

Fortress of the Warlord

A classic fantasy campaign for *Four Against Darkness*, for level 4+



Joseph Mills



Andrea Sfiligoi



Fortress of the Warlord

A campaign for *Four Against Darkness*, for characters of level 4+

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Dedicated to the memory of Joe Dever and the legacy of Edward Packard.

Fortress of the Warlord

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The thirst for adventure is the vent which Destiny offers; a war, a crusade, a gold mine, a new country, speak to the imagination and offer swing and play to the confined powers.

~ Emerson

Fortress of the Warlord



...and from the hills and the forest they came like thieves in the night, seeking plunder and murder. Their insatiable thirst for violence and blood driving the horde ever onwards...

Foreword

Bellows of war ravage the Southern Savage Lands as the Withering Warlord's orcs march northwards, even as heroes rise to the call to fight these dark forces. But who is this enigmatic Warlord, and why has he never been seen? Is he just a puppet figurehead for quarrelsome tribes, or a true power on his own?

Fortress of the Warlord is Joseph Mills' first book, a solid homage to J.R.R. Tolkien's epic saga, where heroes of humble origins battle the sneering enemies of civilization. I had the pleasure to witness Joseph's progress from its humble beginnings, knowing full well the grueling experience and excitement of writing your first gamebook. And what gruel it is! Since it's a game, mechanics need to be clear, balanced, challenging and innovative, but familiar. Since it's a novel, the story must be compelling and memorable. On top of that, player agency must be optimal while minimizing page count, knowing that to please some readers will inevitably alienate others. Endless re-writes inevitably lead to existential anguish – a sign you're on the right track. Good writers, as such, must show creativity, resilience and above all humility, qualities for which Joseph has proven himself a paragon.

Marrying our respective narratives was great fun for me: as we shared ideas, I also integrated his Warlord and sinister agents into my upcoming publications. The end result, which you have in your hands, is a solid campaign that will provide you with endless hours of heroic adventuring, fighting evil for the greater good. The gods of battle will be pleased.

As I leave you on my last words, thanking Joseph for this narcissistic opportunity to write my first-ever foreword, I offer those who believe that a foreword is wasted space, a whimsical old-school orcish pastiche, the Orcish Temper Table, to roll on optionally when encountering the Withering Warlord's orcs (d6): 1 brutal (level +1), 2 cunning (morale +1), 3 cunningly brutal (level & treasure +1), 4 brutally cunning (treasure +1), 5 not very cunning (treasure -1), 6 not very brutal (level -1).

Erick N. Bouchard,
M.A.P., B.A.

Québec (Canada),
November 18th,
2019



Introduction

Fortress of the Warlord is set in the world of Norindaal on the continent of An-Mor. Knowledge of the world's lore is unnecessary to play. However, you may learn more from the Norindaal Wiki.

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

This is a classic fantasy campaign in four chapters. It will take several game sessions to complete. The *Four Against Darkness* core book and *Four Against the Abyss* are required. Each chapter has its own play style. The first uses a hexagon overland map. The second uses the (d66) numbered paragraph system. The third uses a programmed dungeon map. The final chapter uses the *Four Against Darkness* dungeon generator table but replaces the room content tables with those from this book.

Recommended Level

This adventure is recommended for a party of level 4. If the party level average is lower or higher than this, adjust boss and minion levels up or down 1 level accordingly. For expert levels, give +3 to monster levels and +1 more

per level above 6, and add +2 to the difficulty of saves.

Expansions & Supplements

You may use expert characters as described in *Four Against the Abyss* with the modifications listed above. If you own any other supplements, you may also use the character classes, spells, skills, abilities, hirelings, and equipment found in them.

Background

Although small conflicts do occur between the lords and tribes, the Southern Savage Lands have been at relative peace. However, something is stirring. There are whispers in the night of a dark force growing; people have gone missing, crops are dying from an unnatural blight, and there have been rumors of necromancy. Unaware of the growing danger, the high lords sit and do nothing. They are unprepared for what is coming. It is up to you to take matters into your own hands. Do you have what it takes to seek out the source of the darkness? Will you prevail and bring peace and prosperity back to the land?

New Rules

Tables

Each chapter has its own tables for monsters, treasure, magical treasure, traps, special features and events.

d12 Dice

Several of the tables in this book make use of the twelve-sided dice or d12.

You will need a d12 to play this adventure.



The Hex Map

The rainforest is represented by a hexagon map. Each hexagon, or "hex" equates to 5 miles across. Your party begins at the X at the top of the map. Your objective is to journey south towards your destination, which is symbolized by a star, by moving one hex at a time.

How Movement Works

Hexes are either blank or numbered. There are five types of terrain: rainforest, mountains, river, lake, and trail. For each blank hex space the party moves over, roll d12 and then refer to the

Rainforest Content Table. When the party moves onto a numbered hex space, don't roll on the Rainforest Content Table but refer to its corresponding entry on the Rainforest Number Hexes section (page 32) instead.

Trail Hexes

The trail is just a well-trodden path through the dense rainforest and is heavily patrolled by monsters. Before you leave a trail hex, you must roll a 1 in 6 chance of a wandering monster encounter in addition to any encounter rolled on the Rainforest Contents Table.

The River

On the map, the river is shown as a dark line that curves and winds through the middle of the rainforest. It is deep and dangerous. However, swimming across is possible. Barbarians, swashbucklers, rangers and amphibious classes can automatically swim across the river. All other classes need to make a level 3 swimming save to cross, or lose 2 life. Apply a -1 penalty for shield carriers and an additional -1 and -2 for those wearing light or heavy armor.

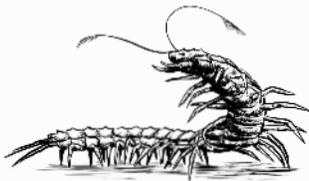
Halflings, dwarves, and elves, excluding sea and river elves, suffer an additional -1 penalty. Characters must roll before they attempt to swim.

Lake Hexes

In the southern part of the rainforest there is a deep and murky lake. The rules for crossing the river also apply to crossing the lake.

Mountain Hexes

Attempting to traverse the rainforest mountain terrain is extremely difficult. To travel into, and out of a mountain hex, you must roll a single level 6 save for the entire party. Add +1 for every barbarian or dwarf in the group and -1 if the party is mounted, e.g. horses or mules. On a success, the party moves into the next hex. On a failure, the party cannot travel to the next hex and must try the save again, or go another direction. In addition, each party member loses 1 life and 2 hours have passed. Traveling through the mountains on a trail hex requires no save.



Searching a hex

If a rainforest hex is blank or has been cleared of monsters by your party, you may search it. The party may search each rainforest hex just once, rolling d6 on the Search Table in *Four Against Darkness*.

Backtracking

If for any reason your party needs to move back through a hex they've already been through, there's a 1 in 6 chance of encountering a wandering monster. If this happens, roll on the Rainforest Wandering Monster Table.

Flying Mounts

Due to the thick rainforest canopy, flying is impossible, and flying mounts cannot be taken.

Getting Lost

The map you use to track your travel through the rainforest is the very same map the village elders gave you. You could easily go off track and become lost. Before leaving a hex you must make a level 3 orientation save for the whole party; add +1 for each barbarian, wood elf, ranger, green troll, druid

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or wilderness guide in your party. On a failed roll, you are lost. If lost, roll to discover where you actually are.

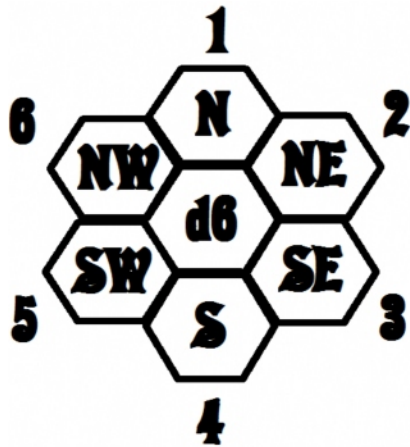
Roll (d6): 1 - North 1 hex, 2 - Northeast 1 hex, 3 - Southeast 1 hex, 4 - South 1 hex, 5 - Southwest 1 hex, 6 - Northwest 1 hex. Reroll if a rolled hex location would have you move off of the map or over water.

You do not need to roll an orientation save anytime you leave a hex in which you previously failed your orientation save.

Reorientation to a different hex does not cost additional time (game hour per hex).

Escape Spells

The Escape or Mass teleport spells, or other spells with similar effects, may be used as normal in the rainforest area. Just change the word "room" into "hex".



Secrets of the Rainforest

With 3 Clues, you can learn a Secret. You may use secrets from the 4AD core rulebook as well as secrets from any other *Four Against Darkness* supplements you own. You may also choose to learn the secrets found in the Secrets of the Rainforest Table on page 54 of this book. However, each character may learn only one Secret of the rainforest. Secrets of the rainforest may be used only in the rainforest.



Day and Night

While the party travels on the hexagon map, you must keep track of whether it's day or night. A full day is 12 hours of daylight and 12 hours of darkness. You begin at daybreak. It takes 1 hour to cross a trail hex, 2 hours to cross a rainforest hex, and 4 hours to cross a mountain, lake or river hex.

Setting up Camp

You may set up camp at nightfall or continue traveling through the night. For every day without camping, each party member loses 1 life and suffers -1 to all rolls for each missed night of sleep. If you press forward without camping beyond 2 days, each character loses 1 semi-permanent life from lack of sleep. These lost life points cannot be restored until the end of the chapter.

When camping on a rainforest or mountain hex, roll a 2 in 6 chance of a wandering monster encounter per night. When camping on or alongside a trail hex, roll a 3 in 6 chance of a wandering monster. After each night of camping, all characters except one, regain 1 life, 1 spell, and 1 ability - e.g., 1

halfling's luck point, 1 use of barbarian rage, etc. Select one character to keep watch throughout the night. That character does not rest and regains nothing. Wandering monsters do not gain a surprise attack, due to one character being on watch, unless the watch fails a level 3 vigilance save (rogues, rangers and wood elves add +1/2 level). If a wandering monster is encountered, refer to the Rainforest Wandering Monster Table. The party breaks camp at dawn, and another 12 hour daylight cycle begins.

Traveling at Night

At night, the party moves at half speed: 3 hexes in the rainforest and 6 hexes on a trail.

Fleeing Combat

If you flee combat, you must run away in the direction you came from. Use the rules for fleeing (4AD, p. 55).

Mystical Night

Mysterious things are said to happen in the rainforest at night. Small temples and shrines are only

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detectable by their glow. Strange magical beings wander about, restless ghosts and night goblins stalk the overgrown paths. For each hex you move to on the rainforest overland map at night, roll a d6. On a roll of 1-2, roll on the Mystical Night Table, instead of the Rainforest Content Table.

Food and Foraging

For each day of travel on the hex map, each character must eat at least 1 food ration. In addition, in between game chapters, each character must eat 1 ration. Any characters who do not eat lose 1 life. While traveling through the rainforest in chapter one, you may

forage for food. However, in chapters two, three and four, you may not forage. To forage, you must make a level 6 foraging save once a day. Add +1 for every barbarian, druid, ranger, or swampling in your group. If you are successful, you find $d6+4$ rations. Each character may only carry 10 rations at any time. 10 rations costs 5 gold, and can only be purchased before the adventure begins.

Bribes

Some monster reactions include food as a bribe. If the reaction lists 1 or more food, you will need that amount to perform a successful bribe. If the bribe description lists



A patrol of bloodthirsty night goblins stalk the forest after dark.

food and gp, you will need to give the specified amount of food and gold to complete the bribe.

Minidungeon Locations

While adventuring through the rainforest at night in chapter one, you might discover a mystical temple or shrine. Also, while adventuring through the barricades in chapter two, you might discover a bunker. These are treated as randomly generated minidungeons. If you enter any of these, generate the interior with

the d66 room table in *Four Against Darkness* (p.25). Use all of the core 4AD tables while in a minidungeon. Each minidungeon has a maximum total of rooms and corridors: mystical temple **10**, mystical shrine **6**, barricade bunker **4**. Upon reaching the last room or corridor of any minidungeon, instead of rolling on the 4AD contents table, roll on the 4AD Boss Table or Weird Monster Table, your choice. If your party is all of Expert level (levels 5 to 9), use the content from 4AA to populate minidungeons.



Halden and Fornus prepare themselves for combat as a war band of throatslitter orcs circle their position!

Fighting Multiple Groups

As you make your way through the rainforest, there may be encounters where you face more than one group of enemies at a time. When this happens, you must fight them as one large group. For more detail, refer to *Four Against the Abyss* pg 9-10.

Trial of Champions

Some monsters have a reaction called "trial of champions." If that comes into play, the monsters propose a trial by combat between their best fighter and a character of your choice. If they have a Boss, the Boss will be their champion. If they do not have a boss, they will just choose a minion who will count as 2 levels higher for the trial. The trial will last d6 turns. Determine randomly who goes first. Roll d6: your character will attack first on a roll of 1-3; the monsters' champion will go first on a roll of 4-6. Other characters may not intervene and you may not use magic or ranged attacks. The champion who kills their opponent or inflicts greater damage by the end

of the trial is the winner. Monsters losing a trial will remain in the room/hex but will let you pass, even if your party goes through the room, hex-space or area later, as long as the character who won the trial is still with the party. The character must be able to fight: a carried, paralyzed or dead character will not count. Monsters winning a trial expect the party to leave the room, hex-space or area, and they will fight at +1 to their level if you disregard the result of the trial and attack them.



Marching Order

When adventuring outdoors, all characters and monsters have room to fight, just like in a room. However, marching order is still relevant for the targeting of traps and some monster abilities. Therefore, always keep track of your marching order.

Stepping into Expert Tier

It's likely that some or all characters will become 5th level while in the rainforest. In this case, you may NOT pay with gold for advancement. See 4AA for details.



The Orcs

Most of Norindaal's orcs are a barbarous race. Some are more savage than the rest. While the majority tend to be barbarians, warriors, rogues, hunters, and mercenaries, a select few become shamans and rule over others through fear.

Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell causes their group to drop below 50%, they must test morale at -1. They will never have magic items in their treasure other than Potions of Healing and (+) enhanced weaponry and armor. Treat scrolls, wands, cloaks, amulets, etc. as d6 x d6 gp instead. Elves attack and

cast spells at +1 against orcs, including spells cast through scrolls or magic items. Orcs hate elves and therefore their reaction versus a party with any elf is always to fight.

Tribes

Through cunning and threats, the warlord has rallied four orc tribes under his banner. Roll on the Orc Tribe Table (p. 50) whenever monsters with the word "orc" in their name are encountered, and add those specific stats to the orcs you are encountering.

Renegade Characters

In other supplements there are playable character classes that stem from many of the "green races." If you own any of these supplements and want to play the orc, half-orc, goblin, ogre, hobgoblin, or troll classes, consider the rules below.

- 1) These characters should belong to tribes that are unaligned or enemies with the four listed on the Orc Tribe table (p.50).
- 2) All the reactions of the minion and vermin with the words; orc, goblin, ogre, hobgoblin and troll in their names are at +1.

3 All Boss monster reactions with the words; orc, goblin, ogre, hobgoblin and troll are always “fights to the death.”

Death of the Reavers

If any member of your current party killed any orc reaver in *The Three Rings* adventure, any orc or group of orcs met will include a relative of theirs on the d6 roll of 1-2. In that case, roll on Orc Reaver table in *The Three Rings* to determine this orc’s profile, and to find out which orc reaver they were related to. If encountered in a group of minions, this orc will be their leader. If encountered as a boss, this orc will use their new profile instead of the one listed. In any case, the orc will hate those who partook in their relative’s

murder, and all orcs in the encounter will fight to the death.

Playing the Hero

Some encounters contain people held captive or victimized by monsters. You may choose to save them from their predicament. In every chapter, for each victim you rescue, you get 1 Clue. After being rescued, the captives go off on their own.

Keywords

Below is a list of keywords you may have discovered, and game events that you might have played through in some of the other various 4AD supplements. Take note of any keyword or event you may have encountered and how it



affects your game play in this adventure.

HAGGIA - If you have this keyword, the Troathslitters are resentful against you for killing their ally, the hag. Add 1 to all reaction rolls with them.

ANATHEMA, BANISHED, EXTINCTION, KARTOKNALLHART, KENOCIDE, OUTLAWED, PROSCRIBED - If you have any these keywords, the War Omen Orcs respect your deeds of war; they will be peaceful towards your party on a reaction roll of 1-2.

POTATO or **POTATARSONIST** - If you have these keywords, reduce the number of goblins encountered in each encounter by 1. The troops' numbers are depleted by the magical animation of their food supplies or your former destruction of them.

CONSUMMATED - If you have this keyword, increase by +1 the number of hobgoblins encountered as the old Pantalone reinforced security after the ignominies you inflicted upon his wife.

PUNGENCY - If you have this keyword, your

horrible smell allows you to reroll reaction rolls with moss trolls.

If you killed the Onyx Occultist or the Lady of Black Lashes in a previous adventure (they are the same person), she has regenerated (she is practically immortal) and sent a medusa assassin after your party (see 4AD p.37); you will meet her the second time you roll a Greater Forest Gorgon on the Rainforest Weird Monster table. She surprises on a d6 roll of 1-2. Double her treasure.

If you have killed the Goblin Buffoon Mortadelle in a previous adventure, apply a -1 to all morale rolls of goblins as the death of their beloved buffoon has broken their spirits.

If you have killed the Orc Captain Usu in a previous adventure, all Orcs of the Gorebutcher tribe will hate your party and fight to the death. Add +1 to their treasure roll as they have shared among themselves the captain's loot.



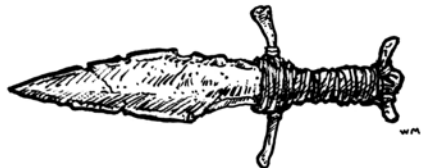


Shumell, a swashbuckler from Tezany's Cove, Duggan, a dwarf of the Miner Clan, and Ninda, a night elf astrologer, meet for a warm meal of mutton at the Rusty Nail Tavern.

~ Chapter One ~ The Rainforest

After weeks of adventuring, your party stops to rest at the Rusty Nail Tavern, on the road to the Duchies of Law, just outside the small village of Hulban. The tavern is full of merrymakers eating, drinking, and shouting along with an owl-folk bard who is singing "Me One Tail Feather", a local favorite. There's a game of *davlok* being played by a group of dragonslayer dwarves at a small table to your left. To your right, three cutthroats compete over who can quaff the largest amount of ale. It's a quarter to eight when suddenly in walk two local guards. A muffled hush descends on the tavern. The guards make their way over and inform you that they have been sent to bring you to the great hall. Their request seems urgent, so you agree. You accompany them to a whitewashed building with a polished flagstone floor, adorned with tapestries and fur rugs. Large timbers span the ceiling in an arc, each covered with various animal head carvings that stare down at you from above. Three elderly men sit at a long table

covered with scrolls. The one seated in the middle wearing a gray robe stands and introduces himself as Onius, the village elder. He pauses for a moment, and you can see his countenance sadden. He looks down and then back up at you again and says, "We need you to find our missing folk and those from the surrounding farms. A traveling merchant witnessed orcs herding bound people South towards the rainforest. We have heard rumors of a fortress there, controlled by a warlord. One week ago, we sent our best ranger into the rainforest to locate the fortress. We have just received his urgent message requesting an experienced rescue party. We will pay you 300 gold pieces for each adventurer, to locate and rescue as many as you can, and give you these two potions of healing as an advance." The elder hands you two potions; then, he runs his hand across a map on the table and points to an X before saying; "We've drawn this map for you to use on your journey. Follow the map, and when you get close, the ranger will find you."





Monsters on your tracks

This rule is optional. It adds some excitement to the game but may decrease the party's survival rate.

The warlord has many spies and has heard of your plan to rescue the village folk. He has put a hefty price on your heads and will stop at nothing to circumvent your attempt. After you have moved a total of 10 hexes on the rainforest map, a group of monsters begins to track and pursue you. The monsters begin their pursuit at the X on the map, where you originally started. Every time you move to a hex, the pursuing monsters move 1 hex towards you. This one hex to one hex pursuit does not include your getting lost movement. Neither day nor night time, nor different terrain types, will speed or slow their progress. No matter which direction you move or are forced to move, the pursuers will continue to move 1 hex towards you. The monsters will not cross over the river or lake hexes. Instead, they will go around or find a way to cross, such as a bridge. This may be used to your advantage since your characters can swim (see the river, p.8). After each

night of camping, the monsters will have moved 1 hex towards you. If by chance you enter one of the nighttime Temple or Shrine mini-dungeons, the pursuing monsters will have been thrown off your trail and will have moved d3 hexes in a random direction. Use the d6 orientation roll on p.10 to determine where the pursuing monsters are on the map. After the location of the redirected monsters has been established, they will start to head straight towards you again. If the pursuers catch up with you, roll on the Rainforest Pursuit Table (p. 48) to determine which monsters you encounter. In addition to the pursuing monsters, you must also face any contents encountered on the hex you move to. Resolve the hex content BEFORE fighting the pursuers. If you defeat the pursuers, another group of monsters will begin to pursue you. Every group of pursuers after the first will start 10 hexes north from your current location, and use the same rules. There will only be one group of pursuers on the map at any one time. The pursuit will continue until you complete chapter 1 by finding the ranger.

