level equals your party's lowest level character. Her father is Bathos. She counts as a free 5<sup>th</sup> character for this adventure. She starts the game with her mother's journal and 3 random Temporal scrolls. If your party is under 4 characters by the end of the adventure, you may keep Kataphora as a party member if you wish.
- If you wish, you can also have Litotes' illegitimate son, the elf **Hyperbaton** (see p.51), accompany you as a retainer for free in your quest to help his step-mother Anaphora. He's great at carrying lanterns and little else.
- Any Weird Monster met will be a **night elf sniper** on a d6 roll of 1-3. If

your encounter with them is nonviolent, they will give you 1 Clue.

- Due to Bathos' diplomatic interventions, any **orcs** you meet will be peaceful on a d6 roll of 1-3.

- Anytime your party wins 1 Clue while in the crags, Kataphora can attempt a Search roll (5+ on a d6) to find the path to the hidden night elf village. You can also spend 3 Clues in any mountain square surrounded by mountain squares on all 4 sides to automatically find the place of the hidden night elf village. But it isn't there... yet.

- The **night elf village** is hidden in time, using powerful sorcery. To reach it, your party must successfully cast any single Temporal spell (you can use Kataphora's scrolls). This opens up a portal to the village of **Antimetabole** 300 years in the past.

- Note how many turns have passed since the beginning of the adventure. Do not count the passage of time while you are travelling in the future.

- Once in the village, your party encounters **2 night elf snipers** (see the Crags Weird Monster tables). If you defeat them or end the encounter peacefully, you can enter the village.

- To convince Epizeuxis the healer to help, you must either succeed a L6 persuasion save (halflings, bards and night elves add +½ L, common elves add +1) or subdue him (L7 Boss, 1 attack, 4 life, 1 crags treasure and 1 random Temporal scroll).

- If you fight him, Epizeuxis will be defended by **d6+10 night elves** (L7 minions, 2 crags treasures). If your previous encounter with the 2 night elf snipers had been peaceful, they will join the fight alongside Epizeuxis.

- To return to your own time (Anacoluthon is but a ruin in the future), a Temporal spell must be cast successfully (any one). If the spell is successful, drop a d6 from a height of one foot above your map. This is the location on your map where your party returns, in your own time (the "past"). If the die fell off the table, your party appears in the tile which is the most distant from the village of Anacoluthon.

- Check the time that was spent BEFORE you entered Antimetabole. No time has passed when you were in the past, but the counter starts again when you "return to the past". If you have any spare Temporal spells, you can use any one of them to return d3 x 10 minutes earlier in time than your point of arrival to Antimetabole.

- If the spell fails and you have no other Temporal spells, your party is lost in the future. The mission is lost and you cannot return to your own time (losing any house, ship and the like) until you find a Temporal spell and manage to cast it successfully.

- Avoid lava flamingos as they pose a grave danger to your Temporal scrolls and hence to the mission's success, unless you have a night elf or a chronomancer in the party.

- Since time management is critical to this adventure, you can use Temporal spells normally to “interfere” with the passage of time (e.g. with Timestop or Time Slot). Be aware, though, that managing time in this adventure can cause you a headache if you use these two spells. Casting them won’t break the space-time continuum, but you will need to figure out by yourself at which “point in time” your party returns! If paradoxes might occur, you can either decide what happens or roll the dice!

## Mission 7: Against Azathoth

### Recommended level: 4+

The Great Old Ones have long been plaguing the dark elf nomads of the mountains, but things have taken a turn for the worse. Their sultan, Azathoth, has even kidnapped their princess, Pesca, and brought her to his sinister dungeon to become his wife.

A romantic soul, Azathoth had been sending Pesca love letters for years, but the dark elf princess has reacted only with contempt and prejudice, disgusted by the prospect of miscegenation with a “green skin”.

Desperate, Azathoth ordered his hobgoblin riders to kidnap her, hoping that some time in his dungeons would show her how much a good fiancé he would be. It didn’t work out. Not at all.

Unfortunately for Azathoth, the blasé Pesca has come to enjoy the bondage and asks for even more kinky stuff, something the rather mild and conservative hobgoblin warchief wasn’t expecting.

Pesca’s defiance of the whip - her eagerness for it, even - impressed very much the hobgoblin tribe. So much, in fact, that now she runs the Great Old One tribe in Azathoth’s stead. This doesn’t please the warchief in the least.

The messenger of the Great Old Ones, Nyarlathotep, contacts your party in secret. Azathoth wants you to re-kidnap Pesca and bring her back to her dark elf home, where she belongs.

While she’s been driving him crazy, Azathoth still loves the dark elf princess and doesn’t want her harmed. Unfortunately, Pesca doesn’t want to return home as she enjoys the kinkiness. She has grown fond of Azathoth, too, but won’t admit it.

If you manage to sneak into the Great Old Ones’ caves and subdue or convince Pesca to leave, the hobgoblin sultan will give you a reward of 200 gp (and 1 XP roll) when she returns home (your starting point) safely.

As Azathoth doesn’t want his tribe to know about his desperate deal with the “chalk skins”, you can kill any hobgoblin you want in the caves so as to make the “kidnapping” more believable.

ՀԻՆ ԲՈՒՆԴԱՐԻՑ ՆՈՐԱՅ Ի ՀՈՒՄՐԻ: ԱԲԵՈՒԹԻՑ ԻՆ ԻՑ ՆՈՒՐԷ ԻՆ ԻՄԱՐԱ ԴԱՐՑ ԵՏԻՄ ԳՒՆԱԵ ԴԱՐՑ  
ՉԼԱԵՄԻ ԻՐՈՒՆԻՒ ԴԱՐՄԻ ԻՐ ԻՉՈՒՄ ԻՆՏԻՄ ԿՈՒՐԵՒ:



Azathoth himself will be waiting at the town marital counsellor's office meanwhile. The hobgoblins breed so fast, says Nyarlathotep, than slaying a few hundred swarmlings or so could only help with the housekeeping.

### Drawing the Map

Generate a random crags dungeons as follows, except for the following rules:

- You start in the north-east corner of the map (tile #4).
- The two upper tile rows of the map (#1-8) are a crags dungeon, using the rules from this book. The two lower tile rows of the map (#9-16) are a regular dungeon, using the 4AD rules.
- The entrance to the Great Old Ones' caves is in tile #6.
- When you enter the dungeon, use the regular 4AD rooms and tables to draw a regular dungeon map.
- Any vermin met will be **hobgoblins** (4AD). All minions will be either **hobgoblin blademeisters** (FF p.5) or level 6 **elite hobgoblins**. Bosses are always **hobgoblin leaders** (FF p.6) or **orc brutes** (4AD p.88). Weird Monsters are all **hobgoblin riders** (see p.111).
- In the last dungeon room is Pesca (a **dark elf dominatrix**, see p.112) along with a horde of **hobgoblin riders**. As she doesn't want to leave, you will have to subdue her (-1 to Attack rolls or with a Sleep spell). You can also convince her to undertake marital therapy with Azathoth so they can solve their problems and save their odd couple.

In this case, make a L7 persuasion save; halflings and dark elves add +½ L. In either case, you get the reward, but if you made the persuasion save, you gain 1 additional XP roll.

- You won't get any reward or XP if you kill Pesca. Furthermore, if you did, add the PESCACIDE keyword to your sheet. You will have to face Azathoth's fury at the end of each future adventure. In that case, each time you reach the last room in a dungeon (indoors or outdoors), you will be ambushed by **hobgoblin riders** from the Great Old Ones' tribe. This will continue with each adventure until you return to the Great Old Ones' caves and defeat Azathoth in the room where you found Pesca.
- Treat Azathoth as a level 10 "**orc**" **brute** (4AD) with morale +2 and a horde of hobgoblin riders, worth 2 XP rolls). If you return to the Great Old Ones' caves, re-roll for the content of all locations (but keep the same map) as they will be prepared for your coming. All will fight to the death.

### Mission 8: Sneaky Swindle

#### *Recommended level: 5+*

This mission is unique in that you start playing with a single character, a rogue, who sold out his former party members to dark elf slavers for a nifty profit (roll d6+3 on the Crags Treasure table).

Your party's employer or patron has learned of this and placed a magic geas upon your character to force him into

retrieving and freeing his former companions.

### Drawing the Map

Generate a normal crags dungeon except as follows:

- You start with only 1 character, a L5 rogue.
- Do NOT adjust monster levels for level 5!
- Create or pick 3 other L5 characters. They will start the game as tied-up captives. Your rogue's goal is to free them while avoiding their wrath.
- Each of your other characters is a captive in a distinct tile. Choose which is in tile #4, which in tile #13 and which in tile #16. These tiles are highlighted in grey on your map. In each of these tiles is a group of **dark elf slavers**, from the Crags Minions table. Do not roll for random content in these tiles.
- You start the game on tile #1.
- Until at least 2 characters are freed (bringing your party to 3 characters), divide the number of minions and vermin encountered by 2, as well as the number of Attacks and life points of Bosses and Weird Monsters.
- Anytime your rogue is alone and encounters a monster, he can evade the encounter by hiding, if he succeeds a stealth save against the monster's L, adding his own L to the roll. If he fails, he can still flee but must defend against up to 2 monster attacks before returning to his

previous tile. This might require leaving any other party members alone.

- When coming upon his captive friends' pens, the rogue can attempt to hide (as above) and make a second stealth save to rescue his former friend. If both saves are successful, the captive is freed along with his equipment; both characters can leave to an adjacent tile without being noticed. If one fails, both characters will have to fight. If the rogue flees, the other character is recaptured but loses d3 life as the dark elves lash him. This damage can only be healed when the captive is freed. If he dies... He dies.
- The first time the rogue is with a freed character in a tile devoid of enemies, the friend will attempt to strangle him. The rogue must succeed a persuasion save vs. his betrayed comrade's level, adding +½ L to his roll, or loses 1 life. This happens only once per comrade.
- If the rogue manages to free all his comrades and return to his starting point, or they all died, the geas is lifted and the rogue can keep his original profit and gains 1 XP roll. If he flees the adventure without completing the geas, he will henceforth be unable to touch any gold piece or golden item (e.g. gilded weapons) as it burns him.

This curse also causes the rogue to start any future adventure with 1 Madness point. It can only be lifted with a penance at a temple of Tamas Zeya, goddess of justice (causing the

rogue to lose 2d6 life from the lashing). Many died in this attempt.

## Mission 9: Hungry Hannibal and the Beaver Boys

### Recommended level: 4+

A gang of giant beavers led by a brute known as Hungry Hannibal have built a large dam high on the mountainside above the town of Serath, locally renowned for its beautiful gardens. The mountain water sources have been reduced to a trickle, slowly parching the ornate follower beds and handsome topiary. The dwarf king, Thumas Ven, want the beavers killed and the dam destroyed, but he would prefer that their leader, Hungry Hannibal, be subdued and brought into town as a captive. He's offering 200 g.p. to kill the beavers and break the dam, 200 extra if Hungry Hannibal is brought back into town alive. But they will want proof that the beavers are gone even if the dam is destroyed.

The locals say that Hannibal and his gang, who are not native to the area, crossed the mountains on elephants, a laughable superstition that can surely have no merit in it. Hannibal gained the hungry part of his name when miner dwarves reported the astonishing rate at which he was able to fell even the largest trees.

### Drawing the Map

This scenario uses a pre-drawn map. Generate a normal crags dungeon except as follows:

- Your party starts at location #1.
  - The beavers have built two **dams**: a large one (location #5) and a smaller one, for overflow (location #2).
  - The dams can only be approached from the downward side, being tightly penned in by trees on the remaining three sides.
  - There are 20+d6 **Beaver Boys** at location #5 and 10+d6 at location #2. They attack anyone or anything scaling the wall of the dam, launching themselves out of the water to attack with claw, gnaw, or log fall attacks.
  - Location #3 is Blazedawn, an abandoned hall where a community of **20 fire elf gypsies** made their home. You will have to deal with them if you enter their tile. Subtract 2 from their reactions if you offer them 5 rations or more.
  - Location #4 is Elvenbane, a **miner dwarf town** from King Ven's clan. They hate the fire elves with a passion, hate the Pelters even more, but hate the beavers the most. They like ale.
  - Location #6 is Ven's Gutting, a **Pelter dwarf town**, with a grudge against Ven and his miner clans. They are indifferent to fire elves and beavers.
- Beaver Boys.** L4 minions, crag treasure +1. Roll a d6 each turn: on a 1-2, party members in the rear rank must make a level 3 Defense save (ignore armor and shields) or lose 1 life from the logs. Reaction: always fight.

• **Hannibal** will be at location #2 on a d6 roll of 1-2 and at #5 on a 3-6. The gigantic beaver is a L8 Final Boss with 4 life, 1 attack, morale +1 and 3 crags treasures. During the 1<sup>st</sup> turn, he performs ranged attacks against the entire party by throwing large blocks of wood with devastating force (Defend vs. L5 or lose 1 life). When he hits, he will also try to grapple his target to drag them into the dam. Roll a d6: 1 target loses a hand and cannot use two-handed weapons anymore (alternately, roll on the Infamous Amputation table from DDD), 2-3 target dragged underwater (lose d3 life), 4 roll again next turn, 5-6 clammers out to the dam wall and escapes.

If Hannibal is killed before the rest of the gang, they will launch a dam burst attack, sending heavy logs and torrents of water raining down on the party. They will then melt into the forest. Treat this as like his turn 1 attack.

If Hannibal is subdued, the beaver gang will retreat into the murky waters of the dam. They will not attack again unless an attempt is made at dismantling the dam.

If the beaver gang are all killed before Hannibal, or if he flees, he will retreat to a large open area at the rear of the dam where he is protected by two large elephants. It seems like the old stories may have been true. This time it's a fight to the death.

**Elephants (2).** L6 Bosses, 6 life, 2 attacks, morale +1, no treasure. The elephant's attack with gore and



trample. The trample attack ignores shields while the gore attack disarms the opponent on Defense rolls of 1-2.

Once out of the water, Hannibal can only perform 1 regular attack per turn.

• **Destroying the dams:** Each dam has 10 life points. If you destroy dam #2 first, the water will flow south and drown the fire elves in position #3 before falling into the crevices south. If you destroy dam #5 first, the southern lake will overflow and drown all the dwarves in Elvenbane. This will infuriate the king, causing you to lose the mission and become his sworn enemy in future adventures.

• Once the beavers are dealt with, you could attempt to bypass the dams so that the water from the north lake (#5) overflows into the crevices south of the fire elf group. Choose a character to make a L4 engineering save. Dwarves add +1, gnomes add +L. If the save fails, you miscalculate. Water floods and the village you chose dies.

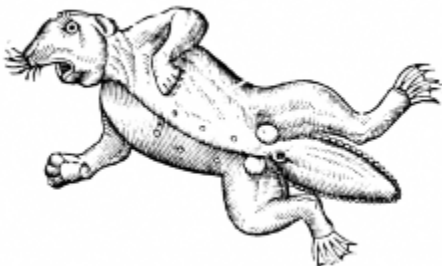
• **Rewards:** If you subdue Hannibal, kill the beavers and break both dams, you receive 400 gp. Get ½ of it if Hannibal isn't subdued.

If you destroyed the town of Elvenbane, you get no reward from King Ven. Moreover, your faction score with him goes down by -1. Note this on your sheet as it may have repercussions in future scenarios. Conversely, the Pelters (who hate Miner dwarves) will offer you 1 random crag magic item and 1 keg of maple syrup (heals all life, 3 doses).

If you destroyed Blazedawn, the people of Elvenbane will give you 2 random treasures, unless you destroyed their town too.

If the fire elves of Blazedawn are still alive by the end of the adventure, they will give reluctantly you their treasure. Your party also gets +1 in the Fire alignment (as per the rules in TTT and OOO). Note this on your heroes' sheet.

If Hannibal was killed, his teeth can be crafted into an indestructible shield +1 (total Defense bonus +2) by an Arcane Tanner. The shield can be sold for 200 gp.



## Pre-Generated Characters

### Harrowed Harrak

#### Half-Orc Woman, 4th Level

The dwarven Skylords promised her a place in their plans, and the respect her orc mother's tribe of Tharamir never gave her.

When they left her for dead on the battlefield, just another night elf casualty, the mooseman and the priest-girl should have killed her. They didn't. Now Harrak hopes to repay her honor debt and, maybe, gain her new companions' respect and friendship.

**Life:** 10

**Attack Bonus:** +0/+4

**Defense Bonus:** 0

**Traits:** A+0 (odd)/+L(even), +1 wound/even attacks, + ½L vs seduction/breeding, -1 persuasion vs human women, orc-woman (+1 strength saves, -1 vs magic), illiterate.

**Gear:** Starting gear, one random crags magic item OR two-handed mace +1

**Gold:** 80 gp.

### Sister Akkad

#### Cleric of Father Hulla, 4th Level

Sweet spoken, shy Akkad left her nunnery when the orcs of Tharamir burned it down along with her 99 coven sisters. Tortured with guilt, she



was rescued by Moldur's tribe. Despite her anger, she refused to execute the wounded Harrak in retaliation, earning Moldur's respect and Harrak's loyalty. When Nachtis exposed the Skylords' role in pulling the strings of the orcs' violent rampage, she joined Moldur's crusade against them.

Perhaps, one day, she will stop hearing the howling voices each night that call her to commit these horrible things which no-one has noticed yet.

**Life:** 8

**Attack Bonus:** +2/+4

**Defense Bonus:** 0

**Traits:** A+ ½L, A+L vs undead, 3x Blessing, 3x Healing, Wall of Stone.

**Gear:** Starting gear, one random crags magic item OR Drums of Shakos

**Gold:** 80 gp.

## Nachtis the Nightwatchman

### Night Elf, 4th Level

Mysterious and silent, pretty boy Nachtis goes out of his way to nurture his dark hero image. Nobody knows why he follows the Company of the Golden Hearts, but Harrak wonders why he sometimes meets with Moldur's sister in secret and sends encrypted messages tied to crows' feet.

Is he just a secretly watching Moldur's worthiness for the throne or is he in league with the Skylords?

**Life:** 8

**Attack Bonus:** +4

**Defense Bonus:** +0

**Traits:** A+L (except two-handed wpns), spellcasting +L, night vision, spells.

**Spells:** 4x Temporal Spells or Foresight, Rewind Time, Time Slot x2.

**Gear:** Starting gear, one random crags magic item OR Runic Bow of Maiming

**Gold:** 80 gp.

## Mighty Moldur

### Moose Man, 4th Level

The chief's eldest son, Moldur has vowed to prove his worth as the next in line to the title, and prove himself worthier than his elder sister.

After saving the human teenage priestess from the orcs, and seeing the true goodness in her heart, he formed the Company of the Golden Hearts, along with the repentant half-orc woman and the night elf archer, to save the mountain people from the incendiary Skylords.

Nobody found out yet that he was the one who sold them out to the Skylords in the first place; he had to.

**Life:** 10

**Attack Bonus:** +4/+6

**Defense Bonus:** +0

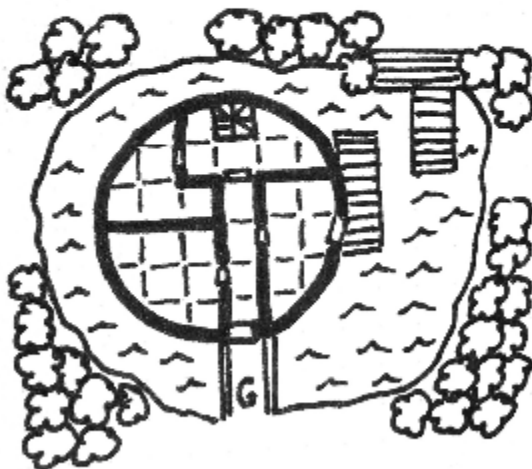
**Traits:** A+L, charge on 1st turn (+2; +stagger), big (1 square, -1 Defense in corridors/vs ranged), taboos, protect clerics of Korimnos.

**Gear:** Starting gear, one random crags magic item OR Root Shield

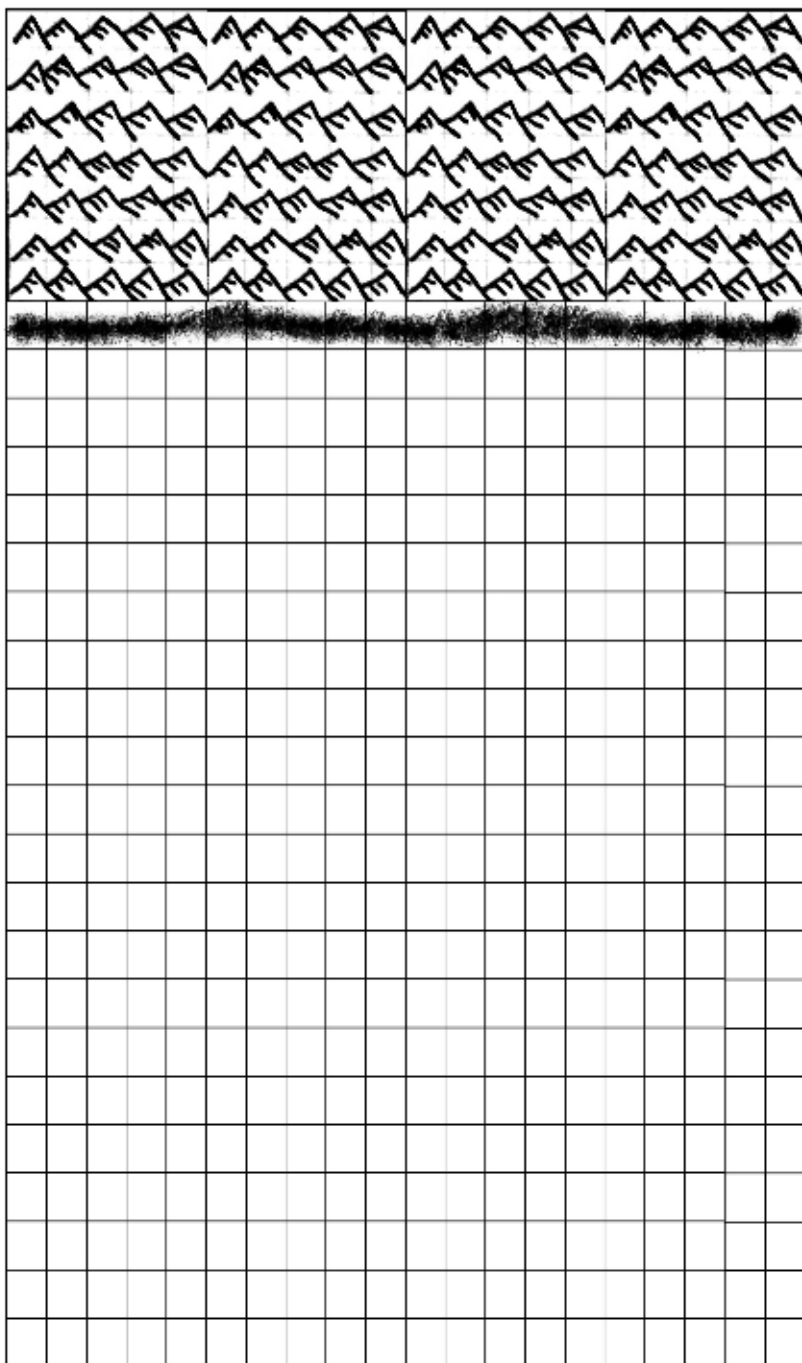
**Gold:** 80 gp.