Rainforest Content Table (d12)

- 1 Treasure found! Roll on the Rainforest Treasure Table. Then roll a d6, on a 6 the treasure is guarded: roll on the Rainforest Boss Table.
- 2 Treasure protected by a trap. Roll on the Rainforest Traps Table and on the Rainforest Treasure Table.
- 3 Roll on the Rainforest Special Event Table.
- 4 Roll on the Rainforest Special Feature Table.
- 5 Roll on the Rainforest Vermin Table.
- 6 Roll a d6, on a 1-3 roll on the Rainforest Special Event Table, rerolling any Rainforest Special Event that has already happened, on a 4-6 roll on the Rainforest Traps Table.
- 7 If surrounded by rainforest terrain space on all sides, roll on the Rainforest Minions Table, otherwise empty.
- 8 Roll on the Rainforest Minions Table.
- 9 If off the trail, roll on the Rainforest Traps Table. Otherwise, roll on the Rainforest Weird Monsters Table.
- 10 Roll on the Rainforest Boss Table.
- 11 If off the trail, Roll on the Rainforest Minions Table; if on a trail, roll on the Rainforest Boss table at + 2.
- 12 Roll on the Rainforest Boss Table at +1.



Rainforest Vermin Table (d12)

1 **2d6 Vicious Vines.** Level 3 plant vermin, no treasure, never tests morale. On Defense rolls of 1-2, the victim is entangled and forfeits their next attack round. Rogues don't get an outnumbering bonus against vicious vines. *Reaction: always fights*

2 **2d6 Belligerent Badgers.** Level 3 animal vermin, normal treasure**, never tests morale. If characters withdraw from the fight, the badgers gain +2 to their level. *Reaction: always fight to the death.*

3 **2d6+2 Fire Beetles.** Level 3 animal vermin, normal treasure and morale. When a lantern-bearing character receives a wound, he must save versus level 3 burn or lose 1 additional life. *Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.*

4 **2d6 Enormous Green Wasps.** Level 3 animal vermin, no treasure, never tests morale. Characters wounded by wasps must save versus level 3 poison (halflings and barbarians add +1) or receive a non cumulative -1 to Attack rolls on the next 4 rounds. *Reaction: always fight to the death.*

5 **3d6 Enormous Acidic Spiders.** Level 3 animal vermin, no treasure, normal morale. On a Defense roll of 1, the character comes in contact with the acid spit by the spiders and receives 1 additional wound. *Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.*

6 **d6+3 Large Black Scorpions.** Level 4 animal vermin, normal treasure*, normal morale. Characters wounded by scorpions must save versus level 4 poison or be paralyzed for the next 2 rounds. *Reactions (d6): 1-2 flee if outnumbered, 3-5 fight, 6 fight to the death.*

**See the Alchemical Harvesting appendix.*

*** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner components, see 4AA.*



Rainforest Vermin Table (d12) Continued

d6+4 Creeping Centipedes. Level 4 animal vermin, no treasure, normal morale. Characters wounded by centipedes must save versus level 3
 7 poison (halflings add +1) or lose the use of a random arm, due to swelling, for 2 rounds. The character drops all items in that arm. *Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.*

2d6 Ravenous Rats. Level 3 animal vermin, no treasure, morale -1. Each character must immediately save versus level 4 flea infestation
 8 (barbarians and dwarves roll at +1) or drop all held items: weapons, shields, or lanterns, forfeiting their next action round. *Reactions (d6): 1-3 bribe (2 food each), 4 flee, 5-6 fight.*

3d6 Thieving Bats. Level 4 animal vermin, treasure 2, normal morale. At the beginning of combat, all characters must save versus level 3
 9 thieving or lose a held weapon, shield or lantern. Swashbucklers save at +1. Items are all recovered at the end of the encounter. *Reactions (d6): 1-3 bribe (any 2 weapons) 4-5 fight, 6 fight to the death.*

2d6+2 Wild Boars. Level 4 animal vermin, normal treasure*, morale +1. Characters wounded by boars must save versus level 3 infection or
 10 become ill and suffer a (non-cumulative) -1 to Defense rolls (halflings and barbarians roll at +1). A Blessing Spell will cure the illness. *Reactions (d6): 1-3 bribe (2 food) 4-5 fight, 6 fight to the death.*

2d6 Rainforest Jackals. Level 4 animal vermin, no treasure, morale -1. Jackals will only attack the two characters with the lowest combined level
 11 and life points. A fire or lightning based spell cast from such a target will force the jackals to direct their attacks against another character, if available. *Reactions (d6): 1-2 bribe (1 food each) 3 flee, 4-6 fight.*

2d6 Massive Mosquitos. Level 3 animal vermin, normal morale, no treasure. Characters wounded by mosquitos must save versus level 2
 12 bleeding or lose 1 additional life per turn until a Blessing or bandage is used. The bandage does not restore any life, it only stops the bleeding. The bleeding stops automatically at the end of the encounter. *Reaction: 1-3 Bribe (1 Life point worth of blood for every mosquito), 4-6 fight to the death.*

** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner components, see 4AA.*

Rainforest Minion Table (d12)

2d6+2 Bugbear Archers. Level 5 minion, normal treasure and morale. The

- 1 bugbear archers have a 5 in 6 chance of surprising the party. *Reactions (d6): 1-3 bribe (40 gp), 4-5 fight, 6 flee.*

Vampiric Fly Swarm. The swarm is treated as an event, not a creature.

- 2 There are two ways to deal with it: fire, acid or cold-based spells will kill the swarm instantly, no Attack roll needed. The other option is to evade. To evade, move to another hex that you already visited or a new one, using the normal amount of time to do so. There is a 2 in 6 chance of the swarm pursuing. If this happens, all characters lose 1 life. After inflicting this damage, the party must choose whether to fight (with a fire, acid or cold based attack) or escape again, until the party manages to escape and the swarm does not pursue the characters.

2d6+2 Orc Raiders. Level 4 minion, normal treasure, morale +1. For every

- 3 3 orc raiders you encounter, 1 captive will be in tow. *Reactions (d6): 1-2 bribe (30 gp), 3-5 fight, 6 fight to the death. If bribed, no captives are freed.*

d6 Moss Trolls. Level 5 plant minion, normal treasure*, 2 attacks, normal morale. Trolls regenerate unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll

- 4 a die for every killed troll on its next turn. On a 5 or 6, the troll will come back to life and continue to fight. When attacking a moss troll, if a 1 or 2 is rolled, the character's weapon sticks to the moss and the character forfeits their next round. *Reactions (d6): 1-2 bribe (20 gp), 3-5 fight, 6 fight to the death.*

d6 Putrid Slime. Level 6 minion, no treasure*, normal morale. Each time putrid slime is wounded there's a 3 in 6 chance the attacker will lose 1 life from acid splash. The slime is immune to acid, sleep and poison. Rogues

- 5 don't get their outnumbering bonus against putrid slime. There's a 2 in 6 chance putrid slime will contain treasure from a previous victim's remains (roll on the Rainforest Treasure Table). *Reactions: always fight to the death.*

2d6 Ambush Raptors. Level 4 minion, normal treasure +1 **, morale +1.

- 6 They have a 4 in 6 chance of surprise. When an ambush raptor is killed, there's a 1 in 6 chance 1 that more ambush raptor will join the fight. *Reactions (d6): 1-3 bribe (1 food each), 4-6 fight.*

*If your party includes a wandering alchemist or a wizard, you also find an alchemical ingredient (see TCOTDF). Check the Alchemical Harvesting appendix for details.

**If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for details.

Rainforest Minion Table (d12) Continued

3d6+4 Geckomen Troops. Level 5 minion, normal treasure, normal morale. For every wound a character receives, the character must save versus level

- 7 3 poison (halflings and barbarians save at +1) or suffer a non-cumulative -1 to Attack rolls. A Blessing removes the modifier. *Reactions (d6): 1-2 bribe (30 gp), 3-4 fight, 6 fight to the death.*

2d6+2 Screeching Monkeys. Level 3 minion, no treasure, morale -1. Each character must immediately make a Defense roll against thrown feces. If hit, the character must save versus level 3 disease or -1 to Defense rolls. Barbarians are immune to this. Disease effect is not cumulative. A Blessing Spell will remove the disease. The only way to attack a screeching monkey is with ranged weapons, spells or flying animal companions. Every time a screeching monkey is hit, it lets out a loud screech. Each character must save versus level 3 sound attack or suffer a non-cumulative -1 to attack rolls, until the end of the encounter. *Reactions (d6): 1 flee if outnumbered, 2-3 bribe (1 food each), 4-6 fight.*

- 9 **2d6+4 Swampling Hunters.** Level 5 minion, normal treasure, morale -1. There's a 3 in 6 chance they will be accompanied by d6+2 level 3 swamp ostriches. For every 3 swampling hunters encountered, 1 of them will wield a net and uses it as his first attack. Characters failing a Defense roll against a net take no damage, but are entangled and must spend their next 2 turns to break free. Any netted character, if attacked, is hit automatically. If you have a swampling in your group, the swampling hunters will be non-hostile and offer 4 food rations. *Reactions (d6): 1- 4 flee, 5-6 fight.*

- 10 **2d6 Sylvan Savages.** Level 7 minion, normal treasure, morale +1. Characters wounded by savages must roll an additional Defense roll or lose 1 additional life. Use this rule only once per savage; each character may be hit maximum twice by the same foe. *Reactions (d6): 1-3 bribe (30 gp), 4-6 fight.*

- 11 **d6+2 Red Jungle Eagles.** Level 6 minion, normal treasure* and morale. Characters wounded by eagles must save versus level 4 or be snatched up into the air and dropped, taking d3 damage. Halflings, gnomes, lutins and swamplings roll at +2. Ogres and trolls cannot be snatched up. *Reactions (d6): 1-2 bribe (2 food) 3-4 fight, 5-6 fight to the death.*

- 12 **2d6 Wild Orc Warriors.** Level 6 minion, normal treasure and morale. The wild orc warriors always surprise. *Reactions (d6): 1-2 bribe (30 gp), 3-5 fight, 6 fight to the death.*

* If you have a character with the Arcane Tanner Expert Skill, you also find harvestable components, see 4AA. Check the Alchemical Harvesting appendix for details.

Rainforest Boss Table (d12)

Juvenile Giant. Level 8 Boss, 8 life, 3 treasure, morale +1, 3 attacks. The giant is noisy and you hear him coming. You may roll a level 6 Stealth save to avoid the encounter. Halflings, wood elves, lutins, rogues and assassins add +L, swashbucklers, rangers and elves add +1/2 L, characters in heavy armor subtract -1. Make a single roll for the party, using the WORST modifier that applies. If you succeed, you avoid the encounter. If you fail, the giant will automatically attack and strike first. The shield of a character hit by the Giant is destroyed. In addition, wounded characters are knocked down and must use their next turn to stand up. *Reactions (d6): 1-2 bribe (200 gp), 3-5 fight, 6 fight to the death.*

Primordial Bear. Level 7 Boss, 8 life, treasure: furs worth 9d6 gp, normal morale, 2 attacks. The bear has a 2 in 6 chance of surprising the party. Characters wounded by the bear must save versus level 3 jaw lock (warriors and barbarians save at +1) or forfeit next turn. *Reactions (d6): 1-3 bribe (4 food), 4-6 fight.* There's a 2 in 6 chance a primordial bear is accompanied by d6 cubs. If so, change the *fight* reaction to *fight to the death* and add 1 Food per cub to the *Bribe* reaction. The cubs fight as level 3 minions. Fur pelt harvested from cubs can be sold for 4d6 gp per cub.

Horned Boa. Level 6 Boss, 10 life, treasure +2*, normal morale. The boa will attack a random character. Characters wounded by the boa must save versus level 4 constrict (barbarians, ogres and trolls save at +2) or lose 1 additional life. They may not attack and must continue to make the same level 4 save each round or lose an additional 1 life each turn, as the boa tightens its spires around its victim. A character who successfully saves breaks free and can fight normally. The horned boa will constrict only one character at a time. Once it has a character in its spires, it will perform bite attacks against other random characters, but can be attacked at +1. *Reactions (d6): 1-2 flee, 3 Bribe (1 food), 4-5 fight, 6 fight to the death.*

Wild Orc Barbarian. Level 7 Boss, 5 life, 2 treasure -1, 2 attacks. Once per battle, the wild orc barbarian goes berserk, forcing the 1st and 3rd characters who hit him to roll 3 separate Defense rolls on their next Defense turn, losing 1 Life per each failed Defense roll. *Reaction (d6): 1-3 bribe (100 gp), 4-5 fight, 6 fight to the death.*

King of the Jungle. Level 7 Unique Boss, 5 life, 3 treasure rolls, morale +2, 3 attacks. This is a semi-clothed, club wielding gorilla raised by orcs. At the end of any turn in which the king of the jungle is wounded, roll d6. On a 1, there is a 3 in 6 chance that he calls a stampede of animals. Every character must save versus level 3 trample or lose 1 life (lutins, halflings and swamplings save at +1 but will lose 2 life if they fail). The King of the jungle is a unique creature. Once you kill him, if you encounter him a second time, generate a different creature by rolling on the Rainforest Weird Monster Table. *Reactions (d6): 1-2 quest, 3 bribe (80 gp), 4-5 fight, 6 fight to the death.*

*See the Alchemical Harvesting appendix.

Rainforest Boss Table (d12) continued

6 Vegetal Man. Level 8 plant Boss, 7 life, treasure +1*, morale +2, 2 attacks. It always gets a surprise attack, unless the party is led by a wood elf, ranger, swampling or druid. In that case, there is a 3 in 6 chance of surprise. Wounded characters must save versus level 3 entangle or forfeit their next combat round. An entangled character must make a level 3 save to free themselves, or continue being entangled and be unable to perform any actions. *Reactions (d6): 1-2 quest, 3 bribe (100 gp), 4-6 fight.*

7 Gray Ogre. Level 6 Boss, 10 life, 2 treasure rolls, morale +1, 2 attacks. The ogre patrols with d6+3 hobgoblins, level 4 minion, normal morale, no treasure. When the ogre is wounded, roll a 2 in 6 chance it will retaliate against the character who injured it, immediately performing an out of sequence extra attack against that character. *Reactions (d6): 1-3 bribe (50 gp), 4-6 fight. Use the Trial of Champions rules (4AA).*

8 Escaped War Rhino. Level 8 animal Boss, 7 life, 2 treasures, morale +2, 2 attacks. The rhino's armor is covered with broken arrow shafts. A headless orc rider hangs from its saddle. When wounded, the rhino will attempt to impale its attacker, who must make a level 3 save (rogues and elves save at +1) or lose 2 life. There's a 3 in 6 chance the headless orc has treasure roll at +1. *Reactions (d6): 1-3 bribe (8 food), 4-6 fights.*

9 Rainforest Chaos Demon. Level 8 Chaos Boss, 5 life, 2 treasure rolls at +1*, morale +1, 2 attacks. When the rainforest chaos demon is hit, there's a 3 and 6 chance it will phase, avoiding the damage. *Reactions (d6): 1-3 quest, 4-5 fight, 6 fight to the death.*

10 Forest Mook. Level 7 plant Boss, 6 life, treasure +1, morale +1. It has a 5 in 6 chance of surprise. When reduced to 2 life, it will heal itself back to full health, once per battle, at the end of its turn. Fire based spells deal double damage to the forest mook. *Reaction (d6): 1-3 bribe (80 gp or any potion), 4-5 fight, 6 quest.*

11 Tree Gromdel. Level 6 Boss, 5 life, 2 treasure rolls, morale +2, 3 attacks. There is a 2 in 6 chance on each turn that the tree gromdel will take to the trees and remain there using ranged attacks. If it does, he can only be attacked by spells, ranged weapons, or by flying characters. *Reactions (d6): 1-3 bribe (70 gp), 4-5 fight, 6 fight to the death.*

12 Young Green Wurm. Level 10, 10 life, 3 treasure rolls**, morale +2, 2 attacks. This flightless dragon crawls on the rainforest floor in search of prey. It uses its acid breath on its first turn and every 5th turn. The first 3 characters in marching order must save vs level 4 acid or lose 2 life. *Reactions (d6): 1-3 quest, 4-5 fight, 6 fight to the death.*

* If your party includes a wandering alchemist or a wizard, you also find an alchemical ingredient (see TCOTDF). Check the Alchemical Harvesting appendix for details.

** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for details.

Rainforest Weird Monster Table (d12)

1	<p>Ancient Treefolk. Level 7 plant weird monster, 6 life, normal treasure and morale, 2 attacks. It takes double damage from fire based spells. <i>Reactions (d6): 1-3 flees, 4-5 fight, 6 fight to the death.</i></p>
2	<p>Bird Bear. Level 6 weird monster, 6 life, treasure: feathers, morale +1. Characters wounded by the bear must save versus level 4 bear hug. Ogres and trolls and barbarians save at +L. On a failure, choose one: lose 1 additional life, or have their armor or shield destroyed. D6+1 feathers each worth 40 gp can be harvested. <i>Reaction (d6): 1-3 bribe (6 food), 4-5 fight, 6 fight to the death.</i></p>
3	<p>Liger. Level 5 animal weird monster, 8 life, morale +1, 2 treasure, 2 attacks. This is a lion/tiger hybrid. Characters wounded by the liger must save versus level 3 maul or lose 1 additional life and be pulled to the ground, forfeiting their next turn. <i>Reactions (d6): 1-3 bribe (7 food), 4-5 fight, 6 fight to the death.</i></p>
4	<p>Striped Velociraptor. Level 5 weird monster, 4 life, treasure + 1**, normal morale, 2 attacks. Has 3 in 6 chance of surprise. On a Defense roll of 1-2, its target is disemboweled and loses 2 additional Life points. <i>Reactions (d6): 1-3 bribe (6 food), 4-5 fight, 6 fight to the death.</i></p>
5	<p>Man-Eating Plant. Level 6 plant weird monster, 6 life, 2 attacks, 2 treasure rolls*, morale +1. Immune to Sleep spells. Fire-based spells inflict double damage. On a Defense roll of 1, characters are swallowed and must make a level 3 save each round to free themselves. Ogres, trolls, druids and wood elves roll at +1/2 L. Until freed, they may take no other action than attempt to free themselves. A swallowed character loses 1 life per turn, until freed. The plant can only swallow 1 character at a time. <i>Reaction: always fight to the death.</i></p>
6	<p>Man of the Woods. Level 6 weird monster, 7 life, 2 treasure +1, morale +1, 2 attacks. When he is encountered, there's a 3 in 6 chance he's in bear-form; if so, he attacks. If in man-form, there a 4 in 6 chance he won't attack, unless a dwarf is in the party. If not attacked, there's a 3 in 6 chance he will offer food and rest. Food and rest heal 3 life, all spells, and 1 ability to the party. If he attacks while in man-form, and his life is reduced to 1, he turns into a large bear and flees. <i>Reactions: Use the system described above. If not hostile or helpful, he will ignore you and go on his way.</i></p>

* If you have a wandering alchemist or a wizard, you also find an alchemical ingredient, see TCOTDF. Check the Alchemical Harvesting appendix for further details.

** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for further details.

Rainforest Weird Monster Table (d12) Continued

7 Greater Forest Gorgon. Level 6 weird monster, 7 life, magic treasure +1*, morale -1. There's a 3 in 6 chance she appears as a lost maiden; if so, you cannot roll for reactions and she will get a surprise attack. If she is wounded, there's a 2 in 6 chance that the greater forest gorgon curses her attacker, who suffers a non cumulative -2 to Attack and Defense. A Blessing can remove the curse. *Reactions (d6): 1 flee, 2-3 quest, 4-6 fight.*

8 Forest Fey. Level 6 weird monster, 5 life, 2 treasure rolls +1*, morale +1. She has 2 forms. Roll d6 for her current form: 1-3 woman, 4-6 glowing spheres. If in woman-form, roll 2d6 for each male character. The character with the lowest roll is enthralled and fights the others for 3 turns, like a Boss Monster of his own L+3. Characters wounded by the fey must perform a save versus level 4 daze (wizards add +L), or forfeit their next turn. In spheres form, the fey is immune to ranged attacks and Sleep spells. *Reactions (d6): 1 flee, 2-4 quest, 5-6 fight.*

9 Large Intelligent Arachnid. Level 5 weird monster, 7 life, normal treasure* and morale. A character rolling a 1 on his Attack roll is webbed; he becomes unable to act for the entire encounter and is hit automatically if attacked. *Reactions (d6): 1-3 quest, 4-5 fight, 6 fight to the death. If you roll a Quest, the monster will ask you to retrieve a living minion for it to eat. If you complete the quest, it will reward you with 50 gp and a roll on the treasure table +1. A Sleep spell or a net (see appendix) might be useful to capture a minion.*

10 Shuffling Compost Pile. Level 5 weird monster, 4 life, treasure +1. This monster lies on the rainforest floor waiting for its next victim. It has a 4 in 6 chance of surprise. It will attack the first character in the marching order. Characters wounded by the pile must save versus L3 suffocation or forfeit their next turn (barbarians, ogres and troll save at +1). Fire based spells deal double damage. *Reaction: fights to the death.*

11 Hairy Tree Slug. Level 7 weird monster, 7 life, normal morale and treasure*. The hairy tree slug is almost impossible to spot. It has a 5 in 6 chance of surprise. When a character wounds it, there's a 2 in 6 chance his weapon will stick, forcing the character to forfeit his next attack. *Reactions (d6): 1-3 fight, 4-6 fight to the death.*

12 Restless Rainforest Revenant. Level 6 undead, 4 life, treasure +1, never checks morale. Immune to Sleep and poison. The revenant can be damaged only by magic weapons, silver, holy water or spells. Any character wounded must save versus level 3 necromantic energy or lose 1 level. A Blessing will restore 1 level drained. A character reduced to level 0 dies. *Reactions 1-3 quest, 4-5 bribe (2 magic items), 6 fights to the death.*

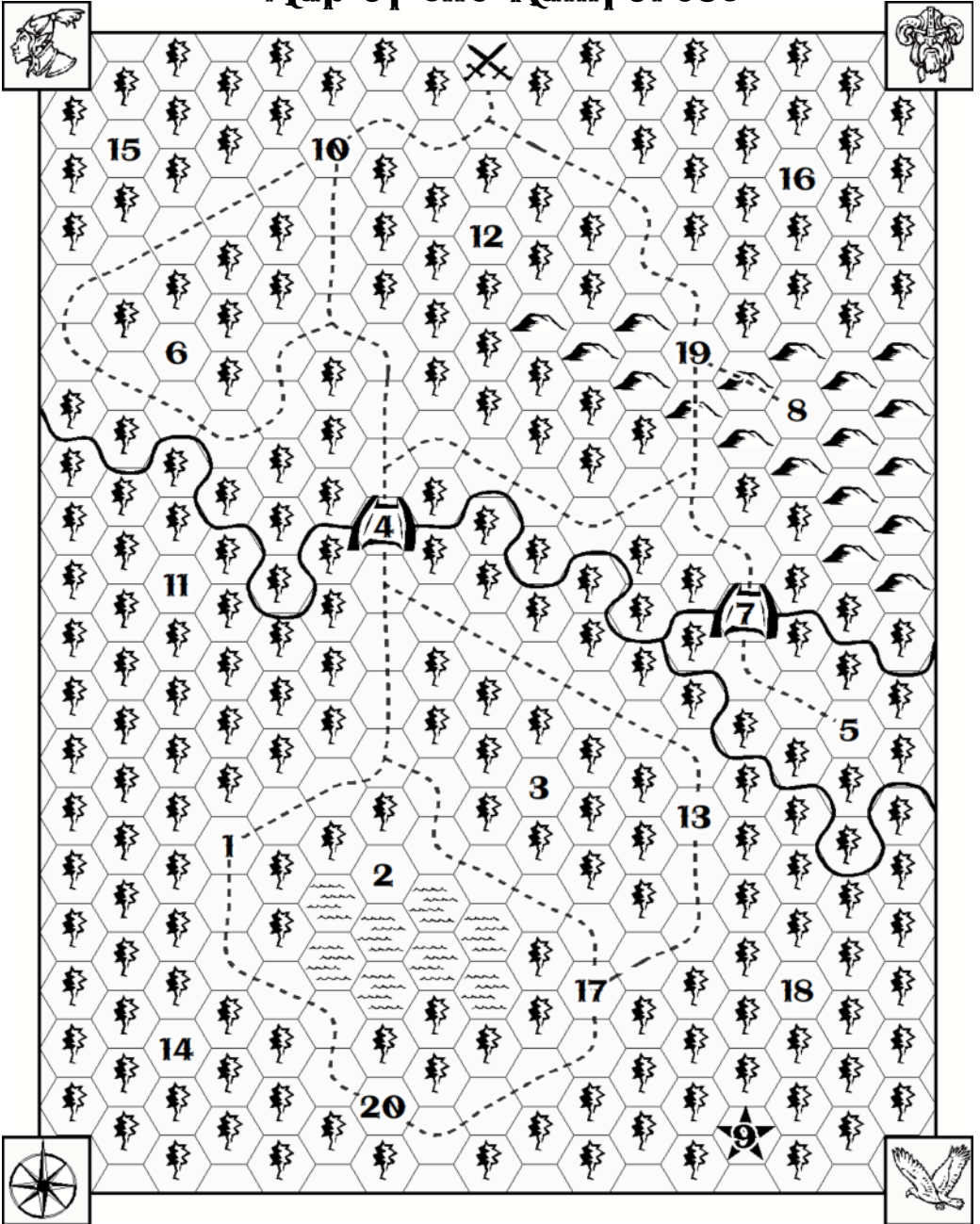
* If you have a wandering alchemist or a wizard, you also find an alchemical ingredient, see TCOTDF. Check the Alchemical Harvesting appendix for further details.



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Map of the Rainforest



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Rainforest Numbered Hexes

- 1** On the trail ahead, there are $2d6+3$ orc warriors riding war boars. You may avoid them by leaving the trail. If you approach, go to **14** on the Rainforest Unique Event Table.
- 2** You come to a large murky lake. You may avoid the lake. If you approach it, go to **27** on the Rainforest Unique Event Table.
- 3** Huddled around a smokey fire, $3d6+2$ hungry bugbears are cooking a charred goblin. One of them looks up at you and growls "fresh meat." Bugbear, Level 4 minion, normal treasure, normal morale. *Reactions: 1-3 bribe (10 food), 4-5 fight, 6 fights to the death.*
- 4** On the wooden bridge, a troll holds out an open hand and demands 50 gold from each member of your party. You may pay the toll or go another way. If you attack, go to **15** on the Rainforest Unique Event Table.
- 5** You see several burnt dwellings. The village appears abandoned. Suddenly, from behind a pile of debris, small ash-covered faces stare back at you. You may ignore them or investigate. If you investigate, go to **16** on the Rainforest Unique Event Page.
- 6** In a clearing, you see a massive old tree with a door-sized hole at its base. From within the tree, you hear someone calling out, "Please do come in, won't you?" If you choose to enter, go to **17** on the Rainforest Unique Event Table.
- 7** A partially burned bridge spans a river. A section is completely missing. You may try and jump across. If you choose to jump the gap, roll a (d6) for each character and go to **29** on the Rainforest Unique Event Table.
- 8** You come to a cave in the side of a grass-covered hill. From inside, you hear the clanging of metal striking metal. If you enter, go to **18** on the Rainforest Unique Event Table.
- 9** Just when you start thinking that you're lost, you hear the screech of a hawk circling above. From behind a tree, out steps an elf wearing green leather armor. He smiles and introduces himself as Gordashi. You have found your contact in the rainforest! Congratulations, you have completed chapter one and can now turn to chapter two.
- 10** On the trail ahead are $2d6$ orc bandits. You may avoid them by leaving the trail. If you approach

them, go to **19** on the Rainforest Unique Event Table.

11 Up ahead, you see a small hut with a tattered thatched roof. A blind woman with a crooked staff steps out and motions for you to come closer. Before you can decide what to do, she says "I've been expecting you." If you choose to approach, go to **20** on the Rainforest Unique Event Table.



12 The trees begin to sway back and forth, but there is no wind! Suddenly, you see several of the trees moving of their own accord, towards you. D6 Rainforest Treefolk, level 5 minion, 2 attacks, morale +1, normal treasure. Immune to sleep and poison. Treefolk take double damage from fire-based spells. *Reactions (d6): 1-3 Peaceful, 4 offer fruit (3 food rations), 5-6 fight.*

13 A pack of 2d6+4 ravenous wolves run towards you. There's a 2 in 6 chance they gain surprise. Ravenous Wolves, level 6 vermin, normal morale, no treasure. When a ravenous wolf is killed, there's a 1 in 6 chance that the pack will start fighting over the dead ravenous wolf. If this happens, they will not attack the party for 2 turns. There's a 3 in 6 chance that the wolves are led by an alpha wolf. If an alpha wolf leads them, use the champion rules of combat from 4AA. Alpha Wolf. Level 7 boss, 4 life, no treasure, morale +1. *Reactions (d6): 1-3 bribe (2 food each), 4-6 fight.*

14 You hear unrecognizable chatter coming from up ahead. You see 4d6 goblins squabbling amongst themselves. Two unconscious elves lay prostrate on the ground next to an overturned wagon.

Goblin Scoundrels. Level 5 minion, treasure -1, morale -1. *Reactions (d6): 1 flee, 2-4 bribe (50 gp each), 5-6 fight.* If you defeat them or they flee, go to **21** on the Rainforest Unique Event Table.

15 A large pile of leaves and twigs moves slightly as you approach. Suddenly, it stands upright and moves towards you. Shuffling Compost Pile. Level 5, 4 life, treasure +1. This monster lies on

the rainforest floor waiting for its next victim. It has a 4 in 6 chance of surprise. It will attack the first character in the marching order. Characters wounded by the pile must save versus level 3 suffocation or pass out, forfeiting their next turn (barbarians, ogres and trolls save at +1). Fire based spells deal double damage. *Reaction: fights to the death.*

16 From out of the bushes, 2d6 hobgoblins appear. They have a 3 in 6 chance of surprise. Hobgoblin Reavers. Level 4 minion, normal treasure and morale. On a Defense roll of 1 or 2, a character must save versus level 3 or be knocked down, forfeiting their next turn. *Reactions (d6): 1-3 bribe (40 gp each), 4-6 fight.*

17 At a fork in the trail, you see a large orc accompanied by 2d6+3 other orcs, talking amongst themselves. Roll a 3 in 6 chance that they have not spotted you. If they have not spotted you, you may choose to go another way and avoid them. Orc Scouts Level 4 minion, normal treasure and morale.

Orc Leader. Level 6, 4 life, 2 attacks, treasure +1. *Reactions (d6): 1-3 bribe (40 gp each), 4-6 trial of champions.*

18 d6+1 Jungle gorillas come running towards you. Level 5 animal minion, normal treasure, morale +1. A character wounded by a gorilla must save versus level 3 rend or lose the use of a random arm. Trolls, ogres and barbarians save at +1. A Blessing will mend the damaged arm. *Reactions (d6): 1-3 bribe (3 food each), 4 trial of champions, 5 fight, 6 fight to the death.*

19 Standing at a fork in the trail are d6 orcs. Roll a 2 in 6 chance that they have not spotted you and you may avoid them. If you choose to approach, or if you have been spotted, go to **#22** on the Rainforest Unique Event Table.

20 At a junction in the trail, you see an abandoned cart turned over on its side. If you choose to search the cart, go to **23** on the Rainforest Unique Event Table.

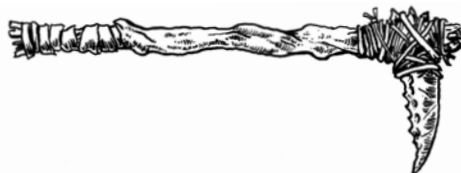




Groben holds on for his dear life, after almost falling to the bottom of a deep pit while traveling through the rainforest.

Rainforest Special Event Table (d12)

- 1** An unfamiliar animal howls loudly in the distance. All characters must save versus level 3 fear or suffer -1 to Attack and Defense rolls on the next combat encounter. Barbarians, druids, and beastmasters add +½ L.
- 2** Suddenly, the ground begins to shake. It's an earthquake! Every character must save versus level 3 injury or lose 1 life. Halflings, gnomes and dwarves save at +1.
- 3** You hear a deep rumbling sound. All of a sudden, soil and rocks tumble down from above you. It's a landslide! Every character must save versus level 3 injury or lose 1 life. Dwarves and gnomes save at +2. Characters carrying a shield save at +1.
- 4** Dark clouds move over your location. Suddenly, lightning strikes. Every character must save versus level 3 lightning or lose 2 life. Characters wearing Heavy Armor save at -2. Spellcasters may cast Lightning Bolt or Lightning Strike to counter the lightning. No spellcasting roll is needed -- the character uses up the spell and the event is ignored.
- 5** The ground beneath you starts to sink. You're standing in a sinkhole! The first 2 characters in your party's marching order must sacrifice 1 carried item, or lose 1 life due to suffocation.
- 6** Everything in the rainforest starts to look the same. You're lost! You must backtrack in the direction you came from to gain your bearings. Roll a (d6): 1-2 one hexes back, 3-4 two hexes back, 5-6 three hexes back.
- 7** You hear a cracking sound from above. A tree limb falls towards you! Every character must save versus level 3 injury or lose 1 life. Elves and halflings add +1 to their save. Characters in Heavy Armor +1 to their save.
- 8** You discover a tree with ripe fruit hanging from its lower branches. If you decide to eat the fruit, go to **1** on the Unique Event Table.



Rainforest Special Event Table (d12) Continued

You hear the faint sound of singing from somewhere up ahead. It gets louder until you come upon a beautiful fairy. The fairy stops singing to say; "Hello, my name is Landanissu. I've lost my pouch of

9 herbs. If you find it, I will gladly pay you in kind." You may accept the quest or ignore it. If you accept, you may spend 3 Clues to find the pouch, return it to the fairy, and collect your reward by going to **3** on the Unique Event Table.

A man running for his life scrambles out of the bushes. He trips and rolls down a small embankment. Suddenly, from behind him, d6+2

10 wild boars charge out. You may choose to help or ignore the man. Wild Boars, level 4 vermin, 2 attacks, morale +1, no treasure. If you decide to help the man and defeat the wild boars, go to **2** on the Unique Event Table.

A traveling merchant passes your way. You may buy from or sell to him. After you have completed your business, he goes on his way, and you will not see him again (reroll this encounter if you roll it a

11 second time). The traveling merchant will buy any weapon, armor or mundane item at half its cost. He will purchase magic items for 4d6 x10 gp each. He will sell any 4AD mundane item at double cost, or up to three scrolls (Escape, Blessing or Lightning) at 100 gp each. He has one copy of each scroll for sale.

A traveling alchemist passes your way. You may buy from or sell potions to him. After you have completed your business, he goes on his way, and you will not see him again (reroll this encounter if you

12 roll it a second time). He will buy any potion for 50 gp. He has available for sale a single Potion of healing (150 gp) and 2 vials of poison antidote (80 gp each, cancels all damage and effects from a single source of poison or venom).

Rainforest Special Feature Table (d12)

1 The trees and undergrowth open up into a beautiful meadow. In the center, you see a large mushroom circle. If you step inside of the circle, go to **4** on the Rainforest Unique Event Table.

2 You come to a massive bare tree. Inside a hollowed-out hole at its base, you see a shiny object. If you reach in and grab it, go to **5** on the Rainforest Unique Event Table.

3 You come to a large stone circle. The stones are covered in hieroglyphs and strange carvings. If you enter the circle, select 2 characters who enter first, roll d6 and go to **6** on the Rainforest Unique Event Table.

4 You hear the laughter of children and women and smell the aroma of food. You have found a swampling village! Large ostriches start squawking and numerous halflings carrying spears run toward you. If you run, go to **7** on the Rainforest Unique Event table. If you stay and wait, go to **8** on the Rainforest Unique Event table.

The ground slopes downward into a large hollow where a thick fog has settled. Inside the hollow, you see four wooden totem poles covered in animal carvings. You may choose to touch one of them. You may only select one totem pole to touch.

5 1st pole – go to Rainforest Unique Event **9**

2nd pole – go to Rainforest Unique Event **10**

3rd pole – go to Rainforest Unique Event **11**

4th pole – go to Rainforest Unique Event **12**



Rainforest Special Feature Table (d12) Continued

6 Up ahead, you see numerous stone cairn piles. Suddenly, a large capstone falls off one of them. You may ignore the fallen stone or put it back on top of its cairn. If you put it back, go to **13** on the Rainforest Unique Event Table.

7 You are standing in a field of poppy flowers. Unless they are immune to sleep, all characters must save vs. L2 sleep or instantly fall asleep and lose 1 life. Sleeping characters must continue to save vs. L2 sleep each turn or lose an additional 1 life for each failed attempt. Sleeping characters will not drop below 1 life -- at that point, they will wake up, with enough strength to move away from the poppy field.

8 As you walk, sharp briars scrape at your clothing and skin. Eventually, you come to an impassable wall of thorns. Each character must save versus L3 to free himself or lose 1 life. Druids and wood elves roll at +L. If a character fails the save, he must continue to try and free himself or lose an additional 1 life. The party must turn back one hex, in the direction from which they came, and find another way around the thorns. Mark the wall of thorns on your map. A Forest Pathway spell (*Wayfarers and Adventurers*, p.44) will automatically let the party go through the wall of thorns.

9 A depression on the rainforest floor leads to a deep crevice. The crevice is too wide to jump. Falling in would be certain death. You must find another way around. Mark the crevice on your map.

10 You enter a small quagmire. Noxious vapors seep up from the soggy ground. Each character must save versus level 3 noxious gas or lose 1 life. Barbarians, trolls, ogres and dwarves save at +½ L. Characters failing their save have blurry vision and cannot use ranged weapons or scrolls on the next encounter. A Blessing will cure the blurry vision.

11 A clear spring comes up out of the ground. If you drink from the spring, turn to **24** on the Rainforest Unique Event Table.

12 Suddenly, a thick fog forms into the area. Use an Alter Weather (*Wayfarers and Adventurers*, p.44) spell immediately to dispel the fog or make your next orientation roll at -2.



Rainforest Unique Events Table

1 Roll (d6): 1-2 fruit was poisonous, each character loses 1 life; 3-6 fruit has healing properties, each character heals 1 life. Fruit cannot be saved for later use.

2 The man falls to the ground visibly shaken by his ordeal. After regaining his composure, he gives you 2d6 x 5 gp, and provides you with 1 Clue.

3 The fairy is happy to see you. She grants you either 2 rolls on the Unique Rainforest Treasure Table, or 2 elixirs of the magi (see p.144) or one of each, your choice.

4 You step into the mushroom circle. Roll d6: 1-2 nothing happens; 3-4 a sprite appears and gives you a quest (Roll on the Rainforest Quest Table); 5-6 the mushrooms release noxious spores; characters must save versus level 3 poison (barbarians and halflings add +1) or lose 1 life.

5 You reach into the hole. Roll (d6): 1-3 something bites your hand, you lose 1 life. In addition, you must save versus level 3 poison or lose 1 additional life; 4-6 you find a silver ring or a roll on the Unique Rainforest Treasure Table, your choice. The silver ring is the Ring of

Zuult, a magic item that adds +1 spell slot per day, may be used by wizards only, and may be sold for 300 gp.

6 You step into the stone circle. Roll 1d6: 1-3 a bolt of lightning strikes the first two characters in the marching order for 2 damage each, 4-6 a voice welcomes you; each character heals 1 life, and casters recover 1 spell slot of their choice.

7 You run back towards the way you came. Briars scrape your arms and face. Eventually, you outrun the swamplings. Each character except elves, druids and halflings lose 1 life from cuts and scratches. Any character going to 0 life has fallen into a hole and cracked their skull. In addition, from here on, all swamplings are hostile towards you. Ignore reaction rolls: they will always fight.

8 You wait for the villagers to approach. If you ready your weapons for an attack, go to **26** on the Rainforest Unique Event Table. If you lower your weapons, roll d6 and then go to **25** on the Rainforest Unique Event Table.

9 You touch the first totem pole, and nothing happens.

10 You touch the second totem pole and get shocked, losing 2 life. Additionally, the next 2 characters in the marching order lose 1 life.

11 You touch the third totem pole and heal 2 life. In addition, the last two characters in marching order heal 1 life. There is no effect on characters who are not wounded.

12 You touch the fourth totem pole. A small blue monkey appears and telepathically gives you a quest. Roll on the Rainforest Quest Table.

13 Suddenly the cairns burst open, 3d6+3 skeletons crawl out of the rubble and attack. Cairn Skeleton, Level 5 undead minion, normal treasure. Immune to sleep. Arrows hit them at -1. Crushing weapons hit them at +1. *Reaction: fight to the death.*

14 The 2d6+4 boar riding orcs spot you and charge towards you.

Boar Riding Orcs, Level 4 minion, treasure +1, 2 attacks. *Reactions (d6): 1-3 bribe (40 gp each), 4-5 fight, 6 fight to the death.* After killing an orc rider, you must kill its War Boar Mount (that counts as a level 4 minion).

15 The troll growls when you refuse to pay the toll.

Fortress of the Warlord

Toll Troll, Level 7 Boss, 8 life, 2 attacks, 2 treasure rolls +1, morale +1. Crushing attacks hit him at -1. Each turn, roll d6. On a 1 or 2, the troll regenerates 1 life point.

16 Several swampling men and women with children come out from hiding. One of them tells you that raiding orcs have burned their village and taken captives South. If you have a halfling or a swampling in your party, they offer food and rest. Wounded characters heal 2 life, casters replenish 1 spell slot.

17 Inside the tree, a white-haired halfling introduces himself as Zippington Zipple the Great. He frowns when it's obvious you've never heard of the name. He asks

if you want to play a game of dice. Each round of dice is a 5 gp wager. Roll d6: 1-2 you win, 3-6 Zippington wins. You may continue to play as many rounds as you wish.