# Maps

## Map for Mission 2: Woethong's Tower

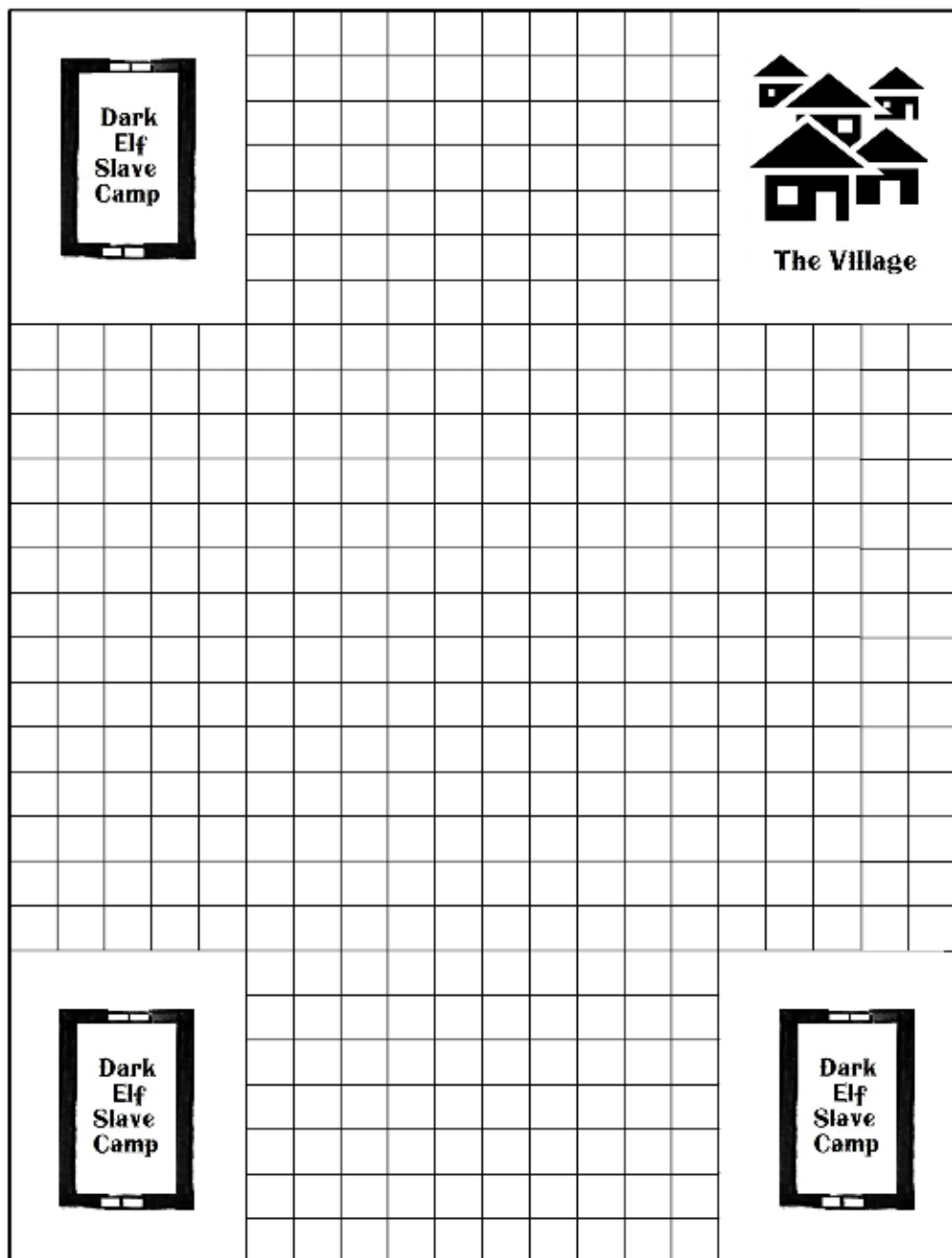


## Outdoors Map for Mission 3: Sundering the Sinister Skylords

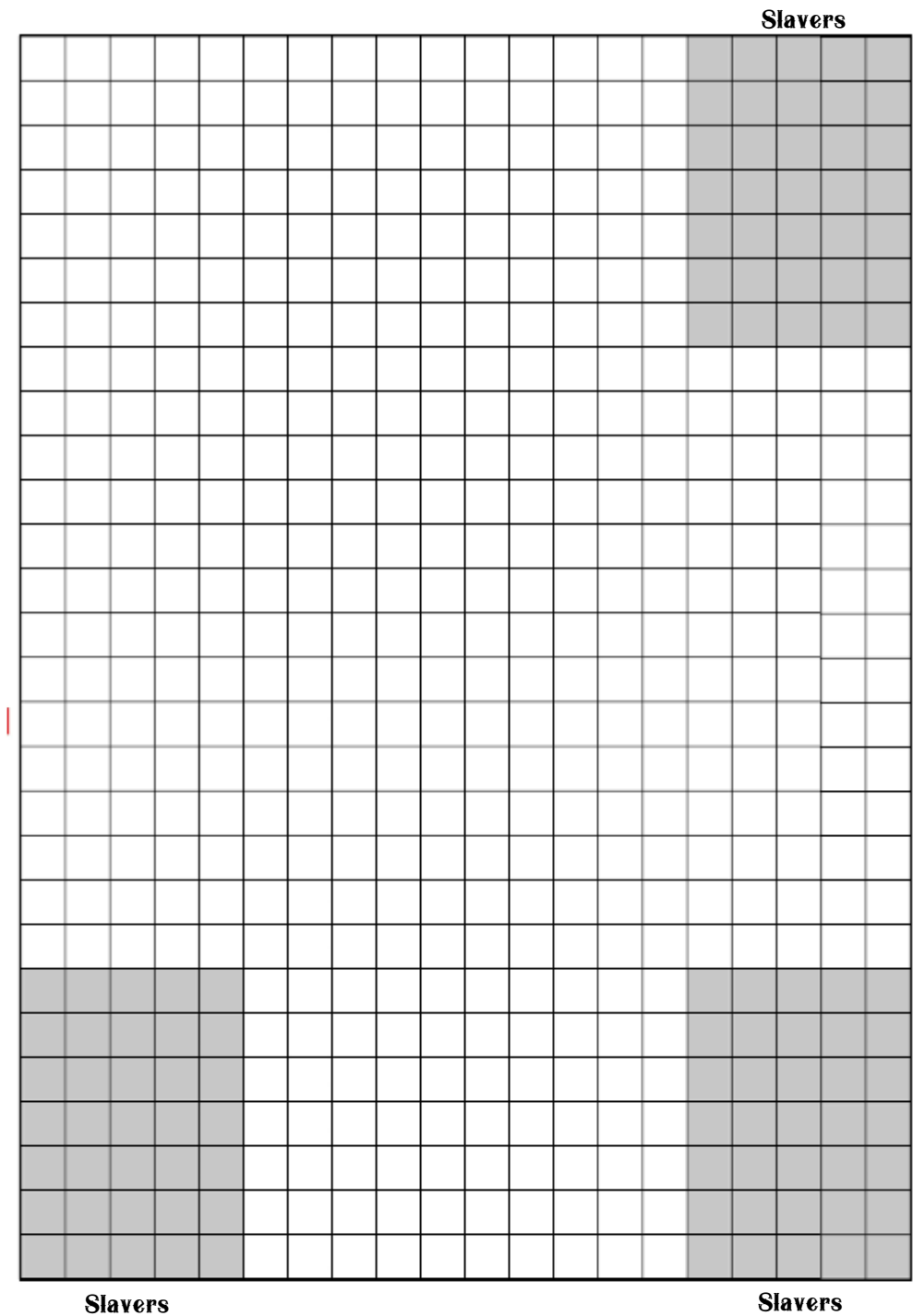


A river separates the dungeon of the skylords from the southern area of your map.

**Map for Mission 5: Escape from the Ebony Elves**



Map for Mission 8: Sneaky Swindle





Map for Mission 9: Hungry Hannibal & the Beaver Boys





A human warrior challenging the dwarf king Ven to a game of Davlok

# Grags Fables



## Crags Area Content table (2d6)

**2 Treasure found:** roll on the Crags Treasure table.

**3 Special Event:** Roll on the Crags Special Events table.

**4 Special Feature:** Roll on the Crags Special Features table.

**Rockslide:** If the current tile has any mountain squares, all party members must succeed Defense roll versus the number of adjacent mountain squares in the tile (pick the largest area, maximum level 5) or lose d3 random items as they jump to avoid being crushed. Lose 1 life on a roll of 1. Barbarians and dwarves add + ½ L to the save. If the party is on a tile with a river between them and the mountains, the rockslide is ignored, but the mountains become impassable.

**5** as they jump to avoid being crushed. Lose 1 life on a roll of 1. Barbarians and dwarves add + ½ L to the save. If the party is on a tile with a river between them and the mountains, the rockslide is ignored, but the mountains become impassable.

**6 Vermin:** Roll on the Crags Vermin table.

**7 Minions:** Roll on the Crags Minions table

**8 Trail:** Get 1 clue and roll for wandering monsters.\*

**9 Mountain Dwarves.** Roll on the Mountain Dwarves table.

**10 Weird Monster:** Roll on Crags Weird Monsters table.

**11 Boss:** Roll on the Crags Boss table.\* \*

**12 War Party:** If a corridor, roll on the Crags Boss table. If a room, you encounter both a Boss and its retinue of minions. (See Leader, p.47.)

*\* If your tile includes a cabin and no wandering monster was encountered, you can roll on either Three Rings' Shrine in the Woods table (TR p.20), once per adventure, or the Cabin in the Woods table, at anytime (TR p.23).*

*\*\* Roll a d6. Add +1 for every Boss or Weird Monster that you have encountered so far in the game. If your total is 6+, or if the dungeon layout is complete, this is the Final Boss.*



# Crags Area Type table (d66)

Roll on this table when exploring a new crags tile. At any time, you can roll instead on the Scruffy Crag Tiles table for more variety when rolling for a tile.

If you roll the same tile twice in a row on either table, roll on the Crags Chasm table instead. Chasms are impassable.

<div>11</div>	<div>12</div>
<div>15</div>	<div>16</div>
<div>23</div>	<div>24</div>
<div>31</div>	<div>32</div>
<div>35</div>	<div>36</div>



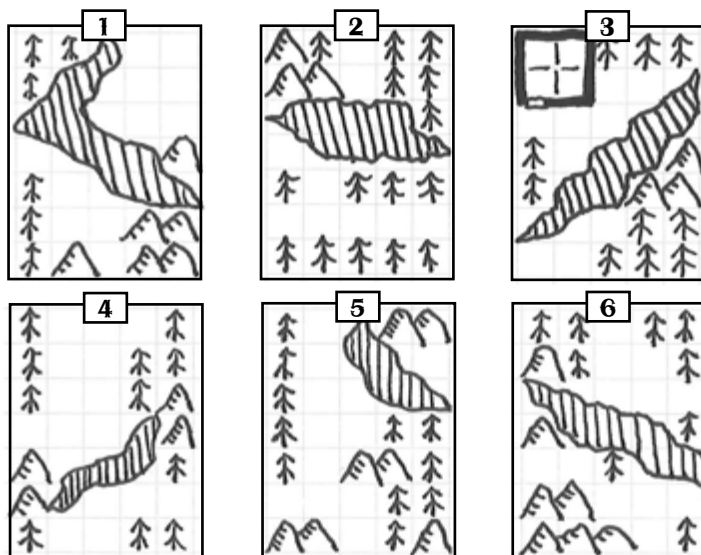
## More Mountainous Mayhem

Feel free to rotate, mirror, cut or adjust your tiles and their squares to make the environment feel more natural. You can move a river's position by a few squares or make it connect to another water area. Avoid changing the tiles to the point that it changes access to other tiles.



## Crags Chasm table (d6)

*If you roll the same tile twice in a row on the previous table, roll on this table instead.*



# Bonus: Alternate Scruffy Crag Tiles (d6 x d5)\*

Use this table for more variety. To roll a d5, simply divide a d10 by 2, rounding up.

	1	2	3	4	5
1					
2					
3					
4					
5					
6		Roll on the Crag Chasm table		Dungeon Entrance Use 4AD	

### Crags Treasure table (d6)

0	Nothing
1	d6 x 4 gold or any equipment piece worth 20 gold pieces or less in the 4AD corebook or the present book*
2	One gem worth 2d6 x 5 gold pieces or maple syrup (heals 1 life)*
3	Roll on the Crags Magic Potions table
4	A healing potion or a magic scroll (roll on the Temporal Spell Scroll table)**
5	One item of jewelry worth 4d6 x 10 gold pieces or a Blessing scroll
6	One +1/+2 weapon*** or roll on the Crags Magic Treasure table
7	One +1/+2 light or heavy armor or shield*** or choose from this table

\* If your party includes a wandering alchemist or a gnome, your party also finds either d6+1 random Mineral Ingredients (worth 3d6 gp). Alternately, an alchemist can find d3 Common or Uncommon Ingredients, worth d6 and 5d6 gp respectively. See TCOTFD p.74 for using them in potion crafting.

\*\* Each scroll can be sold for 100 gp.

\*\*\* This item adds an additional +1 bonus to Attack (weapons) or Defense (armor) rolls. Choose a monster table from this book and roll for a random monster on it. Against this specific monster type, the item's bonus increases to +2. You must give the item a suitably epic name as each one is unique. Selling price: 150 gp (weapon or shield), 200 gp (armor).

For example, you could find the Holy Grenade Launcher of Antioch (sling, +2 Attack vs Horrid Hares, +1 vs other opponents, for a net bonus of +1/+0) or the Ægis of Wyvernlesness (+2 Defense vs wyverns, +1 vs other opponents, for a net bonus of +3/+2). You can choose the weapon's type from those in the 4AD corebook. Special weapons such as firearms, cannons and clockwork chainsaws are never included.





**Crags Vermin table (d6)\***

**2d6 Stalactite Monsters.** Level 3 vermin, crags treasure -1. If the tile has any mountain squares, roll 2d6. If the roll is equal or below the number of mountain squares, the monsters surprise the party. They attack only once, and flee the following turn.

*Reaction: always fight.*

**d6+1 Giant Star-nosed Moles.** Level 3 vermin, crags treasure -2. They surprise the party on a d6 roll of 1-3. If you have 4AA, they have crags treasure +1 instead but any character who lost 2 or more life points must save vs. L3 curse or be infected with weremole lycanthropy (see 4AA p.39; ignore this if you don't have 4AA).

*Reactions (d6) 1-3 burrow, 4-5 fight.*

**d6 Wildcats.** Level 2 vermin, no treasure, morale -2. They surprise the party on a d6 roll of 1-4. They do not attack and flee if one of them is killed. Instead, if they purr, all party members must succeed a L3 cuteness save or adopt one. Wizards, elves, old ladies, druids and shrews (from future supplements) save at a cumulative -1, dwarves and dog owners save at +2. See (note 1) if you fail. Clerics of Radah (the rodent god) are immune to their purring but wildcats hate them (they always fight instead of purring).

*Reactions (d6) 1-2 flee, 3-5 purr (see above), 6 fight.*

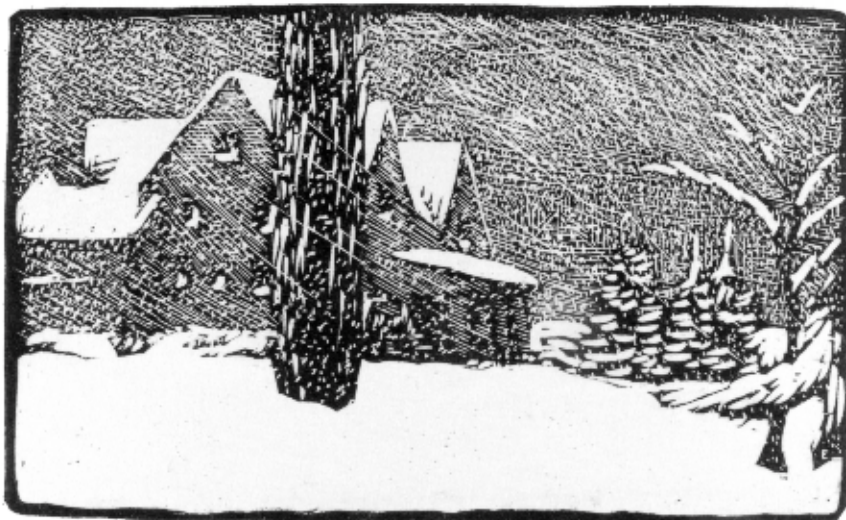
**2d6+1 Lava Flamingos.** Level 4 vermin, morale +1, crags treasure. Immune to fire spells, hit at +2 by cold spells. Roll a d6 after combat for each scroll and book carried. On a roll of 1, the item is destroyed by fire. See (note 2).  
*Reactions (d6): 1 flee, 2 puzzle ("do lava flamingos fear water?"), 3-5 blazing trail, 6 fight.*

**3d6 Olfs (orc-elf hybrids)** Level 3 vermin, crags treasure, immune to paralysis. A group of olfs will cast a single Fireball spell at the party on a d6 roll of 1-2 at the beginning of each of their turn. However, they must check morale afterwards as their orc blood makes them terrified of their own spells. If the party includes any elves, each elf must make a level 3 will check or insult the olfs with a contemptuous ethnic slur. This insult causes the olfs to attack first and fight the entire party to the death.

*Reactions (d6): 1 philander, 2 sell d6+1 elven bread loaves (10+2d6 gp, heals 3 life), 3 blazing trail, 4 puzzle ("what do you think of orcs?"; orcs and half-orcs add +L, dwarves and elves subtract 2), 5 fight, 6 hunt.*

**Note:** If you use the Crags monster tables in other contexts, such as underground dungeons, ignore the references to square types in the rules.





### Crags Vermin table (continued)\*

- 4 3d6 Bearwolves.** Level 4 vermin, no treasure. Reduce their L by 1 if forest squares amount to less than  $\frac{1}{2}$  of the tile's squares (excluding water squares) as sunlight burns their eyes. Bearwolves surprise the party on a d6 roll of 1-2. Their speed prevents the party from fleeing. A beastmaster can tame a single defeated bearwolf as an animal companion (see W&A).

*Reaction: 1 burrow, 2 bribe (1 food per bearwolf), 3 flee if outnumbered, 4 devour, 5 fight, 6 hunt.*

- 5 3d6+4 Wild Gelfs.** Level 3 vermin, crags treasure -2, morale -1. They hate elves of all kinds for having forsaken them and fight them as L6 monsters. Except when attacking elves, a gelf steals 2d6 gp when a Defense roll is failed, instead of inflicting wounds. Lose 4d6 gp on a Defense roll of 1. Any given gelf will flee (with your gold!) after making a successful theft. When fighting elves, gelfs inflict normal wounds.

*Reactions (d6): 1 give d6 elven bread loafs (restores 3 life per character), 2 puzzle ("how do you think we came to be?"), 3 flee if outnumbered, 4-6 fight.*

- 6 d6+2 Horrid Hares.** Level 5 vermin, morale +2, 2 crags treasures -1 and d3 chaos crystals (CoC p.16). They surprise on a d6 roll of 1-2. Each time you roll a 1 or 2 for Defense, lose 1 more life and roll again, losing 1 more life for each roll of 1-2, and so on. Bombs and grenades kill them all. See (note 3).

*Reactions (d6): 1 burrow, 2 devour, 3-5 fight to the death, 6 hunt.*

\* Subtract 2 from the roll if the tile has more mountain ridge squares than any other type of squares. If you get the same result on this table twice in a row, see (note 4).

**Crags Minions table (d6)\***

**1 2d6+3 Bugbears (hairy goblins).** Level 6 minions, crags treasure. Hiding in trees, they surprise the party on a d6 roll of 1-4, but only 1-2 if your party includes a wilderness guide. (See *note 26* if you have the *Barugan* poster adventure.)

*Reactions: 1 gamble (bet at least 5 g.p. then roll a d6 per g.p.; double your bet on 5+), 2-3 guide (10 g.p. each), 4 bribe (id.), 5-6 fight.*

**2 d3 Cave Trolls.** Level 9 minions, morale +1, 2 crags treasures +1. Roll 3d6 when met: if the result is under the number of mountain squares in the current tile, the cave trolls surprise the party and attack first. When you kill one of them, see (*note 5*).

*Reactions (d6): 1 sleeping (+2 to Attack rolls on the 1<sup>st</sup> turn), 2 burrow, 3 blazing trail, 4 puzzle ("which of you should we eat first?"), 5 bribe (5 food rations each), 6 fight.*

**3 2d6+2 Mountain Orc Riders.** Level 6 minions, crags treasure +1. Surprise on a d6 roll of 1-2. Unmounted characters defend at -1. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell causes their number to drop below 50%, they will test morale at -1. They never have magic items in their treasure: treat any rolled magic as 2d6 x 2d6 gp instead. If the number of orc riders met is lower than the number of mountain squares in the current tile, see (*note 6*). Parties with 1 or more half-orcs or orcs have a -1 reaction bonus.

*Reactions (2d6): 2-5 merchant, 6 philander, 7 bully, 8 bribe (2d6 gp per orc), 9 capture, 10 patrol (if 10 or more, otherwise fight), 11-12 fight.*

**4 2d6 Dark Elf Raiders.** Level 7 minions, 2 crags treasures, immune to Sleep. If two or more party members carry lanterns, the dark elves are blinded (reduce their L by 1). As they use whips, any target hit is at -1 to Defense on the next turn. The group is led by a dark elf dominatrix on a d6 roll of 1-2 (see the Crags Boss table). Add 1 to their reactions if the group is made of 6 or more dark elves, including their Boss. Subtract 2 from reactions if your party includes any dark elves.

*Reactions (d6): 1 merchant and philander, 2 burrow, 3 bully, 4-5 capture, 6 fight.*

*(Continued on next page)*

**Crags Minions table (continued)\***

- d3+2 Bear Folk.** Level 8 minions, morale +1, crags treasure +1. Any target hit suffers 2 attacks (in addition to the bear folk's basic attacks) on the next turn as they smother their prey. When its comrades are dead, the last bear folk in a group fights, enraged, like a L10 monster. Bear folk characters subtract 2 from their reactions. If you encounter exactly 3 bear folk, see (note 7).

*Reactions (d6): 1 merchant, 2 guide (5d6 g.p.), 3 bully, 4 capture, 5-6 fight.*

- d6+2 Fire Elf Gypsies.** Level 7, crags treasure, immune to Sleep. Roll a d6 each turn starting on the second turn. If the number is under the number of combat turns, flames burst out as the fire elves open their eyelids. All party members must succeed a L5 dragon breath save once per turn or lose 1 life in addition to the fire elves' attacks. Rogues and fire elves add +L to the save. Their attacks are likely to set area on fire. Subtract 2 from reactions if your party includes any fire elves, fire mages, or clerics of Thuugas.

*Reactions (d6): 1 tell fortune (see note 8), 2 merchant, 3 bully, 4 guide (4d6 gold each), 5-6 blazing trail.*

\* Subtract 1 from the roll if the tile has more mountain ridge squares than any other type of squares. If you encounter the same minions three times or more, the Final Boss is a monster of that type with 3 attacks, twice the treasure and as many life points as its monster level. If you get the same result on this table twice in a row, see (note 9).



**Mountain Dwarves table (d6)\***

**d6+2 Miner Clan Dwarves.** Level 6 minions, crags treasure (replace scrolls by 2d6 x 8 gp in nuggets). Roll 3d6; if the result is lower than the number of mountain squares in the current tile, add the difference to the number of dwarves encountered. Half of them use crossbows on a d6 roll of 1-2. Crossbow wielders

1 shoot before your party's melee attacks (make Defense rolls at -1). If met in their lair, they will be led by a Boss (L6, life 6, 2 attacks, 2 crags treasures+1) on a d6 roll of 1.

*Reactions (2d6): 2-5 davlok, 6 merchant, 7 crags quest, 8 burrow, 9 bully, 10 guide (any gem), 11 bribe (any gem), 12 fight.*

**d6+3 Pelter Clan Dwarves.** Level 6 minions, crags treasure (re-roll scrolls). At the beginning of combat, any animals in the party must succeed a morale check to Attack them, otherwise they will refrain from combat. Roll 2d6 when met: if the result is

2 lower than the number of forest squares in the current tile, add the difference to the number of dwarves encountered. If met in their lair, they will be led by a Boss (L6, life 6, 2 attacks, 2 crags treasures) on a d6 roll of 1-2.

*Reactions (d6): 1 crags quest, 2-3 davlok, 4 bully, 5-6 fight.*

**d6+1 Outcast Barbarian Dwarves.** Level 7 minions, crags treasure -1, morale +1. Defense rolls are at -1 on the 1<sup>st</sup> turn as they charge. When ½ their numbers are

3 defeated, if they succeed a morale check, increase their level by 1 as they become berserk.

*Reactions: 1 offer food and rest, 2 crags quest, 3-4 davlok, 5-6 fight.*

**d6+2 Iron Hands of Hammerfall.** Level 7 minions, crags treasure, morale +1. Defense rolls against them are made at -1 and they ignore shields.

4

*Reactions: 1 merchant, 2-4 davlok, 5 puzzle (zen riddle), 6 fight.*

**d3+1 Possessed Hellfire Fusiliers.** Level 8 demons (minions), crags treasure +1\*\*. These Sons of Asdzugh always attack first (shooting hellfire harquebus). Targets must make a level 5 fire save when struck or lose 1 additional life. On a d6 roll of

5 1-2, they are led by a cleric of Asdzugh (level 8 Boss, 5 life, 2 attacks, morale +1, crags treasure +2) who resurrects one of them at the end of each turn until killed.

*Reactions (d6): 1 crags quest, 2 blazing trail, 3-4 capture, 5-6 fight.*

**Thralls of the Lich King.** To spare their loved ones from death, the Malegund population accepted the rule of Darran Dur the Lich King (see DDD, p.59) and were all turned into undead, haunting the mountains of Norindaal. Roll on the Thralls of the Lich King table.

6

*Add +1 to the reactions of all dwarves if the party carries more than 800 gp in coins. Miner clan dwarves also add +1 to their reaction rolls if the party includes any orcs, goblins, trolls, ogres, or dwarves of the Possessed clans (+1 for each of these characters). Subtract 1 if your party includes at least one dwarf from the same clan as the dwarves encountered.*

*\*\* d3-2 (minimum 0) harquebuses can also be recovered as treasure, the rest have been broken during the fight. Rules for these weapons feature in DDD; they sell for 50 gp. each.*

**Thralls of the Lich King table (d6)\***

**d6+4 Skeletal Dwarves.** Level 5 undead, never check morale, crags treasure -1. Roll a d6 for their arms: 1 heavy infantry scythemen (-1 to Attack rolls, 2 Attacks at +1 to Defense), 2-3 heavy infantry macemen (-1 to Attack rolls, destroy non-magic shields on Defense rolls of 1), 4 skeletal javelineers (1-4 in 6 chance to attack first), 5 wight axemen (ignore shields), 6 skeletal ram rider (level +1 on 1<sup>st</sup> turn). They are led by a **Dwarf Vampire** on a d6 roll of 1-2 (see note 9).

*Reaction (without a leader): always fight to the death.*

**d6+2 Screaming Dwarf Ghasts:** Level 6 undead, never check morale, crags treasure. All characters must make a L4 fear save on the 1<sup>st</sup> turn (cambions add +L, clerics and necromancers add +½ L) or their collective shriek cause 1 Madness. Retainers check morale instead. They are led by a **Dwarf Lich** on a d6 roll of 1-2 (see note 10).

*Reaction (without a leader): always fight to the death.*

**d6+2 Dwarf Ghast Headhunters:** Level 6 undead, never check morale, crags treasure. The more grisly trophies they collect, the stronger and crazier they become. For each party member killed (including retainers), their group's level increases by +1 and they get 1 extra Attack each turn (in total, not individually). If 4 or less, they are led by a **Possessed Warlord**: L9 Boss, 7 life, 3 attacks, 2 crags treasures +2, never check morale, 2 XP. Immune to magic.

*Reaction: always fight to the death.*

**d6+2 Maggotface Dwarves:** Level 6 undead, never check morale, crags treasure +1. These powerful zombies are infested by flesh-eating maggots: those hit must succeed a L2 disease save or catch the dark plague. Slow, they never pursue. If 4 or less, see (note 11).

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

**d3+2 Grabbing Ghosts:** Level 7 undead, never checks morale, 2 crags treasures. Targets hit lose 1 life, age d6 years (see Aging p.42) and must succeed a L3 save (rogues and halflings roll at +1) or be entangled by their ectoplasmic beards, failing all actions on the next round. Immune to Sleep and Rewind Time spells. You may re-roll their reactions if you have a red cap (from RRR).

*Reactions (d6): 1 flee, 2 davlok (bet 3 life points vs a random magic scroll), 3 puzzle ("what do these ghosts fear the most?"), 4 magic challenge, 5-6 fight to the death.*

\* See note 12 if you encounter Thralls of the Lich King twice in a row.



**Crags Weird Monsters table (d6)\***

**-1 Weremole.** Level 6, 6 life points, 2 attacks, crags treasure. If the majority of the tiles' squares are mountain ledges, the weremole surprises the party on a d6 roll of 1-4. Silver weapons strike weremoles at +1. If you have 4AA, triple their treasure but any character bitten must save vs. L3 curse or be infected with lycanthropy (see 4AA p.39).

*Reactions (d6): 1-3 burrow, 4 patrol, 5-6 fight.*

**0 Cloak Monster.** Level 7 aberration, 8 life, 2 attacks, 2 crags treasures. If the tile has any mountain squares, roll a d6. If the roll is equal to or below the number of mountain squares, the monster surprises the party. Characters hit by the cloak monster must succeed a L3 fear save or either gain 1 Madness or lose d3 life (your choice). If you wish, you can roll on the Mysterious Challenger table instead of this encounter if you ever roll this result again (*Three Rings* p.21).

*Reaction: always fight.*

**1 Wyvern.** Level 7 flying monster, life 6, treasure (poison vial worth 3d6 x 20 gold). Surprises the party on a d6 roll of 1-4. Ranged weapons attack them at +1. Those hit must succeed a L4 poison save or lose 1 more life (halflings and trolls add +L, barbarians and half-orcs add +1).

*Reactions (d6): 1 burrow, 2-3 devour, 4-5 fight, 6 fight to the death.*

**2 Cursed Spirit.** Level 6 undead, 7 life, crags treasure (only if killed). Always attacks first (even vs. ranged weapons). Instead of attacking normally, the spirit forces each character to succeed a magic save against the number of unused Healing they have (including spells, potions and scrolls). Failure destroys one of the character's Healings (including unspent spells) and to lose 1 life per Healing the character had. This doesn't include bandages. Halflings add their number of unspent Luck points to their save (these are not spent). For example, a cleric of Luura with 3 Healing and 3 Blessings unspent (which can be used for Healing) must succeed a L6 save or lose them all and lose 6 life. A warrior with 2 Healing potions would make a L2 save or lose 2 life. The cursed spirit is immune to Turn Undead. Hates clerics of the Life gods.

*Reaction: attacks once then flees.*

**3 Peryton (Stag-Bird).** Level 8 flying weird monster, 6 life, 2 crags treasures. Ranged weapons attack them at +1. On a failed Attack roll of 1-2, the attacker gains 1 Madness as the peryton consumes their shadow. Targets hit must pass a L4 magic save (wizards & elves add +L) or age 2d6 years (see Aging). Undead, elves, chronomancers, flamingo folk and giraffe folk are immune.

*Reactions: 1-2 flee, 3-4 devour, 5-6 fight.*

\* Subtract 2 from the roll if the tile has more mountain squares than any other type.

## Crags Weird Monsters table (continued)

- 4 Dwarven Prairie Pirates Zeppelin.** Level 8 flying vehicle (horde), d3+5 life, 1 attack per character, morale +1, 2 crags treasures +2. Surprises the party on a d6 roll of 1-2. Only ranged weapons, flying characters (or flying riders) and spells can harm the zeppelin until its life points are down to ½ (at which point its altitude lowers). Each turn, the clockwork engine's crew will spew fire from the sky, causing d6 tree squares (if any) to catch fire (you choose which from among those not already on fire). You need to decide on which precise square on the map your party stands. If it is adjacent to a square on fire, each character loses 1 life per turn. The forest squares will remain on fire for the duration of the adventure and are considered impassable unless the flames are quenched by magic. If the party flees, each character loses d3 life from fire (instead of the usual fleeing rules). Successfully casting the Sleep spell causes the zeppelin to crash, setting the tile on fire: everybody loses d3 life and the tile becomes impassable for the rest of the adventure.

*Reactions (d6): 1-2 crags quest, 3-5 bribe (all the gold, gems and jewels), 6 hunt.*

- 5 Night Elf Sniper.** Level 8, life 4, 1 attack, crags treasure +2 and 1 clue. Your party is surprised by the sniper on a d6 roll of 1-5. The sniper targets a single character each turn and causes 2 wounds, in the following order: spellcasters\*\*, clerics, half-orcs, warriors, barbarians, any other class. They never attack druids or conservationists. Your party cannot attack the sniper until a Search roll -1 is successful (e.g. a d6 roll of 6). Add +1 to your roll for each character with the Danger Sense Expert skill. Only one attempt per party is allowed each turn. Until the sniper is found, the party can only make Defense rolls. Rolls of 1 means the attack causes d3+1 damage. Once found, the sniper must make a morale roll or flee. If he flees, mark the BLUEMINGO keyword. The sniper can only be attacked with ranged weapons or spells on the first 2 turns after he has been found, after which normal combat can occur.