18 Torches light the way as you enter the cave. The passage eventually opens into a large domed chamber. Wood and metal are strewn all around. Standing next to a furnace, a stocky dwarf hammers a chunk of molten metal. The dwarf looks up at you and yells: "Business is closed!" A confused look crosses his face when he doesn't recognize you. He apologizes, introduces himself as Dulkun and says, "You must be travelers passing through." Suddenly there's a flash of light in



his eyes as if he remembers there's something he needs and offers you a quest. Roll on the Rainforest Quest Table, rerolling #4.

If you accept the quest, he will give you food and rest, restoring 2 life and 2 spells.

19 The 2d6 orcs spot you and yell out in broken trade language, "there they are, kill them!" From the trees, arrows from hidden orc archers fly out.

2d6 Orc Bandits, Level 4 minion, normal treasure and morale. *Reactions: Fight.*

D6+2 Orc Archers. Level 4, no treasure, normal morale. They get a surprise attack. They must be attacked by spells or ranged weapons since they are up in the trees. *Reactions: Fight.*

20 The old woman thrusts her arm out in your direction and introduces herself as Mordonna the Mysterious Mystic. She offers to tell you your fortune for 30 gold. Only one character may have their fortune told.

If you choose to have your fortune told, go to **28** on the Rainforest Unique Event Table.

21 One of the victims is already dead. The other, barely alive, gasps

for air and points to the cart. Searching the cart, you find 1 Potion of Healing and 3d6 gold. You may choose to help the dying woman by giving her the Potion of Healing or not. Choose, then go to **30** on the Rainforest Special Feature Table.

22 The d6 orcs see you and flee back into the dense rainforest. You may chase them, if you like. To catch up with them, roll a single save versus L5 tracking for the whole party. Add +1 to the roll for every wilderness guide, ranger, swampling or druid in your party. You only have one chance. If you manage to catch up with them, they will perform a surprise attack, and you will still be on the same hex.

Orc Runners, Level 6 minion, normal morale and treasure. If you defeat them, gain 1 Clue. *Reaction: always fight.*



23 You search the overturned cart. Suddenly, you hear the sound of several crossbow bolts being released. Each character must immediately defend against 2



separate level 3 ranged attacks from d6+2 orc crossbow men. Then, a group of orcs charges out of the woods.

2d6 Orc Warriors, Level 5 minion, normal treasure and morale. *Reactions: fight.*

Orc Crossbow men. Level 4 minion, no treasure, morale -1. *Reactions: Fight.*

After defeating the orcs and searching the overturned cart, you find 3d6x10 gp. In addition, roll on the Rainforest Magic Treasure table at +1.

24 You swallow a large gulp of water. Each character heals 2 life points.

25 You lower your weapons as the villagers approach. They greet you and escort you to their chief Hargin, who asks you to help find his daughter Synnova, who was taken by orcs. If you accept his quest, he will offer food and rest, restoring 2 life and 2 spell slots to all characters. Write the keyword CHIEFTAIN'S DAUGHTER on your character sheet.

26 They shout out a battle cry, and many blow darts hit you. Every character immediately falls asleep. Eventually, you wake up on the floor in a hut. All of you are there, with all your belongings. The village chieftain walks into the hut, introduces himself as Hargin and asks for your help finding his daughter Synnova, who was taken by orcs. If you accept his quest, he will offer food and rest, restoring 1 life and 1 spell. Write the keyword CHIEFTAIN'S DAUGHTER on your character sheet.

27 If for any reason you have stumbled upon this entry location, you have become utterly lost. Make an Orientation Check and move on.

28 Mordonna stares into a crystal ball for a moment, then in a deep guttural voice tells your fortune. Roll d6: 1-2 "You will seek many things but will only find some of

them"; 3-4 "You have great ancient power within you. You will do many great things", gain 1 Clue; 5-6 the old Mystic screams as if in pain and scurries back into her hut. From inside the hut, you hear her yell out, "Leave now and never return!"

29 You attempt a running jump. Roll d6: 1) you fall into the water and lose 2 life; 2) you make it across, but land badly losing 1 life; 3-6) you make it across safely.

30 If you give her the Potion of Healing, she recovers some, and tells you her name is Sinnah. She then thanks you and gives you directions. You may avoid your next getting lost penalty.

If you did not give her the potion, she waves her hand and curses you before dying. On your next combat encounter, each character makes Defense rolls and saves at -2. One Blessing will remove the curse from one character.





Kandesha the wilderness guide finds the tracks of a primordial bear on the trail while they make their way towards their destination.

Rainforest Treasure Table (d12)	
1	One small pouch with d6 x 5 gp
2	One medium-sized pouch with 2d6 x 10 gp
3	d6 pearls worth 2d6 x 5 gp each
4	One vellum scroll with a random spell from the Rainforest Scroll Table
5	One sizeable red ruby worth 2d6 x 5 gp*
6	One jewel-encrusted golden ring worth 3d6 x 10 gp**
7	Roll on the Rainforest Magical Treasure Table at -1*
8	Roll on the Rainforest Magical Treasure Table, 2d6 x 5 gp**
9	Two rolls on the Rainforest Magical Treasure Table.
10	Two vellum scrolls, each with a random spell from the Rainforest Scroll Table, 2d6 x 5 gp.
11	Two rolls on the Rainforest Magical Treasure Table, one vellum scroll with a random spell from the Rainforest Scroll Table, 2d6 x 10 gp
12	Two random scrolls from the Rainforest Scroll Table, or one roll on the Rainforest Unique Treasure Table (your choice).

** If your party includes a wandering alchemist or a wizard, you also find an alchemical ingredient, see TCOTDF. Check the Alchemical Harvesting appendix for further component details.*

*** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for further details.*

Rainforest Pursuit Table (d6)

1	<p>d6+3 Orc Bounty Hunters. Level 5 minion, normal treasure, morale +1. Each character must immediately save versus level 3 netting or become entangled and forfeit their next round. Rogues add +1/2 L.</p>
2	<p>Gray Ogre Mercenary. Level 6 boss, life 10, 2 treasure, morale +1, 2 attacks. He patrols with d6+3 goblin lackeys, level 4 minions, normal morale. Use the Trial of Champions rules (4AA). Every time the ogre mercenary is wounded, roll a 2 in 6 chance it will immediately retaliate, performing a free attack against the character who injured him. This attack takes happens in the character's turn, right after the attack that wounded the ogre.</p> <p>Halflings add +L to their Defense rolls against ogres.</p>
3	<p>d6+2 Hobgoblin Cutthroats. Level 6 minions, normal treasure and morale. Characters have a -1 on Defense rolls for each cutthroat outnumbering the party. <i>Example: against 6 cutthroats, all characters in a party of 4 would have -2 on Defense rolls.</i></p>
4	<p>d6+1 Gray Half-Orc Slavers. Level 5 minions, no treasure, normal morale. On a Defense roll of 1 or 2, characters are lassoed and must forfeit their next attack round. Lassoed characters cannot defend themselves and are automatically hit for 1 Life if attacked. Each turn, lassoed characters must save versus level 3 to free themselves. Barbarians, ogres and trolls add +1 to this save.</p>
5	<p>d6+1 Troll Trackers. Level 6 minions, no treasure, 2 attacks, normal morale. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll d6 for every killed troll on its next turn. On a 5 or 6, the troll comes back to life and continues to fight. Halflings add +L to their Defense rolls against trolls.</p>
6	<p>3d6 Goblin Henchmen. Level 4 minions, normal treasure, morale -1. Whenever a goblin is hit, roll a 2 in 6 chance of the goblin dodging the attack and ignoring all damage. They cannot dodge spells.</p>

Never roll for reactions: the pursuers always fight. For additional rules on pursuers, see p.20. See also the Traitor Among the Pursuers secret, p.54.

Rainforest Unique Treasure Table (d6)

1 **Ghost Scepter.** This light crushing weapon hits at +2 all incorporeal monsters like ghosts, spirits and wraiths. Resale price 100 gp.

2 **Seed of the Miracle Fruit.** There are 3 of these seeds, always found together. When planted, a seed will immediately grow a vine which produces a fruit. When eaten, the fruit heals 3 life. Fruit cannot be eaten during combat. A character may eat up to 3 miracle fruits per day. The vine dies after the fruit is picked. Resale price 15 gp per seed (total 45).

3 **Bermus Cloak.** Lets the wearer reroll failed Stealth saves. May be worn only by human-sized or smaller characters. A character may wear only one cloak at a time. Resale price 60 gp.

4 **Gorg's Disk.** This shield cannot be destroyed by natural forces. However, magic, dragon fire, demon attacks and iron eaters can destroy it. Resale price 80 gp.

5 **Everglow.** Even when it's dropped or extinguished by any game effect, this magic lantern will continue to give off light. Resale price 80 gp.

6 **Orc Musk.** When worn, this oil will alter reaction rolls by +1/-1 (your choice, and you choose after rolling) on one encounter with orcs, trolls, goblins or hobgoblins. 1 Use only. Resale price 12 gp.



The Legendary Sword of Wyndallo

Orc Tribe Table (d6)

1 War Omen Tribe: Always preceded by countless flocks of ravens, the War Omens superstitiously carry the corpses of their foes as trophies on rotting carriages, adorned with their red crow banner. Orcs of the War Omen Tribe hate paladins, clerics of the four gods of Law and Light and their monks, for suffering under the Inquisition, and will always fight to the death any party that includes these characters. Their red war paint makes them immune to magic on d6 rolls of 1-2; for that same reason, they do not check morale when killed by magic.

2-3 Gorebutchers Tribe: These malformed, obese orcs, clad in dark yellow robes, go to war alongside their countless hybrid mongrel offspring. Whether minions or Bosses, Gorebutchers are always escorted by d6+3 cavorting chaos mongrel swarmlings (level 3 vermin, no treasure). You must defeat all the swarmlings as they gleefully sacrifice themselves for their ingrate fathers and mothers. Their reaction is always "fight".

4-5 Throatlitters Tribe: Dressed in midnight blue hooded capes, the Throatlitters are the Warlord's silent assassins. When met in the outdoors, they will ride giant wolves instead of war boars. The chance of surprising the party is increased by 2 in 6. If they surprise, you always fight them using the corridor rules: they always strike the last two characters in the marching order, always performing any outstanding attacks against the character with the lowest life point total. If encountered as minions, decrease their numbers by 2 (to a minimum of 2) but add +1 to their level. If encountered as a Boss, add +1 to level and treasure roll (no treasure becomes an unmodified treasure roll).

6 Gray Skins Tribe: Extremely aggressive orcs, known by the symbol of the gray hand, which they paint on their shields and battle standards. Roll their reactions at +1. There is a 2 in 6 chance they will be accompanied by a Gray Orc Shaman, level 4 boss, 4 life, normal treasure and morale. Each time the Gray Orc Shaman is wounded, his attacker must roll a 3 in 6 chance of being cursed, thus suffering a non cumulative -1 to all Attack rolls during the entire encounter. A Blessing will remove this curse.

Roll on this table whenever you encounter monsters with the word "orc" in their name. Add the specific tribe abilities to the orcs you are encountering.

Rainforest Magic Treasure Table (d12)

1 Wand of Perfect Sleep. This wand contains 1 single charge of the Sleep Spell. The spell is cast automatically on all creatures except for monsters immune to sleep. No spellcasting roll is needed. After the use, the wand crumbles to dust. Resale price 100 gp.

2 Amulet of the Troll Tongue. This amulet has 2 charges. The wearer may spend a charge as a free action to adjust the reaction rolled for any troll up or down by 2 points. Decide how to adjust after rolling. Resale price 20 gp.

3 Cloak of the Ghost. This cloak gives the wearer +1 to Stealth saves. It may only be worn by human sized characters. Dwarves, halflings, swamplings, satyrs lutins, gnomes, ogres, trolls and the like may not wear it. Resale price 50 gp.

4 The Helm of Mogg. This helmet grants +1 to Defense rolls. It may be worn by any character who can use magic items. Resale price 250 gp.

5 Bronze Bull Bracer. The wearer of these bracers gains +1 to his Attack rolls. They may be worn by any character who can use magic items. Resale price 300 gp.

6 Circlet of the Bright. The wearer of this headpiece gains one additional spell slot per adventure chapter. Only spellcasters may wear the circlet. Resale price 350 gp.

7 Fetish of the Forest. This small dragon-shaped woodcarving gives the carrier +2 on saves versus acid attacks. Resale price 80 gp.

8 Boots of the Quickened. The wearer of these boots gains +2 on all trap save. They may be worn by any character who can use magic items. Resale price 100 gp.

9 Sword of Wyndallo. This sword provides +1 to Attack rolls and +2 against plant monsters and treemen. Resale value 250 gp.

10 Bloodthirsty Arrows. This is a quiver of 3d6 magical arrows. Each arrow provides a +2 to Attack rolls against living targets only. The bonus does not apply against undead, artificial creatures or elementals. When used, each arrow breaks and loses its power. Resale value 15 gp per arrow.

11 Shield of Light. When the bearer of this shield fails a Defense roll, roll a 1 in 6 chance that the shield will emit a bright light blinding the attacker. Attack and Defense rolls against a blinded opponent are at +3. The creature recovers from blindness after one turn. Artificial and undead creatures are unaffected. Resale price 100 gp.

12 Bogga's Bola. When using this bola, on an exploding attack roll, there is a 1 in 6 chance the bound monster will not be able to escape. Use bola rules (*Wayfarers and Adventures*, p. 55). Resale price 25 gp.

Rainforest Trap Table (d6)

Hot Tar Pit. The first 2 characters in your marching order must save versus level 3 trap or fall into the pit and lose 1 life. In addition, each

1 character in the pit must continue to roll until they save against level 3, taking 1 additional damage on each failed attempt to climb out. Rogues and assassins add +L, barbarians +1/2 L, rounded down.

Covered Spiked Pit. The first 2 characters in your marching order must save versus level 4 trap or lose 2 life. Rogues and assassins add +L, halflings +1/2 L. Trapped characters must try to escape the pit by climbing out (a level 3 save) or lose 1 additional life. If one member in the party has a rope, no save is needed to climb out of the pit.

Quicksand. You are standing in quicksand! There is a 3 in 6 chance each character will get stuck and lose one life. Each character must

3 continue to roll versus level 3 or lose an additional 1 life. Barbarians and swashbucklers add +1/2 L. Swamplings add +L.

Net Trap. You've triggered a small cord! A large net trap drops down onto you. Each character must save versus level 3 trap. Rogues, swashbucklers and assassins add +L to the save. Elves and halfling

4 add +1. Trapped characters can only be freed by cutting it with a light slashing weapon (a knife or dagger; this takes 2 turns; longer blades may not be used). If at least one character is trapped, roll a 2 in 6 chance of wandering monsters. The trapped character will not be able to fight until he breaks free or a friend frees him.

Giant Ant Bed. You have stepped into a giant ant bed. All characters must save versus level 3 ant bites or lose 1 life. Barbarians and wood

5 elves add +1/2 L. Green trolls and undead/artificial characters are immune.

Falling Tree Limb. You hear a loud snap, and a tree limb falls down from above. Each character must roll a 3 in 6 chance to be struck by

6 the falling branch, losing 2 life. Rogues, swashbucklers and assassins reduce this chance to 1 in 6. Halflings, elves, druids and barbarians reduce this chance to 2 in 6.



Rainforest Scroll Table (d6)

Friendly Vines. With a successful spellcasting roll against the target's Level, this spell summons d6 vines which entangle your enemies for d6 turns. One vine entangles 1 enemy. Entangled enemies can be hit automatically and cannot attack. The spell may also be used in place of a rope, to climb out of

1 a pit or trap. Fire-based and ethereal creatures (spirits, ghosts, elementals) are immune to friendly vines. The spell will only work outdoors (not in dungeons). It will not work in ice and snow regions, barren desert regions, over bodies of water or in the air. Flying monsters count as 2 levels higher when rolling the spellcasting check. This is an expert druid spell.

2 **Know Thy Way.** Caster will automatically know the contents of the next hex or room. Up to 3 random rolled results are known (roll them in advance), including monsters, treasure, special features and traps. This expert spell may be used by wizards, elves and druids.

3 **Charm Critter.** Charms d6+ 1/2 L, rounded down, animals for d6 turns. Make a spellcasting roll vs. the animal's level. Only works on natural animals or beasts that exist in our world. Charmed animals will not attack the characters, regardless of a rolled reaction, unless attacked. Charmed animals will not fight in the service of the characters. This is an expert druid spell.

4 **Stampede.** d6 animals stampede from the surrounding area. For every stampeding animal, roll a melee attack against the target monster adding the spellcaster's level. Each wounded monster loses 1 life. Each character must also save vs the caster's level or suffer 1 wound. Barbarians, druids, swamplings, beastmasters add +2. Halflings, gnomes and swamplings suffer 2 wounds if they fail. This spell does not work indoors or in a dungeon. It will only work in forest, rainforest, plains, hills or jungle terrain. Stampede is a basic druid spell.

5 **Acid Spray.** Acid shoots from the caster's hands. Perform a separate ranged attack against d3 different targets, adding the caster's L, inflicting 2 damage per target on a hit (if the target has only 1 life, the excess damage is lost). In corridors, if the caster is in the back of the marching order, characters in front of the caster must defend against an attack of the caster's L or be hit for 2 damage. This spell may also be used to break free from shackles or to destroy a door. Monsters using acid (e.g., green wyrms, oozes, jellies, blobs, acid cubes) are immune to this spell. Acid Spray is an expert wizard spell.

6 **Bamboo Prison.** A ring of bamboo shoots out of the ground, trapping up to d3+L vermin or minions for a number of turns equal to caster's level. Trapped monsters cannot flee and may be attacked at +2 with missile weapons. Bamboo Prison is an expert druid spell.

Secrets of the Rainforest

Don't Step There. You know the location of the next 3 traps you encounter. This will prevent any character in the party from triggering that trap. Once that trap has been discovered, it's automatically deactivated, and one of the 3 uses of this Secret is spent.

Secret Healing Pool. You find a secret pool of healing. The healing pool heals 2 life to each character. You may bottle the water and make a potion that will heal 8 life. You may discover the healing pool's location at any time while traveling in the rainforest. The healing pool may only be used one time.

Rainforest Magic Item Location. You have found a hidden rainforest magic item. Roll on the Rainforest Magic Item Table.

Rainforest Sprite's Name. You've learned the name of a rainforest sprite. You can call it forth to fight for you, for one encounter. Rainforest Sprite. Level 6, 5 life, ranged magic attack +4, defense +3, can self-heal 2 life,

once. At the end of the encounter, the sprite flies away.

Rainforest Tracking. You may skip any 1 future encounter while in the rainforest. May only be used once.



Secret Bird Call. You know a secret bird call that summons birds bearing enough manna to heal each character of 2 life or to count as 2 food rations. You may use the secret bird call at any one time while in the rainforest.

One With Nature. This Secret lets you travel 3 hexes without any encounters. Don't roll on the encounter table. You may use this Secret at any one time in the rainforest.

Sacred Sapling. You come upon a sacred sapling. Consuming the plant gives all casters in the party 1 additional spell slot. The effect lasts until the spell is used.

Traitor Among the Pursuers. You have been informed that your pursuers (see p.20) will accept a bribe. Use this secret and spend 100 gp to avoid an encounter with pursuers. As soon as you bribe them, another group of pursuers will start chasing the party.

Mystical Night (d6)

Up ahead you see several stone pillars with a stair leading down. You
1 have found a mystical shrine. Refer to the Minidungeon paragraph on p.13 if you enter the shrine.

You find a tree with low hanging fruit that you have never seen during
2 the daytime. 4 fruits can be harvested. Each fruit will restore 2 life if eaten within 6 hours. After 6 hours, the fruits lose their power.

Five small lights spin downwards towards you. You are attacked by
D6+2 Night Fey, level 5 minion, morale +1, Rainforest Unique
Treasure. When each night fey attacks for the first time, it will attempt
3 to blind its opponent. If hit, a character must save versus level 3 magic or become blind for 2 turns. Blind characters suffer a -3 to Attack and Defense rolls, and may not withdraw from combat. A Blessing will cure the blindness.

Glowing eyes peer back at you from out of the darkness. 2d6 Night
Goblins attack. Level 5 minion, normal treasure and morale. Your
lantern bearer must defend against a level 4 attack or have the
4 lantern shot out of his hand by an arrow. Until the lantern is picked up, all characters have -2 to Attack and Defense rolls. In addition, every other round there is a 2 in 6 chance the night goblins will attempt to knock the lantern out of the bearer's hand again.

From out of the darkness, a white apparition floats towards you and
attacks. Rainforest Ghost, level 5 undead Weird Monster, 4 life,
normal morale, no treasure, level drain. When a character fails a
5 Defense roll, they must save versus level 2 drain or lose 1 level. A Bless Spell can restore the lost level. A character reaching level 0 dies and rises as another rainforest ghost, attacking his former party.

Through the trees you see a glowing stone structure, you have found
6 a mystical temple. Refer to the Minidungeon paragraph on p.13 if you enter the temple.

For each hex travelled on the rainforest map at night, roll d6. On a 1-2, roll on the Mystical Night Table, instead of the Rainforest Content Table.