*Reaction: 1-2 crags quest, 3-6 fight.*

- 6 Hobgoblin Hyaenodon Riders Horde.** Level 4, life 8+2d6, surprise and attack first on a d6 roll of 1-2. If the horde's life is over 15, it is led by a mounted hobgoblin warlord, who fights separately from the horde against a single character of your choice (level d3+6 Boss, 5 life, morale +2, 3 attacks, disarms the opponent on Defense rolls of 1-2). As long as the warlord lives, increase by +1 the morale of the horde. Reduce it by 1 if he dies. If a lone champion defeats the warlord, the horde must make a morale check: failure causes it to disperse. Unmounted characters suffer a -1 to Defense for the fight.

*Reactions (d6): 1 crags quest, 2 merchant, 3 blazing trail, 4 bribe (all the party's gold), 5 fight, 6 hunt.*

\*\* Excluding conservationists and satyrs.

**Crags Boss table (d6)\***

**0-1 Rock Biter.** Level 7, 10 life, 4 attacks, 2 crags treasures +1. Slashing weapons hit at -1. Roll 2d6 when met: if the result is lower than the number of mountain squares in the current tile, party members defend at -2 as it hides in the rocks. A character with a musical instrument can attempt a level 6 music save to soothe it with rock music (bards add their level, halflings, satyrs and clerics of Elidra add ½). If soothed, the monster offers the party its treasure. A rock biter can never be the Final Boss. (See note 15, p.134).

Reactions (d6): 1-2 crags quest, 3 sleeping (+2 to hit on 1<sup>st</sup> turn), 4 bully, 5 guide (all the party's gems), 6 fight.

**2 Mountain Storm Demon.** Level 9, 10 life, 4 attacks, morale +1, 3 crags treasures +1. Immune to Sleep and lightning. Before melee combat occurs, all characters must succeed a level 4 Defense roll or be hit by lightning for d3 damage. Gilded weapons hit it at +2. If the demon is the Final Boss, any retinue it has is also immune to Sleep and lightning. Subtract 1 from its reactions for each conservationist, druid or elemental in the party.

Reactions (d6): 1 crags quest, 2 burrow, 3 patrol, 4 blazing trail, 5-6 fight.

**3 Specter.** Level 7 undead, d3+5 life, 2 attacks, never checks morale, 2 crags treasures. The specter directs all its attacks against the character with the least current life points, excluding elves, animals and other targets that do not age. Its attacks do 1 wound and age the target by 3d6 years (see Aging). Specters are immune to the Sleep and Rewind Time spells. Silver, gilded and magic weapons attack them at +1. If you have *The Three Rings*, you may roll on the Pile of Skulls table after defeating the monster (TR p.22). A specter can never be the Final Boss.

Reactions (d6): 1-2 crags quest, 3 peaceful, 4-6 attack.

**4 Dark Elf Dominatrix.** Level 7, 7 life, 3 attacks, morale +1, crags treasure +1 and whip of obedience (see the Crags Magic Items table). Immune to Sleep. She leads a group of d6+2 dark elf raiders. At the beginning of combat, all males must succeed a L4 will save or suffer a -1 to all rolls during combat due to her irresistible figure. Clerics and monks add +L, satyrs save at -2. On Defence rolls of 1 or 2, her whip disarms her opponent, who must fight unarmed unless they carry another weapon. (It can be retrieved at the end of combat.) If two or more party members carry lanterns, she is blinded (level -1). A dominatrix's L is reduced by 1 when wooed (see TCOTFD).

Reactions (d6): 1 crags quest, 2 bully, 3-5 capture, 6 fight.

\* Subtract 1 from the roll if the tile has more mountain ridge squares than any other type of squares. Add +1 to the roll if the tile has more forest squares than any other type of squares.

### Crags Boss table (continued)

**Triclops.** Level 8, 8 life, 2 attacks, 1 crags treasure and 1 crags magic item. Its attacks cause d3 damage. Party members hit for 3 wounds have their shield destroyed.

- 5 If met in its lair, on a d6 roll of 1-3, there will be a permanent two-way portal to the Impossible Labyrinth, a bizarre demonworld. If you have the YYY book, you can enter that place from here. Otherwise, get 1 Clue.

*Reactions (d6): 1 crags quest, 2 puzzle, 3 patrol, 4 capture, 5-6 fight.*

- Tree Folk.** Level 8, d3+8 life, 3 attacks, 2 crags treasures. Roll 2d6: If the roll is equal or below the number of forest squares in the tile, the monster surprises the party. It never attacks druids or conservationists. Its attacks cause 2 damage. Fire-based spells have a +2 spellcasting bonus and cause 6+ the monster to test morale. (See note 16 for more about this encounter).

*Reactions (d6): 0-1 (or less) offer food and drink, 2 friendly, 3 guide (all fire-related spell scrolls, potions and magic items, which the monster will destroy), 4-6 fight if outnumbered (include the number of sylphs, if any).*









## Crags Special Events table (d6)

- 1 **Snowfall:** Snow covers the crags in their cold white embrace. For the rest of the adventure, all swimming and climbing saves made outdoors, in any crags area, are at -1. However, conifer trees are no longer at risk of catching fire for the rest of the adventure. *(See note 23 for options.)*  
If this event happens again, treat it as a snowstorm (#2).
- 2 **Snowstorm:** Make a L4 orientation save for each character. Barbarians add +1. On a failure, the character is separated from the group and will not return until d3+1 encounters have passed. Those who fail are lost but stay together. *(See note 24 for options.)*  
If this event happens again, treat it as an avalanche (#3).
- 3 **Avalanche:** All party members, including mounts, must succeed a L4 Defense roll or lose d3 random items as they jump to avoid being crushed. Lose 1 life on a save roll of 1. Mounts and beasts of burden who fail the save are carried away by the avalanche along with all they are carrying, and lost. Barbarians add + ½ L to the save. If your party sacrificed a gem worth 20 or more gp to Father Hulla at the beginning of the adventure, add +2 to everyone's Defense rolls. Once you have resolved this, each square adjacent to a mountain square in your current tile will also be permanently changed to a mountain square on a d6 roll of 1-2 as the avalanche fills the valleys with rubble. If you roll a 6, see note 25.
- 4 **Storm Giants:** As a lighting storm pours, several giants are tossing house-sized rocks at one another in some sort of sport ("mountain ball") They are too far away and too powerful for you to fight. All party members must succeed a L5 dragon breath save or lose d3 life. Rogues and halflings add +L, swashbucklers add +½ L. For each party member who loses 3 life, the rock thrown contains gold nuggets worth 3d6 x 3d6 gp.
- 5 **Salamandrine Traders (unique)\*.** 2d6 Level 7 minions, morale +1, treasure: 100 + 2d6 x 10 gp, 1 Nether Portal scroll (4ATN p.57) and d3 soul cubes. Because of their burning blood, each time one is killed, its killer must succeed a L2 save vs fire or lose 1 life. *(See note 13.)*
- 6 **Divine Beauty Contest (unique)\*:** Three gorgeous nymphs, Fari, Elidra and Lavra, compete in a beauty contest for which your party is the jury. The winner will give you a golden apple with a unique blessing. Their beauty is unparalleled. See note 14 if you partake in the contest. If you refuse to choose, you are cursed (-1 to all rolls until Blessed).

\* If you roll this result again, you can either treat it like an avalanche (#3). Alternately, you can roll on Three Rings' main table (p.5) or the Forest of Thraa Wandering Monsters table (ME! p.29). In the latter case, triple the monsters' numbers, including Bosses and Weird Monsters.

**Crags Special Features table (d6)\***

- 1 **Rope Bridge:** If the area doesn't have a chasm already, draw a chasm in the very center of the area. It splits the area into two equal sections either horizontally (d6 roll of 1-3) or vertically (4-6). A flimsy rope bridge allows you to pass. (*See note 17 if you wish to pass*)
- 2 **Idol of Kraa:** A crude idol to the god of strength has been carved bare-handed in the hard rock. If you wish, you can select a party member to endure Kraa's Ordeal by crafting a stone inukshuk (e.g. a cairn) before the idol and smashing it with his bare fists. In that case, see *note 18*.
- 3 **Mountain Spring:** Roll a d6. On a 1-3, see *note 19* to see what awaits your party. On a 4-6, see *note 20* instead. Moreover, if you have a key shaped like stag antlers, roll on the Crags Magic Treasure table as it unlocks a strange cavity.
- 4 **Abandoned Dwarf Mine:** Generate a random dungeon (*see note 21*) of up to 2d6 rooms using the 4D rules and tables, except for monsters and treasures (use the MMM tables instead). The mine is made of d6+2 corridors (roll d3+10 for room type). Treat all vermin results as "d6 x d6 gold nuggets" instead (worth 1 gp each). Minions have a 1-3 in 6 chance of being mountain dwarves (see the Crags Minions table). Roll a d6 to see what's inside the last room: 1 specter (Final Boss), 2 mountain orc horde, 3 bear folk, 4 olfs (d6) and gelfs (2d6), 5-6 mountain dwarves (d6+1 merchants).
- 5 **Waterfall Surprise:** A random Weird Monster attacks the party as they are bathing in a waterfall. Add the number of adjacent water squares (pick the largest zone) and roll a d6. If you roll under that number, the party is surprised. The characters will have to fight naked as a babe, without any equipment or weapons. On the second turn, they can grab a single item (weapon, shield, scroll, ring or other) to finish the fight. If they flee, all equipment left behind is lost. Add +1 to your XP roll for this combat. (*See note 22 for details.*)
- 6 **Treacherous Ledge:** Total up the number of crags squares (mountain icons) in your current area, then make a level 4 climbing save for each character. Barbarians, dwarves, moonbeasts and xwarts add ½ their level. Ogres add +1. Mounted characters roll at -1. Failure causes a short fall (d3 damage). On a roll of 1, the fall is deep, causing d6 damage. If you wish, choose a character who fell beyond the ledge to make a Search roll (d6). On a 5-6, a crags treasure is found. If a 1 is rolled for the Search, roll for wandering monsters: 1-2 crags vermin, 3-4 crags minions, 5 crags Weird Monster, 6 crags Boss.

\* If you wish, for greater variety, if you roll a previous result again, you can roll d8 instead on the Strange Encounter table on THOC p.29; in that case, reduce the level of any saves and monsters by 1 for each level under 6 your party's HCL is.

**Temporal Spells Scroll table (d6)\***

**1 Number of the Beast:** Cast before a combat, this spell allows you to re-roll the number of minions or vermin encountered. If cast more than once per encounter, make a spellcasting roll (wizards and night elves add +L). If the roll is under 10, a time paradox occurs and the caster disappears from reality for the next d6 adventures, in addition to aging.

**2 Rewind Time:** This spell allows your party to return to the previous turn. Make a spellcasting roll (wizards, night elves and clerics of Tauramin add their level) against the monster's L. If successful, reset your party's and the puzzle or the monsters' life and other abilities (etc.) return exactly as they were in the previous turn. Ignore anything that happened beyond that point (except, obviously, casting the Rewind Time spell).

**3 Foresight:** This powerful spell allows you to see the near future. In a dungeon, casting this spell allows you roll the room's content before entering it (including the number of monsters and any treasure). In a gamebook adventure, the spell allows you to read one entry among those offered to you without considering this as cheating. Make a L5 spellcasting roll each time the spell is used (wizards and night elves add +L).

**4 Timestop:** This spell "freezes" everything (including other party members) temporarily in stone-like rigidity, allowing the caster to move freely for 10 minutes per level as the rest of the universe is frozen. (See Moving Through the Dungeon in 4AD.) A spellcasting roll of 5+ is required. The caster cannot interact with anything but can enter unexplored rooms that have no doors and see what is inside. When the spell's effect ends, for the rest of the world it is as if the caster had simply teleported.

**5 Vocational Reorientation:** This spell allows you to temporarily return to the past to convince one of your party characters' younger self to have a change of vocation. In game terms, you can change that character's class to any other (except species-related classes such as halfling, elf, cambion, etc.) when you return back to the future. The changed character keeps the same level. Any item carried unusable by the character's new class simply disappears (and never existed in this new reality). Make a spellcasting roll against the character's Lx2 when the spell is cast (wizards and night elves add +L). This spell can only be cast once on a given character (even if failed) less a rupture of the space-time continuum occurs, which would destroy the universe. If you cast this spell to get rid of an artifact or a cursed item, that's exactly what occurs. This spell works only on humans.

### Temporal Spell Scrolls table (continued)

**Time Slot:** Two of these spells must have been memorized (or made available from scrolls) to be used. The first casting of this spell requires a L5 spell casting roll (wizards and night elves add +L). It allows you to mark a specific place and time to which your entire party will be able to return later. Note your current location and make a copy of your party's character sheet (or take a picture).

The next time this spell is cast (with another L5 spellcasting roll), you return back in time and space exactly to that point, with knowledge of the future

- 6 but nothing else. All equipment, spells, Clues, XP or keywords acquired after the time mark are lost. If that second roll fails, the return phase fails, but the former mark remains. You will need to cast the spell again, and succeed the spellcasting roll, to return to the "time mark".

Think of this spell like a "save game/load game" mechanism in video games. If any of the spellcasting rolls fail, a random party member ages 4d6 years (see Aging). You can only use this spell twice per adventure (one for "saving", the other for "loading"), otherwise the space time continuum is destroyed (causing all your characters to die).