Rainforest Quest Table (d6)

1 Bring me their eyes! Seek out 3 ambush raptors, kill them, and bring me their eyes. Reward: 2 treasure rolls at +1.

I need two acorns. Somewhere in this rainforest live several treefolk.
2 Kill two of them and bring me an acorn from each. Reward: 3d6x15 gp + 1 Rainforest Treasure roll at +1.

Just the tail feathers. Defeat bird bears and bring me 5 of their tail feathers. Reward: 1 Potion of Healing or a Wand of Sleep (2 charges), your choice.

Not an ordinary key. In the northeast (map entry **8**), there lives a dwarven blacksmith. Sneak in at night and steal his golem key. Bring me the key, and I will give you 3 scrolls with spells of your choice. You may use one character to sneak in. To sneak in, a character must perform a L6 stealth save or be discovered (rogues and assassins add + ½ L, halflings +1). If not discovered, the golem will not awake, and the key will be found. If you are discovered, the blacksmith will not fight, but his golem will. Wooden Golem. Level 9 weird monster, 8 life, no treasure, never checks morale, 2 attacks, immune to sleep. Fire-based spells and attacks inflict double damage.

4

I want her broomstick. Seek out one of the 3 greater forest gorgons. Kill her and bring me back her broomstick. If you have already killed
5 one of the greater forest gorgons, seek out another one for its broomstick, even if the quest is given by a greater forest gorgon. Reward: 2 treasure rolls at +1.

A monstrous task. A large monster dwells in the murky lake in the southern part of the rainforest. Go to any lake hex and roll on the
6 rainforest weird monster table to determine its type, but add +2 Life. Bring me back its head. Reward: Roll twice on the Rainforest magic item table and keep both items rolled.

Rainforest Wandering Monster Table (d6)

1-2 Roll on the Rainforest Vermin Table.

3-4 Roll on the Rainforest Minion Table.

4-5 Roll on the Rainforest Boss or Weird Monster Table, your choice. Reroll any wyrm.

~ Chapter Two ~ The Barricade

From behind a large tree, an elf dressed in green leather slowly approaches. With a smile, he greets you and introduces himself as Gordashi. "Quickly, there are spies everywhere," he says, motioning for you to follow him. You dash through the rainforest to the base of a cliff wall covered by vines. The ranger says a hushed word under his breath, and the vines move away, exposing the mouth of a hidden cave. The interior is well lit by glowing lichens that cling to the ceiling and walls.

Further inside, the cave opens up into a large chamber, where several straw beds line the floor. The aroma from four rabbits roasting over a fire fills your nostrils. Gordashi welcomes you in and says, "I must leave, but I will return before dawn. We will talk then. Now you must eat and rest." His hawk companion lets out a screech and flies from the cave, closely followed by the ranger.

You awaken to the sound of Gordashi stoking the fire. Noticing you wake, he says, "We have much to discuss. I have been scouting the

barricades for weeks. Numerous bands of orcs are herding captives to the fortress through the outer barricades. We must find out what's going on inside the fortress and what the orcs are doing with the captives. To reach the fortress, you must go by night, making your way through the barricades.

Close to the fortress, past all the outer barricades, there is a large spider den that the orcs do not disturb. Make your way through the barricades and enter the spider's den. Kill the spider and rest there before entering the fortress. I have prepared some supplies and a few items that you will need. After dusk, I will take you to the outer barricades. For now though, I suggest you prepare yourself."

The Ranger's Camp

In addition to Gordashi, the ranger's camp usually has d6 other individuals staying there at any given time. Most of them are part of a supply chain, bringing supplies and information to and from the village. A few of them are adventurers and sometimes hirelings. If you do not have a full group, consisting of 4 adventures and or 2 hirelings, you may enlist or hire them. In addition, if you



currently have a full party, you may also choose to exchange one and only one of your current characters for a new character. If you decide to swap an existing character with a new one, simply create a new character of your choosing, at 1 level lower than the one you are exchanging them for. If you have a roster or guild of either pre-generated characters or original characters not in use, you may also choose to swap them in. Make sure that the newly swapped in character is at least 1 level below the character being swapped out. If you are creating a character to

exchange, that character will come with basic equipment and wealth. You may choose to equip the freshly swapped in character with the equipment you already have, but not from the character that is being swapped out. The original character that you swap out will leave the ranger's camp and act as a message relay back to the village of Hulban. There will always be at least 1 adventurer at the camp. To determine if there are any hirelings, roll a d6. On a 3, 4, or 5, there is one hireling at the camp. On a 6, there are 2 hirelings at the camp. To determine their profession, roll a

d6 on the Hirelings Table below. For rules and individual hiring specifics, refer to *Four Against the Abyss* (page 26). Any time that you visit the ranger's camp, you have the option to use these rules.

Hirelings Table (d6)	
1	Lantern bearer
2	Spear carrier
3	Minstrel
4	Man-at-Arms
5	Acolyte
6	Surgeon

Training at the Camp

As per the training rules in *Four Against the Abyss*, p.35, expert characters with plenty of available funds may spend gold to hire trainers at the ranger's camp. However, unlike training in a town, this camp is away from civilization, and there will only be a few options available for what Expert skills may be learnt. Choose the Expert skill that you want to train and roll d6. On a roll of 4+, a trainer is available for that skill and the character may

try to learn that skill as normal. Additionally, due to the limited number of trainers at the camp at any given time, your party may only attempt to train a total of 3 different skills on any visit to the camp. If you ever visit the camp again during this adventure, you can attempt again to learn expert skills, using the same rules described above, and you may roll again to see if previously unavailable skills are now available.

Campfire Games

At the ranger's camp, there are optional games to play while sitting around the campfire. You may choose either to prove your strength while arm wrestling, or to win gold throwing bones. You may choose any of your characters to play either game as many times as you like, following the rules below.

Arm Wrestling: Choose one of your characters to test their strength for the match. Roll a d12 and add the character's natural attack bonus, without any enhancing spells or weapon bonuses. In addition, barbarians and ogre-sized characters (ogre mercenaries, green trolls, moose folk, moonbeasts, sumotori elves)

add +1 to the roll. Halflings, swamplings, lutins and gnomes have -1 to the roll. Then roll a d12 and add 3 to the result for the other challenger. The character with the highest score wins 50 gp. Each character may only win one time. If a character loses, he may have a rematch. However, on the rematch, apply an additional -1 modifier to their roll.

Throwing Bones: Roll 2d6 for your character partaking in the dice game, and 2d6 for the opposing camp adventurer. Swashbucklers and rogues roll at +1. Halflings may reroll once. The character with the highest result wins the game. The wager is either 1, 5, or 10 gp per game. There is no limit to how many times you may play this game.

Gordashi's Supplies

After eating and resting, all characters' life, spells, and abilities are fully restored. The ranger gives you 4 Potions of Healing and a total of 10 food rations.

How to play

Chapter two uses a numbered paragraph system. You roll d66 and refer to its corresponding numbered paragraph. Read each paragraph and follow its instructions. After you resolve an encounter on a numbered paragraph, roll d66 and move to the next corresponding paragraph, and so on.

Objective

Your party must make their way through the outer barricades and enter the large spider den on the side of the fortress wall. Four main perimeter walls make up the outer barricade. These walls cannot be climbed; however, each barricade has a gate. The gates cannot be bashed nor can the locks be picked; instead, you must gather keys by defeating orc captains.

Orc Captains

The orc captains are barricade bosses and fierce adversaries to deal with. Some orc captains will demand a Trial of Champions if they are accompanied by minions. Roll the orc captain's Reactions to determine if you are to use Trial of

Champions. Sometimes, an orc captain will be accompanied by another orc captain, in which case one will be chosen at random as a champion. A defeated orc captain may have a barricade key.

Barricade Keys

Barricade keys can only be taken from defeated orc captains. Not all captains have a key. Roll a 1 in 6 chance that a defeated orc captain will have a barricade key. Every time you obtain a key, you automatically gain entrance to the next area of the barricades. Repeat this until all 4 barricade keys are obtained. In addition, you may spend 1 XP roll to face an orc captain by going to **15**. You do not have to perform the XP roll, just spend the XP and go to 15. Once all four barricade keys are obtained, proceed to the "Ending the Chapter" paragraph.



Searching Barricades

You can search empty or cleared barricades unless otherwise stated.

Roll d6 on the Barricade Search Table.

Sneaking

When given the option, you may try to sneak past an encounter. Follow the encounter's description, as sneaking rules vary. In some cases, you will perform a single roll for the whole party. In other cases, each character will roll individually.

Captives

As explained in chapter one under "Playing the Hero", you gain 1 Clue every time you help a captive or person in need.

Barricade Secrets

While adventuring through the barricades, you may spend 3 Clues to learn a Secret. You may choose any of the Barricade Secrets or any Secret from *Four Against Darkness* or from any expansions or supplements you own. Barricade Secrets can only be used in chapter 2 and will not carry over into subsequent chapters or in future adventures, so make sure to use them.

Sound the Alarm

While you make your way through the barricades, there's a chance that sentinels will spot you and sound an alarm. When the alarm is sounded, roll on the Barricade Alarm Table. Some monsters will sound the alarm as a Reaction. When the alarm is sounded, you must still face the monsters that sounded the alarm, in addition to the monsters from the Barricade Alarm table. Unless stated otherwise, the alarmed monsters and the monsters answering the alarm do not get a surprise attack.

items or gold from that character to others. In addition, characters whose total Madness points are higher than their level run away, never to be seen again, carrying away all of their possessions. Add 1 to a wizard's level for the purpose of resisting Madness. You may use a Blessing, an uplifting story or the song from a minstrel hireling (from *Four Against the Abyss*) to remove 1 Madness point during the adventure. Exiting the dungeon and resting at the ranger's camp removes 1 Madness point per character, as long as the party has slain at least 1 major monster (boss or weird monster).

Fighting Multiple Groups

At times you will face more than one group of enemies at the same time. When this happens, fight them as one large group. Use the Trial of Champions rules (see p.14), if the encounter states to do so.

Madness

Some monster abilities in this book cause Madness points. A character with 1 or more Madness points becomes suspicious of others. You may not move





Grumb and his war omen orc sentinels stand at the ready, prepared to defend the fortress from any intruders.

Each character may remove a single Madness point between adventure chapters. Any remaining Madness points are carried over into the next chapter or adventure.

Reactions (d6): 1-3 bribe (30 gp each or a flagon of wine), 4-6 fight.

~ 13 ~

The Barricades (d66)

~ 11 ~

In the distance, 3d6 red goblins chase a frantic woman, gleefully cackling as they run. They don't see you. You may avoid them or choose to help the woman. Red Goblin. Level 4 minion, normal treasure, morale -1. *Reactions (d6): 1 flee if outnumbered, 2-3 bribe (30 gp each), 4-6 fight.*

~ 12 ~

Ahead, 2d6+3 orcs lay on the ground around a low burning fire. They are all asleep and snoring loudly. To sneak by them, each character must make a level 3 stealth save. Rogues and halflings add +L. If any character fails the save, the orcs will wake up. Sleeping Orc. Level 5 minion, normal treasure and morale. If you choose to attack them, you may attack for 2 full turns before the sleeping orcs are ready to respond.

At this dirt barricade, 2d6+2 hairy hobgoblins squat around a red glowing fire. They have not noticed you yet. To sneak past them, each character must make a level 3 stealth save or be spotted. Rogues and halflings add +L to the roll.

Hobgoblin Grunt. Level 5 minion, normal treasure and morale. Hobgoblin grunts wield poisoned blades. Characters wounded by them must save versus level 4 poison or lose 1 additional life. In addition, any character receiving 3 or more wounds from the poisoned blades suffers a non cumulative -1 modifier to Attack and Defense rolls. A Blessing will cure the poison. *Reactions (d6): 1 sound alarm, 2-3 bribe (30 gp each), 4-6 fight.*

~ 14 ~

Chained to a hewn log post is a large moss troll, gnawing away on a rotten shank of meat. Roll (d6): 1-3 he spots you, breaks free of his chains and attacks, 4-6 he spots you then sits down scratching his head in bewilderment.

Large Moss Troll. Level 8 Boss plant, 7 life, 2 treasure rolls, 2 attacks, normal morale. The troll regenerates 1 life point at the end of each turn, unless the damage has been inflicted by a spell, fire, acid or magic weapon. If a character attacking a moss troll rolls a 1, the weapon gets stuck in the moss and the character must use his next turn to recover it. *Reaction: see above.*

~ 15 ~

A longhaired orc captain wielding a massive stone club and d6+3 nasty looking orc sentinels approach.

Orc Captain. Level 8 Boss, 5 life, normal treasure, morale +1, 2 attacks. *Reactions (d6): 1 trial of champions, 2-3 bribe (120 gp), 4 sound the alarm, 5-6 fight.*



Orc Sentinels. Level 5 minion, normal treasure and morale. When led by an orc captain, they add +2 to their morale rolls until the captain is defeated.

~ 16 ~

Behind a vacant barricade, you find a Potion of Healing with its wax stopper missing. You will not be able to carry this potion without spilling it. However, there is a 2 in 6 chance that you kept an empty bottle or other small container and can bottle up this potion. If not, you must drink it now, or throw it away. It's not safe to rest here.

~ 21 ~

In the dark, you stumble into a large depression in the muddy ground filled with a group of dead orcs. Roll d6. On a 1-3, one of the orcs is still alive and you may interrogate him by rolling a level 5 interrogation save. Witch hunters add +L, rogues and assassins add +2, rangers add +1. If successful, you find 1 Clue.

~ 22 ~

You find a dug-out trench. It's unoccupied, and you may rest here for a moment. If you do so, roll d6. On a 1-2, 2d6 orc soldiers will pass this way and you must play the encounter described below. On a

Fortress of the Warlord

3-6, all your characters recover 1 life, 1 spell, and 1 ability use (such as the barbarian's rage or the halfling's luck).

Orc Soldiers. Level 5 minion, normal treasure, morale +1. These orcs fight in a tight formation using spears and pikes. On a Defense roll of 1, the defender is hit by a pike attack from an orc in the rear and loses 1 additional life. Once the orcs do not outnumber the characters, they lose this ability. *Reactions (d6): 1-2 sound the alarm, 3-4 bribe (40 gp each), 5-6 fight.*

~ **23** ~

Thick clouds roll in over the barricades, and it begins to rain, extinguishing most of the barricade fires. You may choose to skip your next 2 rolled paragraphs. However, there is a 1 in 6 chance of lightning striking a random character, causing them to lose 2 life. Wizards may cast Lightning Bolt and druids may cast Lightning Strike to channel the electricity and avoid the lightning strike. You may also cast Alter Weather and avoid all the effects in this paragraph.

~ **24** ~

You hear the loud cries of a man being viciously whipped by d6+3 grizzly looking orcs. You can

attempt to rescue the man, or sneak past. To sneak past, each character must make a level 3 Stealth save or be spotted. Rogues and halflings add +L. Characters in heavy armor roll at -1.

Orc Slavers. Level 5 minion, normal treasure and morale. Orc slavers wield vicious whips. On a Defense roll of 1, the defender takes no damage but is disarmed, and must use a turn to pick up the weapon or draw another weapon. *Reactions (d6): 1-2 sound the alarm, 3-4 bribe (20 gp each), 5-6 fight.*

~ **25** ~

A random character covers their ears with their hands and begins to shake. Loud wicked laughter is all that they can hear, deep within their mind. The character must save versus level 5 mental shock or receive 2 madness. Wizards add +L, elves +1/2 L. Barbarians must make an additional save versus level 3 fear or suffer -1 to Attack rolls on next encounter.

~ **26** ~

Next to a crackling fire pit, d6+2 orcs squabble over a large, scantily clad female orc. The orcs don't notice you. To sneak by, each character must make a level 2

Stealth save or be spotted. Rogues and halflings save automatically.

If you defeat the orcs, the female will flee, and there is a 2 in 6 chance she will Sound the Alarm.

Orc Pikemen. Level 5 minion, normal treasure and morale. The orc pikemen deal 2 wounds on a successful attack. *Reactions (d6): 1-3 bribe (30 gp each), 4-6 fight.*

Orc Female. Level 3 minion, normal treasure, morale -1.

~27~

You cast the fire spell towards the ceiling above, and instantly all the webbing covering the room bursts into flames. Every character must save versus level 6 fire or lose 3 life. Fire-based characters are not affected, fire elves add +½ L to their save.

You then hear a loud shriek and a large spider drops from the ceiling and crawls towards you.

Large Spider. Level 9, life 8, Boss, treasure +1, 2 attacks, never tests morale. Characters wounded by the spider must save versus level 3 web or forfeit their next action round. *Reaction: always fight to the death.*

The Elfsteel shirt is a suit of +2 light armor. Once you have defeated the Large Spider, turn to chapter 3.

~ 31 ~

In the thick mud, you find a glass flagon of red ale. It's safe to drink (counts as 1 food ration), but it can be used to bribe one group of orcs that you encounter. You don't need to roll reactions if using this ale to bribe orc minions. It is always successful.

~ 32 ~

This crumbling barricade is deserted. You may rest for a moment. If no one passes this way, all characters will recover 1 life point, 1 spell and 1 ability. If you stop to rest, there is a 3 in 6 chance that 2d6 orcs will pass. If they do pass by, each character must make a level 4 stealth save to hide or be spotted. Rogues and halflings add +L. If one character fails the save, you will have to face the orcs.

Orc Infantry. Level 4, normal treasure, morale +1. For every 2 infantry killed, the remaining fight as if they were 1 level higher. This level increase continues until all orcs are defeated. *Reactions (d6): 1-3 sound the alarm, 4 bribe (40 gp each), 5-6 fight.*

~33~

There is no one at this makeshift guard post. Up against a leaning wall, you find a moldy weapon rack. You may choose to find any standard weapon you may need (one weapon per character).

~34~

Up ahead, you hear the heavy clang of metal against metal as 2d6 orcs practice fighting maneuvers. They haven't noticed you yet. To sneak by them, each character must make a level 3 Stealth save. Rogues add +L, halflings add +1.

Orc Soldiers in training. Level 5 minion, normal treasure, morale +1. These orcs fight in formation. On a Defense roll of 1, the defender suffers an additional attack by another orc in the formation. This ability is ignored if the orcs do not outnumber the characters.

Reactions (d6): 1-2 sound the alarm, 3-4 bribe (30 gp each), 5-6 fight.

~35~

You rest for a moment. You may recover 1 Life for one character.

~36~

The slippery mud in front of you shifts and gathers into a huge mass that stands upright.

Putrid Muck. Level 6 Weird Monster, 8 life, no treasure, normal morale. The putrid muck has a 3 in 6 chance of surprising your party. When it is hit by slashing weapons, it divides. Each segment receives half of its remaining life points, rounded down, and must be fought as a separate monster. Segments will separate again if hit with a slashing weapon. *Reaction: always fights to the death.*

~37~

The character reaches into the web for the Elfsteel chainmail shirt and becomes trapped in the web. To break free, he needs the help of two other characters and 2 turns of time. While helping the stuck character, the two friends may not perform any other action.

A large spider drops from the ceiling and crawls towards you. Large Spider. Level 9 Boss, life 10, treasure +1, 2 attacks, never tests morale. Characters wounded by the spider must save versus level 3 web or forfeit their next action. *Reaction: always fight to the death.* Defeating the spider, you may take

the Elfsteel shirt, a suit of +2 light armor (total Defense bonus +3). Once you have defeated the spider, turn to chapter 3.

~ **41** ~

Between two barricades, you find a fire elf lying dead on the ground. His left hand has been severed from his arm. Clenched in his right hand, you find a piece of parchment. You find a Fireball scroll or 1 clue (your choice).

~ **42** ~

Out of the darkness, 2d6+4 orc warriors approach. Roll a 1 in 6 chance that they are led by an orc captain.

Orc Warriors. Level 5 minion, normal treasure and morale. If led by a captain, they get +2 to morale rolls until the captain is defeated. *Reactions (d6): 1-3 bribe (30 gp each plus 150 gp for the captain), 4-5 fight, 6 trial of champions.*

Orc Captain. Level 8 Boss, 5 life, normal treasure, morale +1, 2 attacks.

~ **43** ~

Two loud, large armor-clad orcs move towards you.

Armored Orc Captains. Level 8 Bosses, 5 life, normal treasure, morale +1, 2 attacks. These two

orcs charge on their first attack. Only an exploding Defense result may block their charge. *Reactions (d6): 1 trial of champions, 2-3 bribe (100 gp each), 4-5 fight, 6 fight to the death.*

~ **44** ~

Suddenly, a character in the back of the marching order is lassoed by a rope and pulled violently to the ground by an orc wielding a leather noose on a long pole. He is accompanied by 2d6 other orcs, who all laugh. The lassoed character loses 1 life and remains bound until the end of the encounter, unable to fight. If you run from this encounter, the lassoed character dies. If your party bribes the orcs, the lassoed character will be freed.

Orc Noosemen. Level 5 minion, normal treasure and morale. On a Defense roll of 1, a character is caught by a noose and must use his next turn to break free. *Reactions (d6): 1-3 bribe (30 gp each), 4-5 fight, 6 fight to the death.*

~ **45** ~

A strong wind suddenly whips through the barricades causing all the fires to burn brighter. On your next 2 attempts to sneak, your characters will have a -1 on stealth

saves. Druids may cast Alter Weather to cancel the effects of this event.