*\* Anytime a Temporal Spell requires a spellcasting roll and this roll fails, the caster ages d6 years (see Aging). This does not apply to chronomancers or night elves.*



## Crags Magic Treasure table (d66)

11-14	<b>Holy Hand Grenade of Darim:</b> Useable only by a cleric. The cleric must pray continuously for d6 rounds (otherwise the grenade explodes in his hand, killing the entire party). At the end of prayer, the grenade may be thrown with an Attack roll +4 (no other modifiers; clerics of Darim are at +5). If the attack is successful, all vermin and minions in one room are killed. Party members must succeed a L4 dragon breath save or lose 1 life (rogues and dwarves add ½ L. If the attack is failed, all party members must pass a L6 save (same bonuses) or lose d6 life each. Selling price: 75 gp.
15-22	<b>Drums of Shakos:</b> A character who forfeits all their attacks to beat the drums frantically provides all party members with a +1 bonus to Defense saves. Indoors (such as dungeons), the drum's noise increase by 1 in 6 the chance to meet a wandering monster the next time a roll is called for after a combat. The drums have a 2 in 6 chance to lose their power after each combat but can be recharged by spending 1 soul cube. Selling price: 150 gp.
23-26	<b>Whip of Obedience:</b> This light slashing weapon can be used to dominate monsters; monsters brought to 0 life and hit at least once by the whip will be automatically subdued instead of killed and will not flee. No rope or bound is necessary. They will not fight as all will is driven out of them but will otherwise accept to carry the party's gear and lanterns. A whip can only enthrall a single captive at a time. It does not work on undead or demons except succubi; the latter enjoy it, in fact. They have their reaction changed to "peaceful" when they receive a successful whip attack. The whip also increases the morale of any retainer or animal companion by +1. Selling price: 100 gp.
31-34	<b>Magic Rope:</b> This indestructible rope never breaks, never wears and is never expended (if you use the Hardcore Rules in DDD). It can extend to any length needed, such as for getting out of crevices when a rope bridge crumbles. You can use it to craft a rope bridge to cross a chasm, in which case the bridge will remain and be indestructible but the rope is lost. Selling price: 100 gp.
35-43	<b>Golden Grapple:</b> This enchanted item provides a +3 bonus to climbing saves to the carrier or even entire party if they are climbing together. It can be also used by the entire party to re-roll climbing or jumping saves when crossing chasms or pits. Finally, a character can spend 1 ranged attack against a flying monster (such as zeppelins) to attempt to tie it down with the magic grapple. If the attack is successful, the target can't flee and all attack rolls are at +1 against the monster for the rest of the combat. Selling price: 200 gp.
43-46	<b>Root Shield:</b> This magic shield was fashioned by tree folk for their mortal allies. In addition to its magic +1 bonus (+2 to Defense in total), the user can spend 1 charge to choose the reaction from any plant monster (excluding Final Bosses). The shield has d3+1 charges and may be used by druids.
51-66	<b>Dwarven Heirloom:</b> Roll on the Dwarven Magic Treasure table.



## Dwarven Magic Treasure table (d6)

**Dragon Armor:** In addition to the usual +2 Defense bonus, this suit of heavy armor makes the wearer immune to natural fire and provides a +2 bonus to saves vs fire and dragon breath. It can fit any character between halfling and human size. Wyverns, dragons and dragon-men hate the wearer. Selling price: 200 gp.

**Runic Weapon of Maiming:** If its wearer wounds a Boss or Weird Monster, the monster's level is reduced by -1 (not cumulative). This ability is useless vs undead, elementals, golems, hordes, gods and non-living foes. This weapon is gilded (gold-plated). Selling price: 200 gp.

**Flying Hammer:** This two-handed weapon +1 (total bonus +2, crushing) can be thrown like a ranged weapon at the beginning of combat. If a 1 is rolled, the weapon cannot be recovered before the end of combat, otherwise it returns to its wielder's hand. Selling price: 75 gp.

**Earthquake Maul:** Once per adventure, the wielder of this two-handed weapon +1 (total bonus +2, crushing) can spend 1 action to cause an earthquake by hitting the ground. All non-flying creatures in the room or tile have a 3 in 6 chance to fall prone, losing their next action. Party members must roll a L3 save instead, with rogues and elves adding +L. Selling price: 100 gp.

**Axe of Kings:** The wielder of this magic axe +1 (one-handed slashing weapon) may re-roll one of his attacks per adventure. The handle of the axe is oddly shaped, like a mantis holding a key. Selling price: 75 gp.

**Orb of Winterheart (unique):** This glass orb, which contains the cold of the frost goddess, Winterheart, can be thrown with a single ranged attack action (no roll needed). It causes bombs, fire effects (including Fireballs, zeppelin flame-throwers and fiery dragon breath) and firearms to stop working for the remainder of the adventure. Two Blessings, or a single one cast by a cleric of Winterheart (from TNBTW), can cancel its effects. Mark the BLUEMINGO keyword when you acquire this item. Selling price: 200 gp.

**Crags Magic Potion table (d6)\***

	<b>d3+1 Migraine Tonics:</b> When thrown at a single target (by spending one action), the tonic will reduce the target's L by 1. No attack roll is necessary.
1	Effects are not cumulative, so multiple doses will not have any additional effect upon the target. Duration is 1 encounter. If maple syrup is added to the recipe, it can affect d3+1 targets. Selling price: 12 gp each.
	<b>d3+1 Pomades of Animal Friendship:</b> Natural animals (any creatures that also exist in the real world) will automatically have a peaceful reaction to
2	the party if a dose of this pomade is used. The pomade will work against vermin, minions or boss monsters, as long as they are animals that exist in the real world. Duration is 1 encounter. Selling price: 12 gp each.
	<b>d3 Brews of Agility:</b> The imbiber gains +4 to jump and climbing saves. The
3	potion is considered automatically imbibed (if the player desires) as soon as the character carrying the potion is required to roll such a save. Duration is 1 encounter. Selling price: 25 gp each.
	<b>d3 Potions of Soul Substitution:</b> This potion is the witch Cÿak-Drää's latest
4	attempt to create an alternative for soul cubes. There is always a 2 in 6 chance it will not work (roll when the potion is used). If it works, the potion counts as a soul cube (for any purpose): it can recharge a single charge from any magic item. Selling price: 25 gp each.
	<b>d3 Enemas of Elflessness:</b> Causes all non-player character elves of all types
5	(e.g. monsters) to make a morale check. Elves in the party do not flee but suffer a -1 penalty to all fear and Madness saves if they fail a save vs. L4 fear. Duration is 1 encounter. Selling price: 40 gp each.
	<b>d3 Youth Tubes:</b> Each tube reduces aging by 5 years. Their effect lasts only
6	1 year (if you keep track of the passage of time). Available for sale from alchemists from 100 gp. Selling price: 50 gp each.

\* Option: If you have TCOTFD, you can pick any single potion of that book worth your entry number on this table x 20 gp or less (e.g. one dose of a potion worth 60 gp or less for a roll of 3) instead of what the present table offers. While this makes for smaller quantities, it broadens your choices. Recipes for crafting these potions from harvested ingredients (such as monster organs) also feature in that book.

Optionally, a wizard or an alchemist could attempt to break up a potion into its basic ingredients by succeeding an alchemy save against the potion's selling price divided by 10, rounded down. Alchemists add +L to this save, but not wizards. If failed, the potion is destroyed. Rolls of 1 always fail. For example, an alchemist could attempt a L5 alchemy save to break apart a Youth Tube into its components (see TCOTFD p.100): Clockward Keeper's quintessence or salamandrine oracle's sternum x2, etc.

Unusual Merchandise table (d66)*	
11 to 36	"Sorry I'm not selling that."
41-43	An ancient sealed casket for 6d6 gp (roll on the Strange Box table from YYY).
44-45	A moldy crate for 3d6 gp (roll on the Cargo Storage table from DW p.20 with a +1 bonus).
46-51	An ornate table with a locked drawer for 7d6 gp (roll the Captain's Desk Table from DW p.20 with a +1 bonus).
52-53	A lacquered puzzle box 3d6+12 gp.(L3 puzzle save to open; roll on the Useful Stuff table from 4AA p.61).
54-55	A crate filled with gore for 2d6 gp (roll on the Gruesome Stuff table from DDD p.95, ignoring any irrelevant effects).
56-61	Enchanted foodstuffs for 5d6 gp (roll on the Enchanted Banquet table from 4AA p.60; re-roll result #5).
62-63	Containers with apothecary drugs/materials for 60 gp (see KoD p.23).
64	An iron shod coffer for 3d6+40 gp It's trapped: make a L4 traps save to open it or lose 1 life each time you fail. If you succeed, roll twice on the Caverns of Chaos Useful Stuff table (from CoC p.25) and pick one result.
65	An eclectic collection of exports from Enotria for 8d6 gp (roll on the Käsedorf Magic Item table from RRR OR suffer d3 wounds as the box explodes, then roll on the Kasedorf Absurd Magic Artifact table).
66	A blood-encrusted wrap in glowing chains (roll on the Netherworld Magic Item from 4AAA, p.61).

\* If you don't have the book it references, just use the next lowest result.

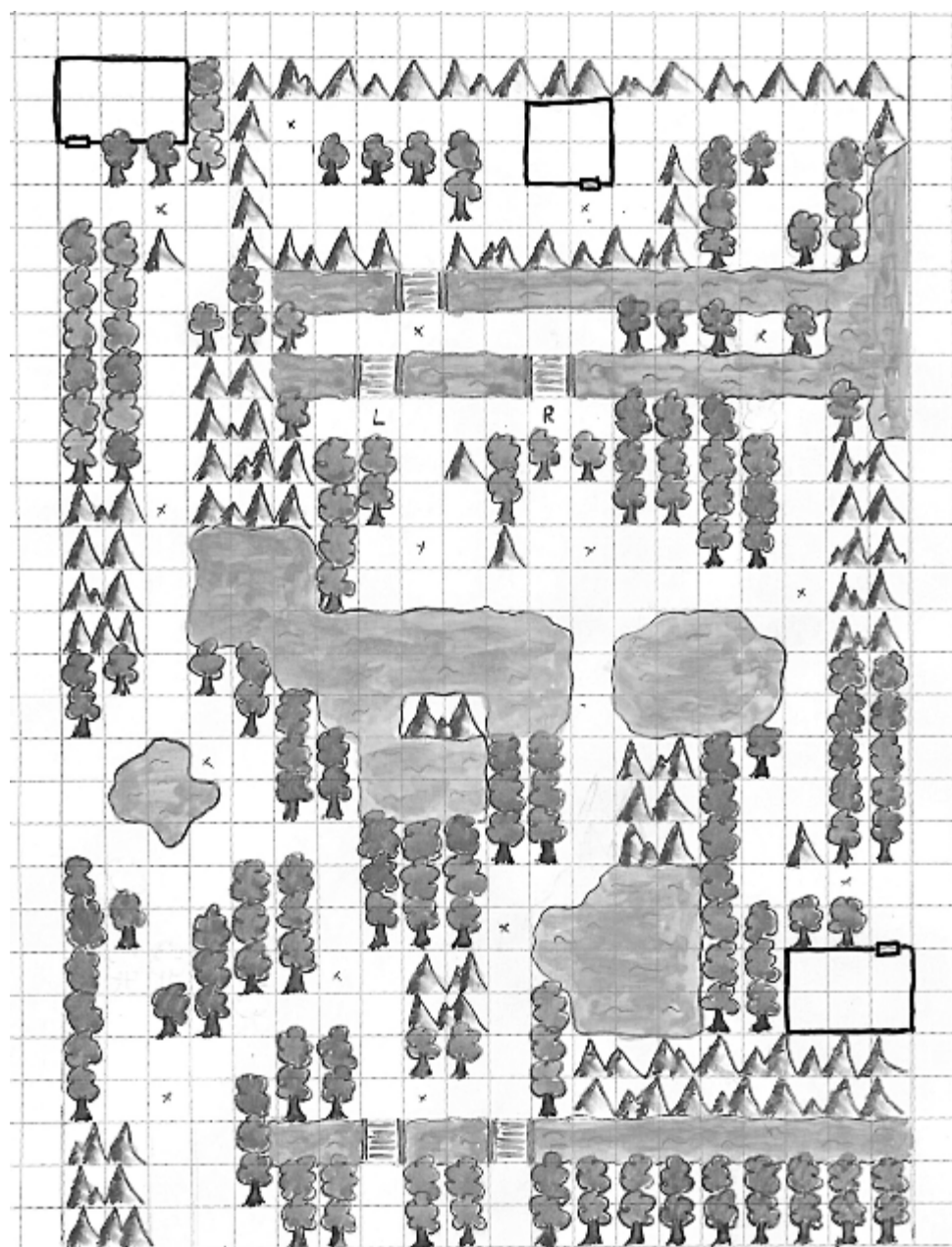
*This table is entirely optional. Its purpose is to allow you a chance to grab some exotic item from another setting or a formerly explored location, like the caves of the kobold slave-masters. Don't use it if you don't enjoy flipping through your book collection.*

*Feel free to use it whenever your party encounters a wandering merchant, whether in the crags or elsewhere. It's even better if you invent a reason why the merchant came upon this item in the first place. Maybe adventurers sold it, maybe the merchant murdered them for it, maybe it belonged to a monster that another adventuring party failed to kill as it ate them, but finally died from blood loss. Perhaps the merchant stole it and, realizing the trouble, just seeks simpletons to get rid of it.*

**Crags Quest table (d6) \***

1	<b>"Appease the Mountain Giants!"</b> Your quest requires you to find an area with storm giants see the Crags Special Events stable) and give them 100 gp or 10 of the same mineral ingredient (after dealing with their rocks), then come back to the quest giver. Get an Epic Reward and 1 XP if you succeed.
2	<b>"Explore the mountains!"</b> Your quest is to establish a safe path in the mountains by having either one or multiple characters climb 20 distinct mountain ridge squares in crag tiles previously cleared of monsters. Your reward is 250 gp.
3	<b>"Rescue our brethren!"</b> Dark elf slavers have taken villagers and their family wants them back. Replace any future crag minions you meet during this adventure by dark elf raiders and any Bosses by dark elf dominatrixes. The villagers will offer you 10 gp per captive rescued. If you refuse your reward, gain 1 XP instead for every group of 20 prisoners you saved (max 4 XP) and several marriage proposals.
4	<b>"Slay the fire elves!"</b> The quest giver is furious for their ravages (true or imagined) and wants them all dead. Nobody likes them anyway. Replace any crag vermin you meet during this adventure by fire elves. Furthermore, each tile you enter from now on, until the adventure is over, will be on fire on a d6 roll of 1-2. Your reward is either 100 gp or a random temporal spell scroll for every 10 fire elves you kill.
5	<b>"Help me go back to the future!"</b> The quest giver is a chronomancer from the far future (from a species known only as the "Great Race of Yeatt") stuck in a temporal paradox, its mind switched into the body of a Norindaal native. To get back to his own time, he needs 5 temporal scrolls, for which it will reward you with a crags magic item of your choice.
6	<b>"Cleanse my ancestors' home!"</b> The next mine or unexplored dotted mountain ridge square you encounter is a random dungeon of up to 2d6+4 rooms populated by undead (roll on the Thralls of the Lich King table each time a monster is encountered). The quest giver wants you to kill them all and return with their heads for a reward, which is an item of jewelry worth 300 gp or any item you want from the Crags Treasure table or its sub-tables.

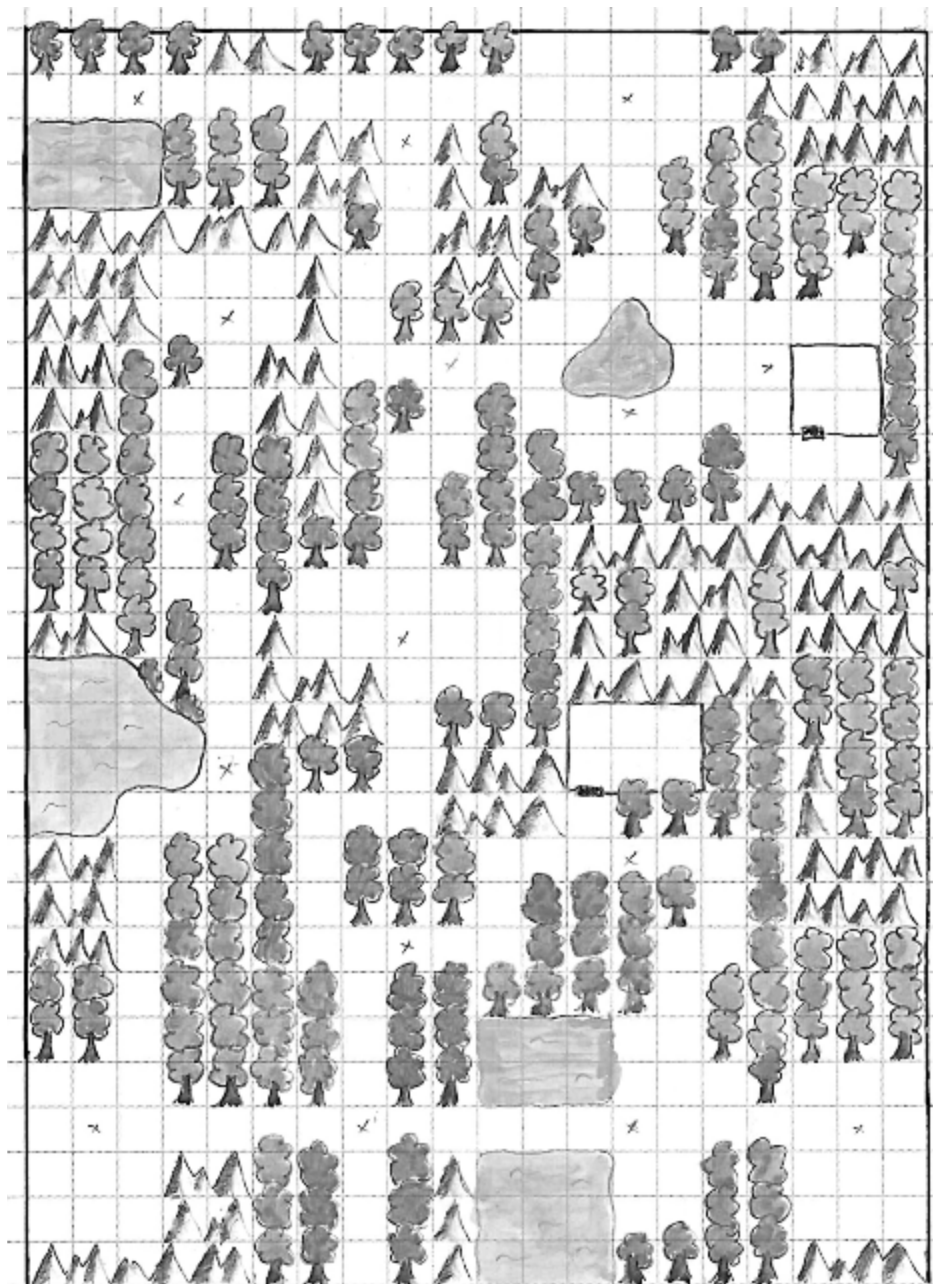
*\* If you play an underground dungeon in the crags (e.g. under a dotted mountain ridge) and you encounter that gives you a common quest, such as a medusa, you can roll on the Crags Quest table instead. It will help making the quest more in tone with the mountain theme.*



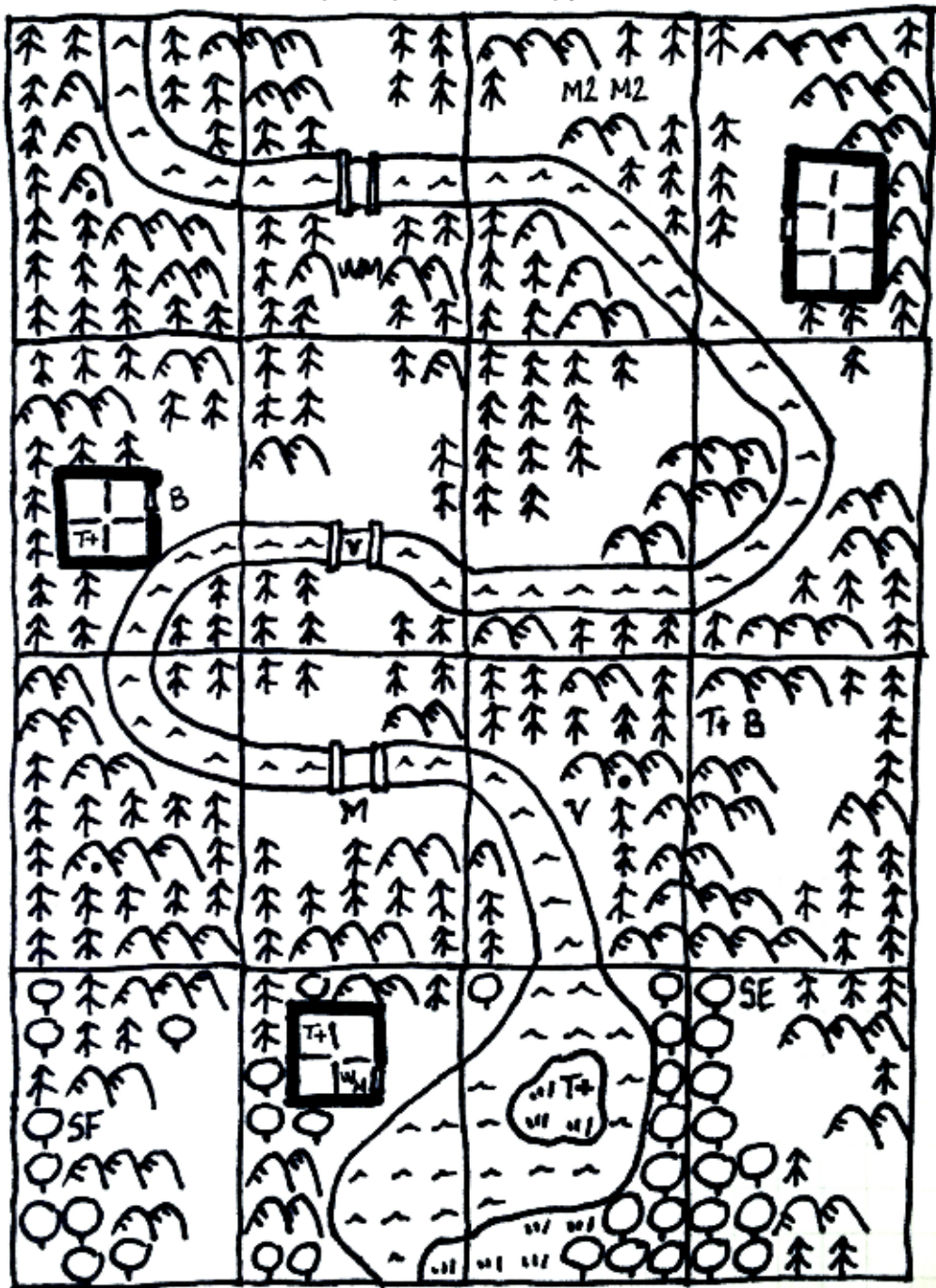
**The Östberg Forest, Western range:** You can use this pre-drawn map for your own games or the Crag missions in this book (ex. Mission #1). The “X” symbol marks where any encounters you roll actually happen. You can’t avoid them by going around the square!

Lake Nossnoj splits into two rivers; the left bridge (L) and the westernmost cabin are haunted by a specter and her mad husband (HCL vermin). The right bridge (R) and its cabin is the camp of Possessed Fusiliers. Fire elf gypsies have made camp in the south-west cabin, holding a macabre funerary festival to Zur, the death god.





**The Östberg Forest, Eastern range:** The northern cabin is an abandoned hunters' shack. Their skulls have been piled up in neat rows. The southern one was once a renegade druid's hermitage. A single healing potion, an axe, gnawed human bones and some junk are still left for the taking. The western lake, Leinad Pond, used to be haunted by loathsome fishmen with long fingers. Their current whereabouts are unknown. The path to a hidden orc town is reputedly hidden in the north-west mountain range, under the eastern bay of Lake Nossnoj; you can find it by succeeding a Search roll or spending 2 Clues.



**Stoneham Mountain:** A crude map left by a murdered woodsman shows the presence of vermin (V), minions (M), Weird Monsters (WM), Bosses (B), Special Events (SE) or Features (SF), treasure (T+) and even cave trolls (M2). You can avoid these encounters by going around the square where they are. Unfortunately, sometimes the alternate route is even more dangerous — no wonder the woodsman never made it through Stoneham Mountain!

## Notes to Tables

**Note 1 (Wildcats):** Cat owners must spend 2d6 gp per cat before each adventure on useless trinkets, cushions, food and care or gain 1 Madness. A Blessing or an offering of a magic item to the goddess Sebas is required to get rid of a clowder of cats.

If only one wildcat is encountered, you meet a **werecougar** instead: L7, 7 life points, 3 attacks, crags treasure +1. Silver and gilded weapons strike her at +1. Male adventurers under L3 are her priority targets and defend at -1. Any female character wounded by a werecougar must succeed a L4 curse save at the end of the encounter or become infected (see 4AA p.39; ignore this if you don't have that book). Reactions: always fight.

**Note 2 (Lava Flamingos):** Replacement spell books are only available at wizards' guilds and cost 75 gp per spell (for the 6 Basic spells in 4AD only). Scrolls can also be used for this purpose. All other spells must be re-acquired from scrolls and transcribed. Lava flamingos never attack flamingo folk, necromingos or any flamingo-related creature (e.g. indigo flamingos). Subdued lava flamingos make astounding lawn ornaments, worth 3 gp each.

If you have *Halls of Korrak* and you roll this encounter again, you encounter an angry tribe of **5d6 boblins** instead (L2, crags treasure +1, always fight).

**Note 3 (Horrid Hares):** Given the rarity of these leporidae, every 2<sup>nd</sup> time you roll this encounter, you encounter d3+1 **giant spiders** instead (4AD p.38); if you wish, after defeating the spiders, you can roll on the Spider Web table (CKSM, p.20) or d4 on the Giant Spider Web table (TR p.26).

**Note 4 (Crags Vermin table):** At your discretion, if you get the same result on this table twice in a row and you have either of these books, you can either roll on THOC's Wild Animal table (p.31), in which case lower all monster levels by 2, or roll on CCC's Woodlands Vermin table (p.23), for greater variety. If you have both books, choose or pick one at random.



**Bobbling Boblin Bruising Bullies**





Even the crags are not free from the foul taint of Chaos

**Note 5 (Cave Trolls):** Unless killed by fire or a lantern bearer spends an attack to burn them, defeated cave trolls return to life next turn on a d6 roll of 4-6. They hate dwarves and fight them to the death. Halflings add +L to their Defense.

**Note 6 (Mountain Orc Riders):** The orcs are accompanied by a **huge cave troll** (L8 Weird Monster, life 6, 2 attacks, morale +1, ignores any wound on a d6 roll of 1-2, crags treasure +1). See (note 5) when the monster is killed. If you have *Three Rings*, you can roll on the Orc Reaver table instead for an orc Boss instead of a cave troll if no party member is above level 4 (TR p.28). They will not have Davanzu's rings.

Optionally, if you have either the *Poetic Platitudes of the Potato People* or *Fortress of the Warlord* books, you can roll on its Orc Tribe table and apply tribal modifiers to the mountain orc riders.

If you have the *Lairs, Dens & Burroughs* book, the first time you defeat these orcs, you find a map on the orcs that lead you to the Lair of the Grey Orcs (Adventure 2), in the nearest mountain ridge square. You can play it (once) if you wish.

**Note 7 (Bear folk):** If you encounter exactly 3 bear folk, they are escorting a dirty girl with golden hair. Roll a d6: 1-3 she gives you indications when you defeat the bear folk (gain 1 clue), 4-6 she is a dark elf dominatrix in disguise, and surprises your party when she attacks (see the Crag Boss table).

Optionally, if you roll this encounter another time, you can replace it with the lair of a **medusa** (4AD p.37), a **dark hag** (from CCC), a **bog hag** (from SSS) or a witch of Mount Larrun (from 7S). Subtract 1 from her reactions as she is in a good mood, having just eaten a party of plump adventurers. The creature can be wooed by any male character as if she were a L4 Lady (see TCOTFD). Characters with the Overweight trait (from W&A) get +2 to their wooing rolls with her.

**Note 9 (Crag Minions table):** At your discretion, if you get the same result on this table twice in a row and you have either of these books, you can either roll a d6 (not a d8!) on THOC's Monster table (p.32; lower all monster levels by 2), KoD's Night Minions table (p.19; ignore any references to Hunters, retainers and piety) or CCC's Woodlands Minions table (p.25), for greater variety. If you have both books, choose or pick one at random.