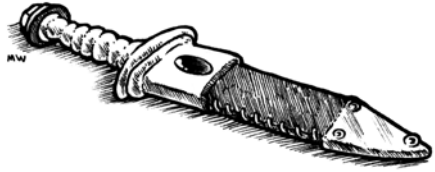
~ 46 ~

You find an escaped prisoner hiding behind some barrels. The prisoner tells you that he escaped the fortress and is trying to make his way home. There is a 2 in 6 chance he gives you a half-full Potion of Healing before he scrambles off on his own. The half-full potion heals 3 life points.

~47~

Slowly, you make your way through the webbing, chopping as you go. Before too long, you begin to see movement from up above. In the darkness, near the ceiling, several red eyes stare back at you. Suddenly, a huge spider drops from the ceiling and crawls towards you.

Large Spider. Level 9 Boss, life 10, treasure +1, 2 attacks, never tests morale. Characters wounded by the spider must save versus level 3 web or forfeit their next turn. *Reaction: always fight to the death.* On defeating the Large Spider, you will find the Elfsteel shirt, a suit of +2 light armor (total Defense bonus +3). Once you have defeated the Large Spider, turn to chapter 3.



~ 51 ~

Thick plumes of noxious gas from a burning tar pit fill the air. Each character must save versus level 4 gas or lose 1 life. Golems, undead and other characters that do not breathe are unaffected. Halflings, barbarians, ogres and trolls add +1.

~ 52 ~

From up ahead, a drunk orc stumbles your way. You may avoid him or interrogate him. To do so, roll a L5 interrogation save. Witch hunters add +L, warriors add +1, paladins +2. Add +3 if you offer him a flagon of ale. If successful, you gain 1 Clue.

If you want to fight the drunk orc, consider him a Level 2 minion with no treasure and normal morale.





~ 53 ~

Ahead, 4d6 orcs eat at a large table. They have not noticed you yet and can be easily avoided. To sneak by, roll d6 once for the entire party. On a 1 or 2, you have been spotted and the orc workers will Sound the Alarm. On a 3+, you sneak past them. Add +1 if you have a rogue in the first two positions of the marching order. Subtract -1 if you have one or more characters in heavy armor OR any large character (ogre, troll, etc).

Orc Workers. Level 3 minion, treasure: food, morale -1. *Reactions (d6): 1-2 flee, 3-4 bribe (5 gp per character), 5-6 fight.* If you defeat the orcs, you may gather 1 food ration per orc (maximum 10) from the table.

~ 54 ~

You find a small satchel of herbs on the ground. Any alchemist,

conservationist, assassin or wizard will recognize this as 2 doses of medicinal herbs. Each dose heals 2 life points and may be sold for 5 gp. If you do not have the above classes in your party, you may pick up the herbs to sell them later but you may not use them.



~ 55 ~

This barricade appears unoccupied. Upon further inspection, you find an unlocked hatch door. The door leads down into a bunker below. If you decide to enter the bunker, use the Minidungeon rules on p.13.

~ 56 ~

A large leather-winged creature swoops down from the sky and tries to grab a random character. If the character is a troll or ogre, he may fight off the creature performing a single Attack roll against level 7. A character with Danger Sense and a ranged weapon or spell may do the same using his ranged weapon or any spell that inflicts damage, but not a spell cast from a scroll (as there's no time to read). If the creature is fought off, it disappears. If it is not fought off, it will grab the character. The character will manage to break free while being lifted into the air, and will fall taking d3 damage. Rogues, swashbucklers and elves reduce this falling damage by 1.

~ 61 ~

3d6 filthy little goblins are roasting a small dog over a fire. One of them notices you.

Goblin Cutthroats, Level 4 minion, normal treasure and morale. As long as the goblins outnumber the party, when the goblins attack the characters make Defense rolls against level 5. *Reactions (d6): 1-2 sound alarm, 3-4 bribe (1 food and 20 gp each), 5-6 fight.*

~ 62 ~

It begins to hail, an uncommon occurrence in this region. Dark sorcery is in the air tonight! Roll a d6 for each character. On a 1, the character loses 1 life. Barbarians do not take damage but must save versus level 4 fear or suffer -1 to all Attack rolls on their next encounter. Druids, rangers and ice-based characters do not take damage. A character with an indestructible magic shield will take no damage. Characters with normal shields may opt to destroy the shield to avoid the damage.

~ 63 ~

You see a heavily armored orc captain holding a smaller orc up by the throat. There are d6+4 orc guards accompanying him. To sneak by, each character must make a level Stealth 3 save. Rogues and halflings add +L.

Orc Captain. Level 7 Boss, 6 life, normal treasure, morale +1, 2 attacks. *Reactions (d6): 1 trial of champions, 3-4 bribe (130 gp), 5-6 fights.*

Orc Sentinel. Level 5 minion, normal treasure and morale. If led by a captain, they have +2 to their morale until the captain is defeated.

The orc held up by the captain, Grubech, will not fight but will cower in a corner. If you defeat the captain in 4 or fewer turns, he will be so impressed by your prowess that he will ask to join the party in exchange for food. Grubech is a Level 2 warrior with light armor, hand weapon and shield. In any other case, Grubech will flee.

~ **64** ~

The round barricade is empty except for three locked wooden crates. See rules for picking locks (4AD, p. 63, the locks are Level 3). You may search the crates. Roll on the Barricade Search Table once per crate. Each crate has a 2 in 6 chance of being rigged with a trap (if so, roll on the Barricade Trap Table).

~ **65** ~

A dwarf in black leather warily approaches your party and introduces himself as Tulan. He tells you that he's making his way into the fortress and asks to join you. You may allow the dwarf to join. He receives an equal portion of all spoils. Tulan, Level 4 dwarf, life 9, Attack +4 (+0 with ranged weapons), Defense +1 (light armor). Tulan will leave the party after you enter the fortress. If you roll this encounter a second time, reroll.

~ **66** ~

You hear the heavy sound of drum cadence and the marching of numerous feet. Ahead you see a platoon of 4d6+8 orcs marching. There's a 5 in 6 a chance that they haven't spotted you yet. If they haven't spotted you, you may ignore them.

Orc Soldiers. Level 5 minion, normal treasure, morale +1. They fight in formation: on a Defense roll of 1, the defender loses 1 additional life from another soldier in the formation. This effect is negated if the orcs do not outnumber the party. *Reactions (d6): 1-3 bribe (30 gp each), 4-6 fight.*

Ending the Chapter

You have obtained all the barricade keys and finally make your way towards the fortress. As you approach, you notice a large hole, covered by spider webs, in a side wall. This must be the spider den Gordashi told you about! You crawl down into the dank hole, careful not to become entangled in the sticky webs. You arrive in a large room, and at the back of the room is a massive spider web littered with the remains of small animals, a goblin, and what appears to be

the remains of a halfling. As the light from your lantern brightens the scene, you notice the halfling corpse is wearing a brilliant Elfsteel chainmail shirt. Taking in the details of the room, you realize that you cannot see the ceiling above, as it is covered in thick webs. You have a few different options to consider. Select one of the three choices below, and go to its appropriate numbered paragraph entry, in this chapter. Do not read them before making your selection.

1 You may attempt to burn away the webs with any fire spells, such as a Fireball. **Go to ~27~**

2 You may attempt to retrieve the Elfsteel chainmail shirt from the web. **Go to ~37~**

3 You may further inspect the room by cutting your way through the webs. **Go to ~47~**

Calculating XP

After completing chapter two, each surviving character gains 1 XP roll, in addition to the standard 1 XP roll per Boss or Weird Monster and 10 minion encounters (roll at -1 for XP from minions).

Barricade Secrets

A Hidden Potion. You find a hidden Potion of Healing. You may use it immediately.

By Stealth. You know a way to pass by without being seen. You may use this to skip any one encounter or to automatically succeed in a Stealth save for all the party.

The Hog Caller. You know a secret hog call. You can bribe one group of War Boars without rolling their reactions one time. This may not be

used on war boars that are used as mounts.

The Good Stuff. You find a flagon of wine. You may use the flagon to bribe one group of orcs without rolling their reactions.

Night Flight. You know how to predict the arrival of the large leather-winged creature. You may avoid the creature on its next attack.

The Forecaster. You can predict the weather. You may ignore any effects for the next weather event encountered (e.g., hail, lightning storm, wind, etc.).



...You crawl down into the dank hole, careful not to get entangled in the sticky webs. This must be the spider den Gordashi told you about...

Barricade Alarm Table (d6)

- | | |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | No other orcs are close enough to hear the alarm. |
| 2 | A Large Orc Brute approaches. Level 7 Boss, 6 life, 2 treasure rolls, normal morale, 2 attacks. <i>Reactions (d6): 1-3 bribe (150 gp) 4-5 fight, 6 fight to the death.</i> |
| 3 | 2d6 Orc Guards arrive. Level 5 minion, normal treasure and morale. <i>Reaction: always fight.</i> |
| 4 | d6+2 mounted orc guards come racing towards you. Level 6 minions, normal morale and treasure, 2 attacks due to the War Boar's attack. <i>Reaction: always fight.</i> |
| 5 | You hear the screeching of 2d6+2 goblins warriors as they approach. Goblin Warriors Level 4 minion, normal treasure and normal morale. <i>Reaction: always fight.</i> |
| 6 | An orc captain arrives. Roll a 2 in 6 chance he's accompanied by d6 Orc Sentinels, who will have +2 to morale rolls until the captain is defeated.
Orc Captain. Level 8 Boss, 5 life, normal treasure, morale +1, 2 attacks. <i>Reactions (d6): 1-3 bribe (140 gp), 4-5 fight, 6 fight to the death.</i>
Orc Sentinel. Level 5 minion, normal treasure and morale. If 2 or more orc sentinels are together, they will fight in formation. For every orc sentinel killed, there is a 3 in 6 chance the attacking character will lose 1 life from another sentinel in the formation. |

Barricade Search Table (d6)

- | | |
|------------|---------------------------------------------------------------------|
| 1-2 | Your search has triggered a trap! Roll on the Barricade Trap Table. |
| 3-4 | You find nothing. Roll for Wandering Monsters. |
| 5-6 | You find 1 Clue or a random Barricade Treasure, you choose. |

Barricade Treasure Table (d6)

1	You find a pouch with 2d6x10 gp.
2	You find a gem worth 3d6x10 gp.
3	You find a Potion of Healing
4	You find 2d6x10 gp and 1 scroll with a random basic spell from <i>Four Against Darkness</i> or <i>Wayfarers and Adventurers</i> .
5	Magic armor. Roll d6: 1-2 light armor, 3-4 heavy armor, 5-6 robe. The robe can be worn by any human sized character who does not wear any armor. All these armor types have a +1 magic bonus to Defense rolls.
6	You find a magic weapon with a +1 bonus. Roll (d6): 1-2 light slashing weapon, 3-4 crushing weapon, 5-6 ranged weapon of your choice.

Barricade Trap Table (d6)

1	A dart (level 3) attacks a random character inflicting 1 wound on a failed save. Rogues and assassins save at +L. In addition, any character hit must save vs level 3 poison or be weakened (-1 to Attack and Defense rolls on the entirety of the next encounter). A Blessing will remove the weakness.
2	Spring-loaded blade (level 3) attacks a random character, dealing 2 wounds on a failed save. Rogues, swashbucklers and assassins add +L, halflings and barbarians add +1/2 L, rounded down to the save.
3	Noxious fumes (level 4) attack all characters, inflicting 1 wound on a failed save. Any character failing their save will have blurry vision and won't be able to use ranged attacks or scrolls for the next encounter.
4	Electric shock (level 4) attacks the first 2 characters in the marching order, inflicting 2 wounds on a failed save. Barbarians, ogres, trolls and dwarves add +1/2 L, rounded down, to the save.
5	Exploding shrapnel (level 3) attacks 3 random characters, inflicting 1 wound on a failed save. Halflings may reroll the save but receive 2 wounds if they fail. Rogues and assassins add +L to the save.
6	Spikes from the ground (level 3) attack the character at the rear of the marching order, inflicting 2 wounds on a failed save. Rogues and assassins add +L, barbarians add +1/2 L rounded down to the save.

~ Chapter Three ~ The Fortress

The large arachnid lets out a loud hiss and falls lifeless to the floor. The dust and cobwebs finally clear and you discover an iron door near the back of the room. Upon closer inspection, you see that it is unlocked. You have found a way inside of the fortress! It appears that the door has not been opened in a very long while. The orcs must have been aware of the large spider and left this room alone. This will be a safe place to settle in and rest for the night, as tomorrow you will need all your strength. Your party sleeps through the day and wakes as the sun begins to set again. You prepare yourselves and approach the old iron door. With some force, it opens. Good luck!



Before You Begin

After resting, all characters' life, spells, and abilities are fully restored. If your party has any hirelings or animal companions, they are also fully healed.

Using the Fortress Map

Chapter three uses programmed dungeon maps (pages 82 and 83) with numbered locations. Decide which room you want to move to, and then read its corresponding numbered entry paragraph. Use the *Four Against Darkness* rules for closed doors. When moving through an area you've already visited, roll a 1 in 6 chance of meeting wandering monsters in every numbered location. Roll on the Fortress Wandering Monster Table to determine which monster you encounter.

Only read the entry for the room when you enter it or when you are instructed to read.

Your party enters the the dungeon on the Fortress Map 1st Floor (page 82) on section number 1.

Objective

Your main objective is to locate and rescue the prisoners from somewhere inside the fortress and make your way back to the rangers' hidden cave. You must rescue at least one prisoner, and safely escort them to the rangers' camp, to complete the chapter.

Searching and Secrets

Rooms and corridors may only be searched if instructed to do so by the numbered entry. You may spend 3 Clues to learn a Secret from the Fortress Secret Table. You may also learn Secrets from any *Four Against Darkness* book you own. Fortress Secrets may only be used inside the fortress.

Sound the Alarm

While making your way through the fortress, there is a chance that some monsters will sound the alarm (it's one of their reactions). When the alarm is sounded, roll on the Fortress Alarm Table. You must fight the encountered monsters that sounded the alarm, in addition to the alerted monsters, at the same time.

Rescuing Captives

Captives you rescue will need to be escorted out of the fortress with you. The captives will fight as per their descriptions. It is possible to temporarily leave captives in one room of the fortress and return for them when it is safe to proceed. You must return to the rangers' cave with at least one captive alive to complete this chapter. If you have any surplus armor, of any type, you may give it to the captives to raise their Defense rolls. Each prisoner has a profile, see the Fortress Prisoners paragraph.

Cleared Rooms and Wandering Monsters

While adventuring through the fortress, you may need to backtrack through a room or corridor that you have already cleared. If so, you do not have to read the room's paragraph. However, you still must roll a 1 in 6 chance of encountering Wandering Monsters from the Fortress Wandering Monster Table. Roll once per room that you already visited.



Going room to room through the fortress, Kordall comes upon a chamber filled with the stench of death.

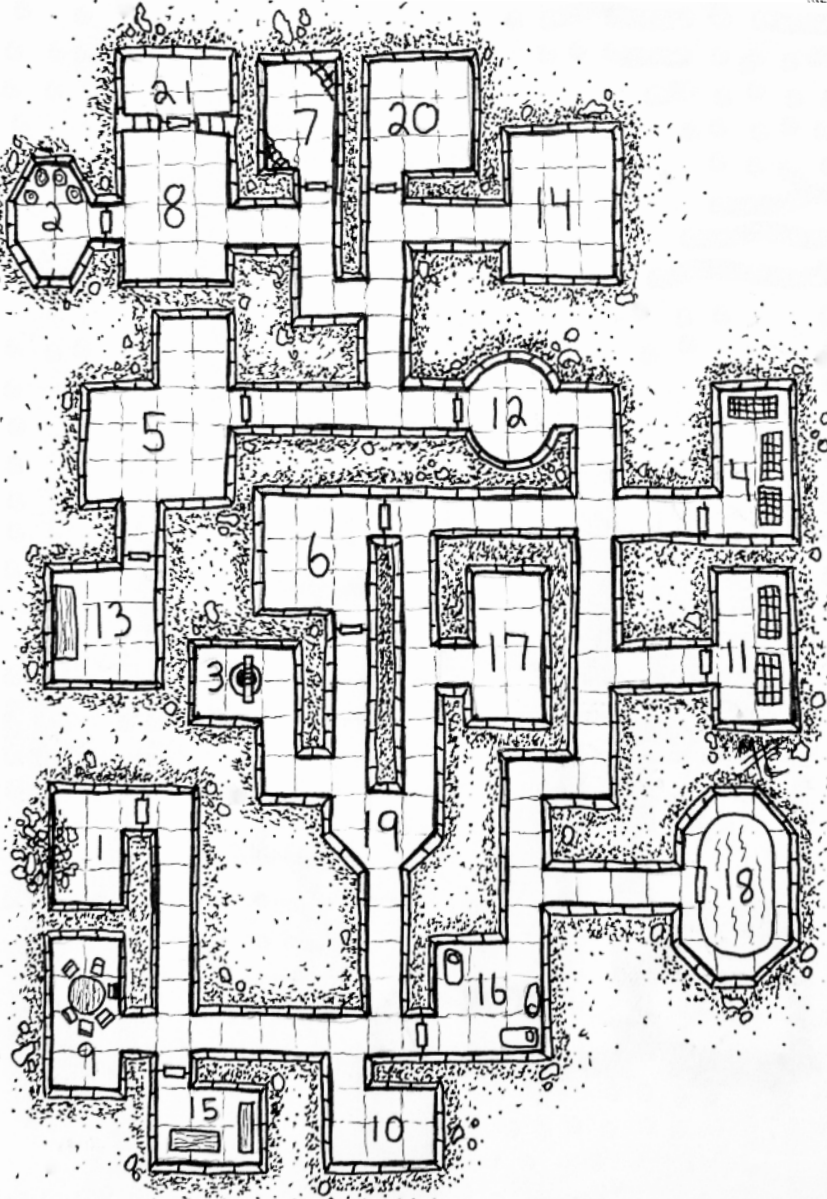
Opening Doors and Sneaking

On the fortress map, there are rooms and corridors with or without doors. You do not have to enter rooms or corridors that have a door unless you choose to do so. Use the core *Four Against Darkness* rules for doors. If a room or corridor has no door, you may attempt to sneak past the opening,

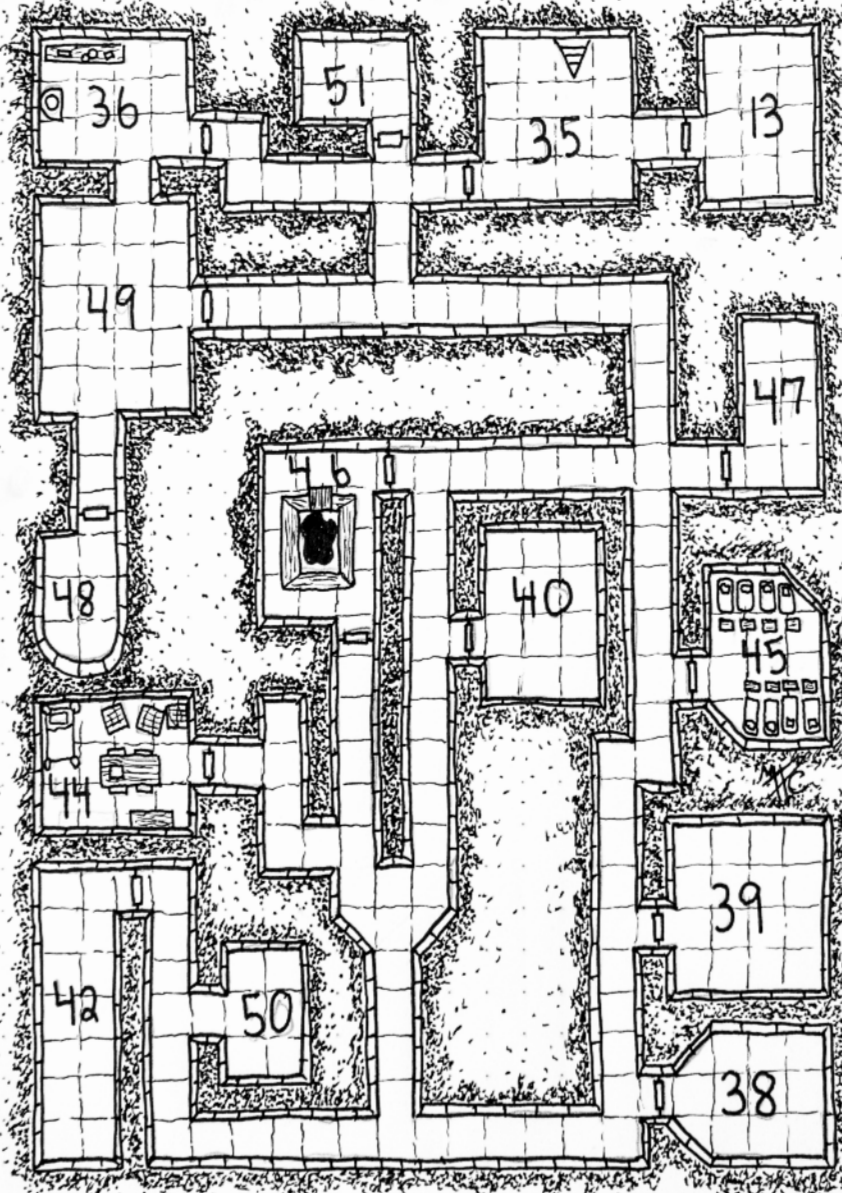
avoiding any encounter it may contain. However, do not read the room's entry until you choose to enter the room. To sneak by any open room or corridor, each character must make a level 4 Stealth save. Rogues, assassins, and halflings add +L to save. Elves add +1. If any character fails their save, you must play the contents of the room or corridor as if you entered it.



Fortress Map 1st Floor



Fortress Map 2nd Floor



Numbered Fortress Entries

1 With a hard push, the thick metal door slowly opens into one end of a long corridor. Torches mounted to the wall flicker, casting shadows all around. Chumak, a fat orc, leans up against the wall, asleep at the far end of the corridor. There's a 3 in 6 chance of him waking if one or more characters fail a Level 4 Stealth save (rogues and assassins add +L, halflings add +1, characters in heavy armor subtract -2). An assassin who succeeds the stealth save may also opt to attack the sleeping orc at +L. A rogue who succeeds the save may also attempt another Stealth save to steal the orc's treasure without waking him up.

Chumak, Level 6 minion, normal treasure and morale.

Reactions (d6): 1-2 goes back to sleep, 3 bribe (80 gp), 4 fight, 5-6 sound the alarm.

2 Several mice scatter from the lantern light as you enter this small dusty room. There are four empty barrels, and an old iron chest firmly bolted to the flagstone floor. The

chest is locked (level 5). There's a 3 in 6 chance it's trapped. If it's trapped, deal with the trap first, then roll on the Fortress Treasure Table.

3 The sound of water dripping echoes up from a deep well in the center of the room. A braided leather rope descends down from a rusty winch. If you choose to winch up the bucket, roll d6 and then go to **22**.

4 The stench in this room is unbearable. You see a massive iron holding cage with three captives (select them from the list on page 101). They are covered in filth and wearing rags. The cell doors cannot be picked or bashed in. To open them, you need the key. From inside the cage, a prisoner says "Hurry! It won't be long before the guards return." If you choose to wait and try to get information from the captives, first roll on the Fortress Wandering Monster Table, then go to **23**. When you return with the PRISONKEY to free the prisoners, go to **34**.

5 As you step into this room, you see 2d6 orc slavers. They have a 2

in 6 chance of surprising you. In addition, there's a 2 in 6 chance they are led by Mongruff, a huge bugbear. If Mongruff is present and you choose to roll for reactions, use his reaction table, not the slavers'.

Orc Slavers. Level 5 minion, normal treasure and morale. One of the orcs wields a net and on his turn will attempt to net one of the characters in the front of the marching order (randomly determine which). The character must Defend against a L5 attack or lose his next 2 turns. Any netted character that is attacked is hit automatically. *Reactions (d6): 1-3 bribe (20 gp each), 4-6 fight.*

Mongruff. Level 8 Boss, life 7, normal treasure, morale +1, 2 attacks. *Reactions (d6): 1 trial of champions, 2-3 bribe (150 gp), 4-5 fight, 6 fight to the death.*

6 The smell of rotting flesh permeates this room. Skunng, a large troll, shields its eyes from your light, then snarls and steps towards you.

Skunng, Level 8 Boss, 8 life, normal treasure and morale, 2 attacks. Unless damaged by a spell, fire, acid or magic weapon, Skunng will regenerate 1 life point each turn.

Reactions (d6): 1-3 bribe (2 food and 100 gp) 4-5 fight, 6 fight to the death.

7 This dusty room appears to have remained closed for a long time. Cobwebs hang from the walls and ceiling, blanketing everything. There's a large wooden chest against a back wall. The chest is locked (level 5, with a 3 in 6 chance of being trapped). If it's trapped, deal with the trap first, then roll on the Fortress Treasure Table.

8 You enter this large chamber, and the smell of sweet smoke fills your nostrils. Each character must save versus L4 poison gas or lose 1 life (halflings and barbarians save at +1). Any character hurt by the gas has a 2 in 6 chance of having -2 on Defense rolls until the end of the next combat encounter. A Blessing can cure this condition. A strange writing in what appears to be blood covers one of the walls. A wizard, elf, demonologist, conservationist or druid have a 3 in 6 chance of being able to read the strange writing. Each such character in the party may roll once separately. If a character manages to read the strange writing, go to **24**. The room contains two moldy bookshelves, a round table with glass vials, and

scrolls. You may Search the room three times, once for the bookshelves (finding 1 Clue on a 5+), once for the vials (finding 2 Potions of Healing on a 4+), and once for the parchment (roll once on the Fortress Scrolls Table on a 4+). If any roll is a 1, wandering monsters arrive immediately.

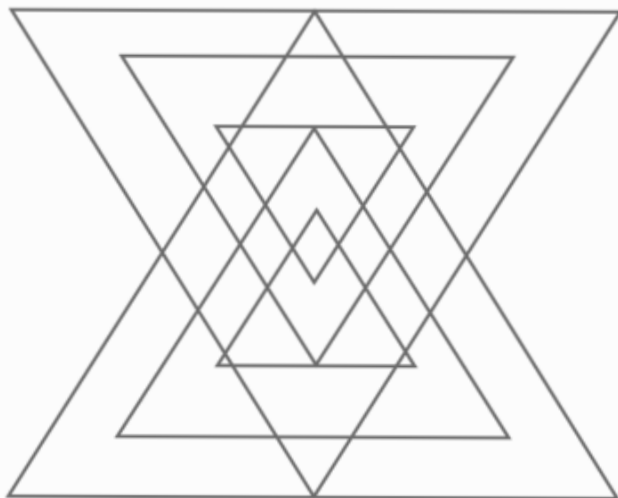
9 2d6x3 orcs sit around a table, playing dice and drinking. They look up in amazement, not sure if you are actually there or if the grog is playing tricks on their minds. You may attack twice if you choose not to roll for their reactions. Drunken Orcs, Level 4 minion, normal treasure and morale. *Reactions (d6):* 1-3 bribe (20 gp each or 1 flagon of ale), 4-6 fight.

10 In this room an orc reaver, wearing a leather cowl and wielding two hand axes, stands at the ready grimacing at you. He grunts, "You die here."

Glordorn, Level 8 Boss, 9 life, normal treasure, never tests morale, 2 attacks. Glordorn is very resilient. Melee attack dice do not explode against him. *Reaction: always fights to the death.*

If you take his treasure, roll a 3 in 6 chance of finding a note discussing Harros Davanzu's rings. If so, write the keyword THIRDRING on your play sheet. If you own *The Three Rings* supplement, you may use this keyword as 1 Clue towards the 3 Clues needed to encounter an orc reaver in that book.





"How many am I? Tell me, and I will let you pass."

11 You enter this room, and the horrible smell makes you retch. You see a massive iron holding cage with three captives (select them from the list on p. 101). The cell doors cannot be picked or bashed in. To open them, you will need the PRISONKEY. From inside the cage a prisoner says, "Hurry! It won't be long before the guards return." If you choose to wait and try to get information from the captives, first roll on the Fortress Wandering Monster Table. Then go to **25**.

When you return with the key to free the prisoners, go to **34**.

12 You stand in front of a thick iron door with archaic etchings gouged into the wooden beam above it. Suddenly, a voice inside your head asks: "How many am I? Tell me, and I will let you pass."

This door is sealed by a spell and cannot be bashed in, nor the lock picked. To proceed this way, count the number of triangles on the puzzle diagram above and turn to the entry corresponding to the total number of triangles. No cheating! If the text of the entry doesn't say that you solved the puzzle, you fail and a party member of your choice loses 1 Life to a magic blast from the door. You can try again until you solve it or give up.

13 In this small room, dust and cobwebs fill the air. In the back, you find an old wooden shelf containing five glass bottles. Three are empty, and two contain liquid. Roll a d6 once for each bottle. On a 4+, it's a Potion of Healing or a Mixture of Sleep (it may be thrown as a ranged attack; if it hits, it works as a Sleep spell cast by a level 1 wizard), your choice.

14 There are 2 big orcs in this room; Grud and Bruum, both wearing armor and carrying spiked shields. Grud wields a heavy battle-axe, and Bruum uses a flail.

Grud. Level 8 Boss, 5 life, normal treasure, morale +1, 2 attacks. *Reactions (d6): 1 trial of champions, 2-3 bribe (140 gp), 4-5 fight, 6 fight to the death.*

Bruum. Level 7 Boss, 6 life, normal treasure, morale +1, 2 attacks.

Spiked shields inflict 1 extra damage on a Defense roll of 1, if the defenders do not have a shield themselves.

If you defeat the orcs, there's a 2 in 6 chance you discover something in this room. If you do find something, go to **27**.

15 You've entered the fortress armory. There are several armor racks with light and heavy armor, and a weapon rack with swords, axes, and spears. You may take any weapon you desire (1 weapon per character).

16 In this room you see three unconscious orcs, bandaged and laying on cots. Gibjub, a small goblin healer with bloody hands, quickly begins to make his way towards the door. If you have a Sleep spell, a bola, a boomerang (*Wayfarers and Adventurers* p.55), or a net (see the appendix in this book), you may subdue Gibjub before he escapes, performing an attack versus his level (5). If Gibjub escapes, there's a 3 in 6 chance he Sounds the Alarm. If you subdue Gibjub, you may force him to heal 2 wounds to each character. However, there's a 3 in 6 chance of infection from the goblin's filthy tools. Infected characters suffer a -1 to Attack and Defense rolls until the end of the next encounter. A Blessing will cure the infection. The unconscious orcs are all heavily injured – even if they are awoken by the sounds of combat, they will not be able to fight. Once they have dealt with Gibjub, or any other monsters brought to this room by

a sounded alarm, a single character may attempt to interrogate one of the wounded orcs ; roll versus level 5 (paladins at +2, elves at +1, witch-hunters at +L). If you succeed, go to **29**.

17 As you enter, 2d6 goblins scurry to grab their weapons.

Goblin Assassins, Level 4 minion, normal treasure and morale. If they fight, they will throw smoke bombs with a free action before the melee. All characters must save vs. L4 smoke, with halflings rolling at +1. Any character failing the save will be affected by the smoke and be unable to perform ranged attacks during this encounter and the next. Spells may be cast as normal.

Reactions (d6): 1 flee if outnumbered, 2-3 bribe (30 gp per goblin), 4 fight, 5-6 sound the alarm.

18 Before you open the door, you hear the sound of snorting and squealing pigs. The smell is overbearing. You have found the war boar breeding pens. Each character must save versus level 3 nausea. Druids, trolls and beastmasters roll at +1. If failed, the character has -1 to Attack and Defense rolls until the end of the

next encounter. In the room you see fifteen large war boars, mostly sows, and piglets. Squirg, a huge war boar with blood-red eyes rushes through the gate. He and d6 sows approach. Due to the presence of the piglets, the sows will fight to the death if a combat takes place, even if Squirg dies or flees.

Squirg, Level 7 animal Boss, 5 life, no treasure, morale +1. A wounded character must save versus level 2 gore (barbarians add +1) or lose 1 additional life. *Reactions (d6): 1-2 bribe (2 food for himself and each sow) 3-6 fight (sows fight to the death).* Sows are Level 6 minions, no treasure, never test morale.

19 Torches mounted to the wall light this long hallway. The dirt floor is littered with bits of broken glass, straw, and rodent droppings. You hear something heading towards you. Roll on the Fortress Wandering Monster Table at +1.

20 A slippery stone stairway leads to the floors above and below. The stair going up is barred by a thick iron door. This must be the way to the upper ramparts and main entrance to the fortress. The door cannot be picked nor bashed

down. The stair leading down is open and takes you to **35** on the 2nd Floor of the Fortress Map.

21 There is a green stone altar covered in dried blood at the back of this room. Treat the altar as a Cursed Altar (4AD, p. 32). Beside the altar is a wooden treasure chest. If you open the box, go to **31**.

22 Roll d6: 1-3 the bucket contains water, 4-5 a stash of 2d6 x10 gold, 6 2d6+4 Fortress War Rats, Level 4 minion, no treasure, morale -1, Each character in melee with the rats must immediately save versus level 3 flea infestation (barbarians, druids and rangers add +1 to their save), or drop held items: weapons, shields or lantern. One turn is needed to pick them up. *Reactions (d6): 1-3 bribe (2 food each), 4-6 fight.*

23 The captive tells you they are being forced to excavate the ruins below the fortress. However, they don't know what they are excavating for. Gain 1 Clue.

24 The strange script begins to make sense. It tells of an ancient relic that has been lost for

hundreds of years. Gain 2 Clues or roll on the Fortress Scroll Table.

25 The captive tells you there's a secret passage out of the fortress. Once freed, he can lead you to it.

26 You solved the puzzle! You hear the clank of metal gears turn and the low rumble of stone grinding against stone. The sealed door slowly opens, allowing you to pass.

27 Behind a loose stone in the wall, you find a vellum scroll. Roll on the Fortress Scroll Table.

28 As you enter the room, Wulfnarg the Warlord yells in fury and charges at you. There is a 2 in 6 chance that d6+1 battle orcs are with him.

Wulfnarg, Level 10 Boss, 10 life, never tests morale, 2 attacks. Deals 2 wounds with each attack. All elves defend at -3 against Wulfnarg. Every 3rd attack Wulfnarg makes will be a rage attack – the character targeted by the rage attack will have to defend against 3 separate attacks, dealing 1 wound each. The target of this attack must be randomly chosen from all available

targets. *Reaction: Always fights to the death.*

Battle Orc. Level 6 Boss, 4 life, normal treasure, morale +2. Gain no XP roll for battle orcs, but count each as the equivalent of one encounter with minions (1/10 XP). Each time a battle orc is wounded, roll a 2 in 6 chance it will retaliate with an out of sequence attack against the character who wounded him.

If you defeat Wulfnarg, go to **33**.

29 The wounded orc tells you that a hidden passageway leads directly out of the fortress, then becomes unconscious. Gain 1 Clue.

30 The captive tells you that you must get the PRISONKEY from the warlord.

31 As you try to open the treasure chest, it opens up as a huge mouth filled with knife-like teeth.

Treasure Maw, Level 7 weird monster, 7 life, 2 attacks, never tests morale, 2 treasure rolls +1. The treasure maw does not attack fleeing characters. *Reaction: always fight to the death.*

32 This room does not actually exist. How unfortunate for you to end up here! From out of the darkness, your mother-in-law attacks. Fight her like a medusa (4AD p.37). In addition, there will be 1 medusa for every mother-in-law you have ever had. You must fight each of them separately, one at a time.

33 Wulfnarg roars and falls to the ground. He looks up at you and says, "You fools, you know not what you have done! I and only I could hold back the great lich from destroying this world." Wulfnarg spits out blood before continuing. "Mauldron is using the captives to excavate below the fortress, in search of an ancient relic, the Stone of Xultus. He needs it to summon the demon Massomous into this world. But I am smart and I did not let the captives excavate in the lower pits." The warlord takes a last final breath and curses you before he dies. "Mauldron will avenge me!"

Among Wulfnarg's possessions is Elfripper, a magic two-handed battle axe +1/+3 vs elves (the wielder must succeed a level 3 will save or fight to the death all potentially hostile elves met), a suit of +1 heavy armor (total Defense bonus +3) and Potion of Healing.



Roll twice on the Fortress Treasure Table. Write the Keyword WULFNARG on your play sheet. Return to either entry 41 or 44 (based on which entry took you to this entry in the first place).

34 With some force, the key turns in the lock and the cell door creaks open. Immediately one of the prisoners asks if you have the SKULLKEY. With the SKULLKEY, the prisoner will lead you to the hidden passageway out of the fortress. Sadly, the torturous imprisonment has muddled the prisoners' memory, and they will need to be led room by room in the hope of

them recollecting. However, they do recall that the hidden passageway is located on the lower 2nd floor. To find it, you must go down to the 2nd floor and check the rooms. Each time you enter a room on the 2nd floor, roll 2d6. On a 9-12, the prisoner remembers the hidden door's location, which will be found in the next room, even if it's a room you've already checked. Once the hidden passageway is located, go to **41**. On a 2 to 4, you must roll on the Fortress Wandering Monster Table. The monsters are now on alert. Add 2 to the level and life points of all Boss or Weird Monsters. These

wandering monsters always attack, even if their listed reaction says otherwise.

Refer to the Fortress Prisoner Table for the freed prisoner stats. If you have surplus weapons and armor to give them, they will assist in the fight to gain their freedom. Prisoners without armor or weapons will not fight, but can be killed. Keep them safe!

35 At the bottom of the stairs you surprise 2 orcs. Roll d6; on a 1-3, one of the orcs slips and falls down, forfeiting his next 2 turns.

Orc Commanders. Level 8 Bosses, 7 life, normal treasure, morale +1. On a Defense roll of 1, the orc will knock down the defender. Knocked down characters forfeit their next turn to stand up. *Reactions (d6): 1-3 bribe (120 gp), 4-6 fight.*

36 The smell of burnt food fills this room. Boogum, a massively obese orc cook, is startled by your arrival and lets out a scream. From behind a wide curtained doorway steps out Brux, a greasy gray ogre wearing a stained apron and wielding a heavily notched cleaver.

Boogum, Level 6 minion, no treasure, morale -2. If he fights, the cook immediately throws a large pot of hot gruel at you. The first 3 characters in marching order must save versus level 3 scalding or lose 1 life. Shield bearers save at +1.

Brux, Level 8 Boss, 8 life, normal treasure, morale +1. Brux charges a random character in the front of your marching order. That character's first Defense roll is at a -2. Brux deals 2 wounds if he hits. *Reactions (d6): 1-3 bribe (80 gp and 3 food), 4-6 fight.*



37 At the end of this long hall stands a massive iron door that is barred from the other side. There appears to be no latch to open it. It cannot be picked open or bashed down. This is a dead end! Roll a random trap.

38 As soon as you enter this room, a gust of air extinguishes your lantern. The room is now pitch black! You must relight your lantern or fight at -2 to Attack and Defense rolls. If you have a magical light source, or one or more of your characters can see in the dark without penalty, skip the following monster stats – the creature will avoid your group, and not attack. The first 3 characters in your marching order are immediately attacked by something in the darkness. Each receives 1 wound. On every turn after the first, the lantern bearer rolls a d6 to attempt to relight their lantern. On a 1-3, the character fails to light the lantern this turn, and the party must continue to fight at -2. On a 4-6, the lantern is relit and the party may fight as normal. The lantern is automatically relit after the fight ends.

Tentacled Fiend, Level 9 demon Boss, life 7, 3 attacks, normal

treasure, morale +1. As soon as the lantern is relit, each character must immediately save vs. L4 fear (wizards save at +1, paladins and necromancers save automatically), or forfeit their next turn. *Reaction: always fights to the death.*

39 The stench of death permeates this room. As the light from your lantern pierces the darkness, you see 2d6 orc ghouls chained to the back wall. Behind them, there's a large wooden chest set in a stone niche. If you want to open the chest, you must first defeat the orc ghouls. There is also a 3 in 6 chance that the chest is trapped. If so, roll on the Fortress Traps Table. Then roll on the Fortress Treasure Table.

Orc Ghouls. Level 7 undead minions, no treasure, never check morale. Characters wounded by a ghoul must save versus level 3 poison or be paralyzed, forfeiting their next round. Paralyzed characters receive an automatic wound, if attacked. Elves are immune to this paralysis. Ogres, trolls, halfling and barbarians save at +1. *Reactions: always fights to the death.* If you retreat from this encounter, the orc ghouls will NOT attack you since they are chained to the wall.

40 In the middle of this chamber, you find a small stone altar with a pile of bones upon it. A faint mist begins to swirl around the room and a wraith materializes.

Fortress Wraith. Level 5 undead Boss, 7 life, normal treasure, never tests morale. Each time a character is wounded by the wraith, they must save versus level 3 magic or lose a temporary level. A Bless Spell will restore 1 level. Characters who reach 0 level die and on their next turn they rise as fortress wraiths.
Reactions: always fights.

41 With a loud click, the SKULLKEY turns in the lock, and the door opens up into a long dark passageway. You have found the hidden passage that will lead you out of the Fortress!



At the end of the passage, you come to the backside of a hidden cave mouth, far behind the fortress. If you do not have the keyword WULFNARG, and have not defeated Wulfnarg the Warlord, he will be here waiting for you. The Warlord yells in fury and charges at you. There is a 2 in 6 chance that he will be accompanied by $d6+1$ battle orcs.

Wulfnarg Level 10 Boss, life 10, never tests morale, 2 attacks. Deals 2 wounds. All elves make Defense rolls at -3 against Wulfnarg. Every 3rd attack Wulfnarg makes will be a rage attack – the character targeted by the rage attack will have to defend against 3 separate attacks, dealing 1 wound each. The target of this attack must be randomly chosen from all available targets. Reaction: Always fights to the death.