**Note 8 (Fire Elf Gypsies):** Roll 2d6 and choose one of the results; the character may use that number rolled on that die as the result of any one roll during the game. If unused by the adventure's end, the fortune telling is wasted.

**Note 9 (Dwarf Vampire):** Level 6 Boss, 4 life, crags treasure +1. Characters wounded must succeed a L3 magic save or lose 1 level. Vampires are affected only by magic weapons, spells, characters with the Vampire hunter Expert skill (from 4AA), holy water (1 life per vial), or attacks that inflict 2 wounds with a single blow. (If you have 4AA, see p.36 about vampirism).



## More Mountainous Mayhem

*Reactions with a leader (d6): 1 quest (crag quest or a Death quest from OOO), 2-3 davlok (minimal bet 2d6 x 10 gp), 4 burrow, 5 bribe (200 gp), 6 fight.*

**Note 10 (Dwarf Lich):** Level 8 Boss, 6 life, 2 attacks, 2 crags treasures +1. All characters must succeed a L4 fear save at the beginning of combat or gain 1 Madness (retainers make a morale check instead). Each spell cast is nullified on a d6 roll of 1-2. If you have the Halls of Korrak poster adventure, the first dwarf lich you kill has a map that leads to the entrance to this dungeon in the nearest mountain square. Subtract 1 from their reactions if your party includes necromingos or flamingo folk, whom dwarf liches hold in reverence.

*Reactions: 1 quest (crag quest or a Death quest from OOO), 2 puzzle ("what terrifies dwarf liches?"), 3 davlok (minimal bet 200 g.p.), 4 bribe (200 g.p. or 1 magic item of your choice), 5-6 fight.*

**Note 11 (Maggotface Dwarves):** Groups of 4 maggotfaces or less are accompanied by d3+1 **demonbone attack hounds** (L4 minions, immune to magic), allowing them to surprise the party on a d6 roll of 1-2. This causes the entire monster group to attack first.

**Note 12 (Thralls of the Lich King table):** If you have DDD and you encounter Thralls of the Lich King twice in a row, the second group's area will feature an entrance to a necromantic dungeon on a d6 roll of 1-3. Roll on the present table for all vermin and minions; replace Weird Monsters by Hellchain Fanatics and Bosses by Hellfire Fusiliers. The Final Boss is always the Lich Lord Darran Dur, unless you killed him already, in which case roll on the Necromantic Boss table to see who succeeded him.

**Note 13 (Salamandrine Traders) :** These Netherworld traders have come to Norindaal for slaves. They are not aggressive and will eagerly trade with the party, unless it includes Blasphemous Ones. They will sell any basic supply or any potion worth under 151 gold (from 4AD, 4AA or TCOTDF).

They will not accept gold, gems or jewels, only barter, and blood (1 gp for 1 life) but accept gear and magic items. They will pay 10 gp per captive (including captured minions such as orcs, but not vermin), 60 gp per soul cube and 75 gp per spell scroll. They can buy up to their treasure's worth in gold.

If any party members were previously captured, the salamandrine traders will sell them back to you for 2d6 x the character's level. You can also attack them to free your comrades. If you have 4ATN and your encounter was peaceful, they also offer conversion if you wish (4ATN p.26).

**Note 14 (Divine Beauty Contest):** Choose which of the nymphs will receive the golden apple. If you choose Fari, the next time a party member dies, roll 2d6. If the result is under the character's L, he is resurrected. If you chose Elidra, your

party can re-roll all reaction rolls with living humanoid creatures (excluding undead, demons and other hellspawn) if that would lead to a non-violent reaction. If you chose Lavra, you may either have 1 character regain 3 life or choose one result from the Enchanted Banquet table and apply it to a single party member (4AA p.60). These benedictions lasts only for the current adventure.

A satyr (from TCOTFD) can attempt to woo the three of them simultaneously (as level 9 Ladies), each one giving the party a distinct benediction when pleased. If all three are pleased, the satyr gets 1 additional XP.

If you have OOO, your party also gets 1 Friendly tick with either Life (Fari), Light (Elidra) and Peace (Lavra), according to the one chosen for the contest, or all these ticks if all the Ladies were pleased by wooing; you can also use these goddesses' benedictions instead. A cleric who picks a nymph named after a goddess other than his own deity (if applicable) loses 1 alignment point in all of his deity's alignments.

If your party includes cheesemeisters, they can attempt to convince the winning nymph milk to let herself be milked. This requires a L8 seduction save by a male character. Satyrs, swashbucklers and paladins add +L. Dwarves add +L vs. Fari, elves add +L vs. Elidra and halflings add +L vs. Lavra. In addition to counting as a Blessing spell and a Healing potion, the milk of each nymph has unique properties.

- **Fari's milk** has the effect of a Cream of flight, that allows the party to levitate and therefore ignore terrain, but only lasts for the adventure (TCOTFD p.101).
- **Elidra's milk** has the effect of both a Philter of level restoration, restoring a lost level, and a Basalm of regrowth, that mends lost limbs (TCOTFD p.99).
- **Lavra's milk** has the effect of 3 Youth tubes, rejuvenating 15 years (TCOTFD p.100).

*Note: While this is definitely awkward, we're making artistic breakthroughs here. Has any other game even remotely hinted at the possibility of milking a deity?*

**Note 15 (Rock Biter):** If a rock biter is peaceful, and your party is under 4 characters, you can convince the rock biter to join your party. You can only attempt this once in the course of a campaign. A L7 persuasion save is needed; halflings and clerics of Father Hulla add + ½ L, golems add +1.

If successful, treat the monster as a variant of the dwarf class of your party's lowest class level -1 (minimum 1). It never needs to eat, has the Stone Mastery skill (see 4AA p.21) and cannot wear armor or a shield, but its rock skin provides it with a +3 Defense bonus. It has no carrying limit, cannot flee nor, being

gender-less, woo or philander. The rock biter is large and takes a full dungeon square by itself: it defends at -1 in corridors and vs ranged attacks.

**Note 16 (Tree folk):** Subtract 2 from the reaction roll if the party includes any night elves, conservationists, druids, clerics of Fari, or liana dryads. Tree folk never attack lone travelers. Despite this, if the party set any tree squares on fire during a previous encounter in the crags, the tree folk's reaction is always "fight".

On a d6 roll of 1-2, the tree folk will be accompanied by **d6+1 sylphs** (L5 flower demons, morale -1, crags treasure) who will attempt to seduce all male party members if the tree folk are not hostile. Their targets must succeed a L4 will save to resist their seduction (unless they want to) or both heal 1 life and gain 1 Madness from the experience. Alternately, if you have TTT, roll on its Congress table instead. Halflings and satyrs add + ½ L to the save, paladins, clerics and monks subtract 1.

If you have *The Three Rings*, you may roll on the Old Oak table after concluding the encounter (see *TR* p.24).

**Note 17 (Rope Bridge):** Unless you have a flying mount that can carry each character (e.g. ogres may be too big), roll 2d6 for each character who passes, in order. The bridge collapses on a roll of 2. This number increases by +1 for the second character, +2 for the third, and so on. Halflings and monks add L+2. Big characters (e.g. ogres, moonbeasts) and mounts save at -1.

If the bridge collapses, the character falls, losing 2d6 life (unless an Escape or teleport spell is cast), and the party may be split in two groups. Unless your party has 3 ropes, the character who fell in the chasm will not rejoin the party until the end of the adventure.

Each time you fall at the bottom of a chasm, you have a 1-2 in 6 chance of finding Harros Davanzu, a debauched young noble who fell into the chasm after his bodyguards were attacked by orcs. His legs are broken and he must be carried like a - very talkative - corpse. A 100 gp reward awaits if you get him alive out of the dungeon. You can indeed find multiple Davanzus during the same adventure (he seems to be everywhere!), but you only get one reward.

**Note 18 (Idol of Kra):** To pass Kra's ordeal, make a L6 strength save (without the benefit of magic or potions). Orcs add +L. Barbarians, clerics of Kra, half-orcs, ogre-sized characters (e.g. moonbeasts from TNBTW) add +½ L. In addition, add +1 to your save if your party makes an offering to Kra of the head of an elf (of any type). Increase this to +2 if the elf was a Boss or Weird Monster. A character who fails has broken all the bones in one hand and cannot use it until a Healing spell or potion is used. Success means the character earns Kraa's blessing: he can automatically succeed one Attack roll (the die do not explode) or one

strength-related save once, at any moment. If you wish, you can roll on the Shrine in the Woods table (TR p.20) instead if you ever roll this result again.

**Note 19 (Mountain Spring, d6 roll of 1-3): Restful Place:** It is guarded by d6+1 goats (L2 vermin, reactions (d6): 1-3 flee, 4-6 fight). Once defeated, you may rest here. Each party member recovers 1 life and 1 spell (or one other renewable ability, such as a barbarian's rage or a paladin's prayer point). Furthermore, on a d6 roll of 1-2, a group of satyrs, gelfs and medusines will come over and offer you to join them in impromptu fornication. All merrymakers lose 1 Madness.

If your party includes a wandering alchemist, you also find 2d6 Mineral Ingredients worth 3d6 gp each (see TCOTFD p.74 for other uses). If you wish, you can furthermore roll on the Pool table (CKSM, p.21) or both on the Hideout Minions Table (DW, p.22) and the Aquatic Magic Treasure Table (DW, p.30)

**Note 20 (Mountain Spring, d6 roll of 4-6): Orc Camp:** This encounter can only be evaded if all non-animal party members succeed a L3 stealth save (rogues, goblins and halflings add +L; barbarians, amazons and rangers add +1). In the camp are d6 x10 orcs (L3 minions, 2 crags treasures) led by a L6 orc brute (see 4AD). Under the camp is a random dungeon with d6+1 rooms (generate it with 4AD). You may roll on the tables of the 4AD book of your choice (as appropriate for your level) for their content. Minions will be orcs (2d6+1) on a d6 roll of 1-3. In the last room is a triclops Final Boss (see the Crags Boss table) with a retinue of d6+2 orcs.

**Note 21 (Abandoned Dwarf Mine):** If you encounter exactly 7 dwarves, they will have a lost princess for a prisoner (life 1, no attacks). If you bring her back home out of the dungeon, her father will reward you with 100 gp, but you will have to fight the dwarves who want to keep her as a housemaid.

The second time (only) you find a dwarf mine, if you have TTT, you may instead generate a random hamlet d6 tiles in size. All inhabitants are goblins whose reaction is "merchant" unless your party includes dwarves (in which case, they fight to the death).

If you have TTT, you can also attempt to seduce the pretty princess into marriage as per the rules in therein. If you do, she is either a L1 beastmaster (from CCC), a druid (from W&A) or an elf with a fondness for birds, squirrels, house cleaning and being kissed by aristocrat strangers while she sleeps.

Finally, if you have the *Dromagast* poster adventure, the pendant contains a map that leads you to that dungeon's entrance, which you may enter if you wish.

**Note 22 (Waterfall Surprise):** If you roll this result a second time, you have another encounter instead: a large figure whistling and fishing by a pond, a wide tattered cloak and a fisher's hat almost succeeding at hiding his tentacled

demonic traits. You recognize the mythical **Lord of the Boneland**, a demon lord who rules one of the Netherworld's largest cities. You can either fight him (L13 lictor, see 4ATN p.32), leave or engage conversation. If you'd rather talk, you listen to the demon overlord complain about the weight of responsibilities of ruling demonic legions and how he'd rather be fishing in peace than dealing with his treacherous vassals, rebellious daughter



and the political ambitions of his wife. Get 1 Madness, the BONELAND keyword and d3 clues for listening to his tale. In addition, if you visit the Bone Land, the demons within will not attack you as long as the Lord rules the city. Before leaving, if you wish, you can roll on the Pool table (CKSM, p.21) or the Dark Pool table (DW, p.20). As you leave, the friendly demon overlord gives you directions about the local area: You can re-roll your next roll on the Crag Area Contents table or get 1 clue (you choose).

**Note 23 (Snowfall):** Optionally, every time you get this result, you can also roll on the Arctic Vermin table (from TNBTW); if you defeat them, you find a stolen pendant which a rogue can sell in town (either on your map of after the adventure), in addition to any treasure. Roll on the Pendant table (id. p.21) if and when you do sell it. If you have the *Dromagast* poster, the pendant leads you to that dungeon's entrance, which you may enter if you wish.

**Note 24 (Snowstorm):** Optionally, you can make a Search roll for the estranged characters: on a roll of 5-6, they find the secret entrance to a random dungeon. If you wish them to enter, generate a random dungeon with d6+1 rooms, using the monster tables from this book. If the separated explorers are less than 3, double all XP gains for them in that dungeon. If a 1 is rolled for the Search, roll to determine which wandering monsters are met.

Furthermore, if you desire, from now on you can roll on either the arctic monster tables (from TNBTW) or the yogic monster tables (from YYY) whenever an encounter with monsters occurs. In that case, use their treasure tables too.

**Note 25 (Avalanche):** The avalanche reveals a beautiful spring which heals all party members 2 life. If you have the BLUEMINGO keyword, an ancient conspiracy unfolds as a strange foe materializes out of nothing and attacks!

**Indigo Flamingo Secret Master.** L8 Boss, HCL 6 life (special), morale +1, 3 attacks, 2 crags or yogic magic items (your choice; see YYY for the latter option). This Illuminati-like sorcerer avoids your blows by blinking through time and space.



Whenever your party succeeds an Attack roll, you must spend either a Blessing or 1 Clue for the blow to strike true, otherwise it strikes empty air on a d6 roll of 1-3. Characters hit must succeed a L3 magic save (wizards and elves add +L) or

fall asleep. If all party members fall asleep, the Secret Master steals all your Clues and departs mysteriously.

*Reaction: always fight.*

**Note 26 (Bugbears):** You fall down a chasm and fall down upon the bugbear king's treasure hoard! If you wish, play the *Barugan* poster adventure as indicated. Otherwise, treat this like a trapdoor (4AD p.62). If and when you exit the dungeon of *Barugan*, you reappear on a random dungeon tile: drop a d6 one foot above your crags map. The tile where it lands is where your party finds itself (draw a dot on a square to mark the dungeon's exit). If your die fell off the map, your party is lost: you cannot return to your previous map. Either end the adventure or start a new one with a new blank crags map. In both cases, replace all wandering monsters on your next adventure by angry bugbears: they want their gold back!



# Here Be Mountain Adventures!

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