Battle Orc. Level 6 Boss, life 4, normal treasure, morale +2. No XP roll, but each Battle Orc counts as an encounter with a group of minions. Each time a battle orc is wounded, roll a 2 in 6 chance it will retaliate with an out of sequence attack against the character who wounded it. *Reaction: always fights.*

If you defeat Wulfnarg, go to **33**.

If the room is clear of monsters, or after you have defeated the Warlord and the battle orcs, and you have at least one rescued prisoner with you, you have completed chapter 3. Write the keyword WULFNARG on your character sheet. Congratulations, you may now turn to chapter 4!

42 The door opens, and you see a dark figure leaping into a bright swirling portal and vanishing. The portal instantly closes behind the figure, and the room becomes quiet and still. You may Search the room twice but first, roll a d6. On a 1-4, roll on the Fortress Trap Table.

43 The stone floor in this room begins to tilt down towards the back of the room. The first 3 characters in your marching order must save versus level 5 balance or slip and slide down to the end of the room. Rogues, assassins, harlequins, lutins, and swashbucklers save at +L, elves +1. You then hear the sound of metal grinding on stone, as several sharp metal spikes descend from holes in the ceiling. Those who failed their balance save are trapped and must attempt to clamber back up from the lower part of the room. They must roll d6. On a 5-6, they have safely made their way back up. Barbarians and halflings roll at +1. On each failed roll the character loses 1 life. Characters safely at the top of the room, with a rope, may assist the trapped characters, adding +1 to their climbing roll.

44 Immediately upon entering this room roll (d6): if you roll a 1 or 2, go to **28**. If not, continue reading. This large room is fairly clean and well maintained. In one corner is a large post bed. There are 3 smelly crates, a moldy weapons rack holding 3 swords and a polished set of heavy armor, adorned with screaming faces (which you may take if you want), and a large oak table with a small ornate box, encrusted with dried elf eyes. It's evident to you that whoever stays in this chamber is of high rank. You may search the three crates. Roll on the Fortress Treasure Table 3 times. There is a 2 in 6 chance that each crate is trapped. Roll separately for each crate's chance of being trapped. If trapped, roll on the Fortress Trap Table. If you choose to open the small ornate box, go to **51**.

45 The room is unoccupied, except for 8 empty cots. At the end of each cot is a small footlocker. Every locker has a level 4 lock and has a 3 in 6 chance of a random trap. Not all lockers contain something of value. After you have opened one, roll a d6 for its contents: 1-3 empty, 4-5 Forest Treasure Table, 6 Fortress Magic Treasure Table.

46 In the center of this room is a crumbling wooden platform, framed around a wide hole that descends far into the ground below. A massive iron winch with pulley hangs over the hole. Asleep, atop the platform, Krush and Krash, two conjoined gray ogre twins snore loudly.

Conjoined Gray Ogre Twins. Level 7 Boss, 14 life, 2 treasure rolls, morale +1, 2 attacks. The conjoined twins are considered one Boss Monster, for combat and XP purposes. The twins charge a random character in the front of your marching order on their first attack round. The twins deal 2 wounds on a failed Defense roll. When they are reduced to 7 life, they will only deal 1 wound on a failed Defense roll. *Reactions (d6): 1-3 stays asleep, characters get 2 attack rounds if engaged, 4-5 fight, 6 sounds the alarm.*

Note, you will not be able to winch up the lowered platform. It appears to be locked from somewhere down below.

47 As soon as you enter this room, you hear the sound of marching feet coming towards you, from back the way you came. You can close the door and attempt to hide,

and let whatever is approaching pass by, or you may choose to wait and face what is coming. To hide, make a L4 stealth save. Rogues and halflings add +L. If any character fails the save, you have been discovered. If you chose to wait and fight them, use the corridor combat rules in *Four Against Darkness*. If you chose to hide in the room, and failed the save, use the room combat rules in *Four Against Darkness*.

3d6 Elite Orc Soldiers. Level 5, 2 treasure rolls, morale +1. Elite orc soldiers fight in formation. On a Defense roll of 1, lose 1 additional life from another elite orc soldier in the formation. *Reactions (d6): 1-2 bribe (all gold), 3-6 fight.*

48 You enter this room and see Furnit, a small goblin, sweeping the floor with a bushel of bound straw. The goblin looks up at you in fright and falls to the floor sobbing. He begins to beg, "Please don't kill me. I am only a lowly servant of the master. I will do anything you ask of me, just please don't kill me." You may attack Furnit, speak with him or leave him be. If you decide to attack Furnit go to **52**. If you try and speak with Furnit go to **53**. Some dwarves hate goblins. If you have any dwarves in your party,

there is a 4 in 6 chance you will not get a chance to speak with Furnit and must immediately go to **52**.

49 You open the door and see 2d6 half-ogre hobgoblins being mentored by Menzet, a sickly looking older one, who is torturing an emaciated swampling woman. They all look at you in surprise. Half-Ogre Hobgoblin Torturers. Level 6 minions, normal treasure, morale +1. *Reactions (d6): 1-3 bribe (40 gp each), 4-5 fight, 6 fight to the death.* If you bribe them, you will not be able to rescue the tortured swampling.

Menzet the Torture Teacher. Level 6 Boss, 4 life, normal treasure, morale -1. Characters wounded by him must save versus level 5 infection or suffer -1 to Attack and Defense rolls. A Blessing or a bandage will remove the infection. If you free the swampling, you gain 1 Clue.

50 The room is completely dark save for the light of your lantern. Chained to a wall are two wood elf women. One of them is already dead, the other, Zuldisa, is barely alive. She will not live much longer without help. To help her, you can

use a Healing spell or potion. She will have the number of Life points you manage to heal, up to a maximum of 6. Once revived, she tells you she was taken captive while hunting in the rainforest. You gain 1 Clue. If you don't heal her, she'll die, and you get no Clue. Zuldisa may follow the group as a 0 level character. She is too weak to fight.

51 Inside the small ornate box you find a skull key, a grasshopper-shaped key and a prison cell key. Write the keywords SKULLKEY, GRASSHOPPERKEY and PRISONKEY on your character sheet.

52 You move in to attack the goblin. Fleeing Furnit. Level 6 minion, no treasure, morale -2, immune to sleep, no attack. The goblin is extremely quick on its feet and has a 4 in 6 chance of avoiding melee attacks, ranged attacks and spells. On a successful attack roll, even on an exploding one, roll to see if the goblin dodges or is hit. Before your turn, he screams to Sound the Alarm. Roll on the Fortress Alarm Table. Every 3 rounds, until the Furnit is defeated, he will Sound the Alarm again. Each time he Sounds the Alarm, you

must roll on the Fortress Alarm Table. Any attempt to subdue the goblin by use of bola, boomerang, or a net requires an exploding dice roll. If you fail to subdue the goblin with a net (found in the appendix of this book), a boomerang, and bola (found in the *Wayfarers and Adventurers* supplement, p. 55), you will not get another try. You may try once for each bola, boomerang and net, if you have them.

53 You decide to try and speak with Furnit. If you offer it 2 food rations and 30 gp, there is a 4 in 6 chance you will gain 1 Clue. If you offer Furnit 1 magical item, there is

a 3 in 6 chance you will gain 2 Clues. If the offer fails or you decide not to give it the items, the goblin becomes hostile, and you must go to **52**.

Ending the Chapter

The chapter ends when you make your way out of the fortress through the secret passage and back to Gordashi's cave. Remember, you must rescue at least one captive to complete the chapter. The captive must survive until you reach Gordashi the ranger.



Fortress Prisoners

The 6 prisoners in the fortress cages have individual profiles listed in the table on p.101. When you free a prisoner, you can choose a profile from the list. If you have open character slots in your party, you can recruit prisoners as new party members. Each newly recruited prisoner will be of level d3. If you don't have the rules for the corresponding class, treat them

as warriors. Each of the prisoners has a Character Trait. Each trait is italicized in their description. Traits are optional character rules described in the *Wayfarers and Adventurers* supplement. If you have a copy of that book, you may use these Traits, or ignore them, as you see fit.



Fortress Prisoners

Owen, the owl-folk: (MMM) Owen is a young **Lecherous* male owl-folk, who left his flock to seek fortune and philandering. Whilst venturing close to the Southeastern Coast of An-mor he was captured by a vicious war band of red goblin raiders.

Ke-reesh, the kobold slave-master: (PoPIPoPe) Ke-reesh has **Unusual Skin and Hair Color* of purple scales and a small tuft of orange hair on the top of his head. Unlike the typical hairless, yellow and blue scaled kobolds he is unique, and for that he was cast out and eventually taken captive by Fuushk, a nasty moss troll.

Finnegan, the flamingo folk: (III) Finnegan is afflicted with **Spellblight*, and closely covets his one spell, Evisceration (from *Isles of the Incandescent Idols*). He is a loner and seeking the meaning of life, or life after death.

Daniel, the dauntless dwarf: (4AD or CCOC) Daniel has seen and fought one too many dragons, drakes and wyverns in his life to be called sane. While on his last dragon hunt expedition, he watched in absolute horror as his twin brother Donuul was swallowed whole and eaten by a green wyvern. He will always be in a state of mild **Madness* because of the trauma.

Melinda, the moose-woman: (MMM) Melinda is the majestic chieftain's daughter from the great herd of the Northern An-mor Mountains. She is known for her **Mastery of the Blade*, and has devoted her life to finding the location of Exmoos, the most perfect two handed sword ever forged. Because of her blind lust for the sword, she was caught off guard and taken prisoner by a large group of throatslitter orcs.

Wilson, the wandering alchemist: (TCOTFD) Wilson truly believes he is **Protected by the Gods*. He is the sole survivor of his last adventuring party that unfortunately never made it out of the Netherworld, save for himself. To this very day he still has vivid nightmares of what he saw while in the depths of that dark and foreboding realm.

**See Wayfarers and Adventurers (p.22) for further details on Character Traits.*

Fortress Trap Table (d6)

- | | |
|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Barbed dart: (level 5) attacks a random character inflicting 1 wound. Rogues and assassins add +L, halflings +1. |
| 2 | Poison coated blade: (level 6) poison coated blade attacks the first 2 characters in the marching order, inflicting 2 wounds on a failed save. Rogues, assassins, halflings and elves add +L to the save. |
| 3 | Steam spray: (level 4) attacks all characters, inflicting 1 wound. Rogues and assassins add +L, halflings and barbarians add +1/2 L, rounded down, to the save. Any character hit must save versus L3 blindness or become temporarily blind for the next 2 encounters (-3 on Attack and Defense rolls until a Blessing removes the blindness). |
| 4 | Falling stone: (level 4) hits a random character inflicting 2 wounds on a failed save. Rogues and assassins add +L, dwarves and barbarians add +1/2 L. |
| 5 | Acid spray: (level 5) attacks 3 random characters inflicting 2 wounds on a failed save. Rogues and assassins add +L to the save. |
| 6 | Sprung Noose: (level 4) snares a random character at the back of the marching order inflicting 1 wound. A wounded character must also save versus level 3 sprain or lose the use of a random arm for the next 3 encounters. Rogues and assassins add +L, barbarians add +1/2 L to the save. |

Fortress Wandering Monster Table (d6)

- | | |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | 3d6 Fortress War Rats. Level 3 animal vermin, no treasure, morale -1. As the rats swarm over them, each character must immediately save versus level 3 flea infestation (barbarians, trolls and ogres roll at +1) or drop all hand-held items: weapons, shields or lantern, losing next turn to pick them back up.
<i>Reaction: always attack.</i> |
| 3-4 | 2d6 Orc Guards. Level 5 minion, normal treasure and morale.
<i>Reaction: always attack</i> |
| 5-6 | Orc Captain. Level 8 boss, life 5, normal treasure, morale +1, 2 attacks. <i>Reaction: always attack</i> |

Fortress Alarm Table (d6)

1 No monsters are close enough to hear the alarm.

2 An **Orc Brawler** comes bursting in. Level 7 boss, life 6, 2 treasure rolls, morale +2, 2 attacks. *Reaction: always attack.*

3 **2d6 armored orc spearmen**, Level 5 minion, normal treasure and morale. The spearmen fight in ranks. Regardless of any dice explosion, any attacks from the party may kill a maximum of 4 orcs per turn, unless the attack comes from an a rogue or assassin with an outnumbering bonus, from a ranged attack or from a spell. *Reaction: always attack.*

4 **Large Troll**, Level 8 boss, life 7, 2 treasure rolls, morale +1, 2 attacks. Crushing attacks are at -1 against the troll. Unless damaged by a spell, fire, acid or magic weapon, this troll regenerates 1 life each turn. *Reaction: always attack.*

5 **2d6+2 Goblin Troops**. Level 4 minion, normal treasure and morale. These goblins consume moss troll dung, which heightens their strength and combat prowess. As long as they outnumber the party, characters rolling a 1 on a Defense roll have their shield grabbed and lose their shield bonus until the goblins no longer outnumber the party. *Reaction: always attack*

Orc Captain, Level 8 boss, life 5, normal treasure, morale +1, 2 attacks. Roll a 2 in 6 chance he's accompanied by d6 armored orc spearmen (see profile below). *Reactions (d6): 1-3 bribe (100 gp), 4-5 fight, 6 fight to the death.*

6 **Armored Orc Spearmen**, Level 5 minion, normal treasure and morale. If led by an orc captain, they roll morale at +2 until the orc captain is defeated. The spearmen fight in ranks. Regardless of any dice explosion, any attacks from the party may kill a maximum of 4 orcs per turn, unless the attack comes from an a rogue or assassin with an outnumbering bonus, from a ranged attack or from a spell.

Fortress Scroll Table (d6)

1 Phantom Image. This illusion spell conjures a menacing phantom that scares off d6 +L vermin or minion foes. It does not work on bosses, weird monsters, undead, artificial constructs, or monsters that never test morale. Any monster with a Fear attack or whose description asks you to save versus fear is also immune. Perform a normal spellcasting roll +L against the target's L to determine if the target is affected. The illusion lasts for 1 turn and then disappears. Characters are not affected by the phantom image. There must be some source of light for the illusion to be seen: daylight, a lit lantern, a fire or torch lit room. Wizards may transcribe this spell into their spellbook. Gnomes, lutins and indigo flamingos can learn this illusion spell.

2 Fools' Food. Creates d6 food rations that can be ONLY used for bribes. Conjured food may not be used as rations for character consumption. It looks and tastes like real food, but contains no nutrients. Fool's food only lasts for 1 single day, or a game chapter. After that, it dissolves away into mush. This spell may not be cast during combat. Wizards may transcribe this spell into their spellbook. Gnomes, lutins and indigo flamingos can learn this illusion spell.

3 Swine Soothe. This illusion spell creates a sound that soothes a group of swine vermin or minions. The affected swine become permanently non-hostile, until attacked. Rolled as spellcasting +L versus the highest-level swine in the group to determine if the spell affects them. Only works on swine e.g.; boars, pigs, sows, piglets, hogs. Does not work on magical animals or beasts. Will not work on a boar boss or any boar with a rider, such as boar mounts. Wizards may transcribe this spell into their spellbook. Druids, gnomes, lutins and indigo flamingos can learn this illusion spell.

Fortress Scroll Table (d6) Continued

4 Shrink Minions. D6+L minions shrink down in size becoming L 1, for the duration of the encounter. Roll a spellcasting roll at +L versus the minion's level to determine whether they are affected. Only works on minions and vermin. Targets that are already Level 1 may not be affected. Any treasure or equipment acquired from shrunk minion, also shrink. Mundane equipment, weapons, armor or magical items and scrolls will be unusable and have no resale value. This spell may not be inscribed or learned, it may only be cast from scrolls.

5 Fire Wall. This fire-based spell creates a wall-to-wall fire barrier for d6 turns, to the maximum length of 10 dungeon map squares. Any monster in a corridor, closing to melee through the fire wall to attack, receives a fire-based attack with a bonus equal to the caster's level. Party members in positions 1 and 2 of the marching order must save versus level 3 heat or lose 1 life. In a room, combat can only occur with ranged weapons or spells. Monsters without ranged attacks or spells will flee with their treasure, if they have an exit. Missile attacks (arrows, javelins, darts and bolas) shot through the fire wall have a 3 in 6 chance of burning before reaching their target. All missile fire from both sides of the wall is at -2 due to the intense flames. The barrier is impassable to ice and frost creatures; water creatures going through the fire wall will extinguish the fire automatically and suffer no ill effects from it. Fire-based creatures and creatures that are immune to fire based spells move through it as if it did not exist. Any character walking through it would suffer from its effects, having to defend from an attack equal to the caster's level. Only fire mages (*Heart of the Lizard*, p.79) may transcribe this spell to their spellbooks.

6 Sonic Stun. Casts a wave of sonic energy, stunning d6+2 minions or vermin targets for 1 turn. Stunned monsters forfeit their next attack. Does not work on bosses, weird monsters, undead, ethereal creatures, artificial constructs or elementals. Perform a spellcasting roll + L against the target's Level to determine if the target is affected. If cast in a corridor, any characters who are in front of caster in the marching order must save versus the caster's level or be stunned and forfeit their next turn. Wizards may inscribe this spell into their spellbook.

Secrets of the Fortress

Watch Your Step. You know the location of the next 3 traps you encounter. This will prevent any character in the party from triggering that trap. Once that trap has been discovered it's automatically deactivated. After you use this Secret 3 times, it is lost.

Secret Potion of Healing. You know the location of a hidden Potion of Healing. You find it in the next room you enter.

Secret Magic Treasure. You have discovered the location of a hidden magic treasure. Roll on the Fortress Magic Treasure Table. You find it in the next room.

Fortress Demon's Name. You've learned the name of a Fortress Demon. You may call it forth to fight for you, for one encounter. The demon fights like a level 4 warrior with 5 life. Its first attack is

a ranged magic attack at +4. Each attack round thereafter, it uses its claws at +4. It makes Defense rolls at +3, can self-heal 2 life, once. At the end of combat, the Fortress Demon vanishes.

Builder's Secret. You may unlock 3 non-magic fortress doors. If the room entry states you need a special key, you may not use this Secret on the door. You do not need to roll for wandering monsters when opening these 3 doors.

Soothe Swine. You discover a secret song that allows you to soothe d6+2 Boars once, except any Boss boars. Soothed boars will not fight you. Boars ridden by orcs may be soothed, in which case the orc boar riders lose the extra attack given by their mounts and must use their first action to dismount. Once used, the song is forgotten.

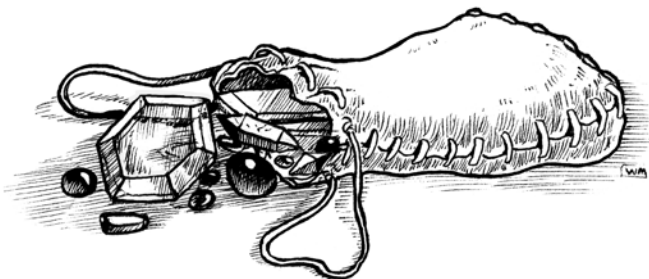




Alissa, an assassin from Almyrli, learns a powerful fortress secret that may turn the tide of battle in her favor.

Fortress Treasure Table (d12)

- | | |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | or less. No treasure found. |
| 2 | One small pouch of $d6 \times 5$ gp. |
| 3 | One small chest of $2d6 \times 10$ gp. |
| 4 | One scroll with a random spell from the Fortress Scroll Table. |
| 5 | One sizeable onyx worth $2d6 \times 5$ gp. |
| 6 | One jewel-encrusted goblet worth $3d6 \times 10$ gp. |
| 7 | One random magical item from the Fortress Magical Treasure Table. |
| 8 | One random item from the Fortress Magical Treasure Table. |
| 9 | Two random items from the Fortress Magical Treasure Table. |
| 10 | Two scrolls, each with a spell from the random Fortress Scroll Table, plus a pouch with $2d6 \times 5$ gp. |
| 11 | One random item from the Fortress Magical Treasure Table and one vellum scroll with a random spell from the Fortress Scroll Table. |
| 12 | Two random scrolls with a spell from the Fortress Scroll Table, one random item from the Fortress Magical Treasure Table, plus a pouch with 100 gp. |



Fortress Search Table (d6)

- 1-2 Your search triggers a trap! Roll on the Fortress Trap Table.
- 3-4 You find nothing. Roll a 1 in 6 chance of a Wandering Monster encounter.
- 5-6 You have found 1 Clue.

Fortress Magical Treasure Table (d12)

- 1 **One Potion.** Healing or Blessing, your choice. Resale value 100 gp.
- 2 **Ruby of the Thief.** Gives rogues a +1 to Search rolls. This bonus doesn't stack with other bonuses to Search rolls. Resale value of 200 gp.
- 3 **Sapphire of the Thief.** Gives rogues +1 to rolls to disarm traps. This bonus doesn't stack with other magic bonuses. Resale value 100 gp.
- 4 **Jade of the Thief.** Gives rogues a +1 to rolls to pick locks. This bonus doesn't stack with other magic bonuses. Resale value 100 gp.
- 5 **Brooch of Saulus.** The wearer gains +1 to Defense rolls. This bonus stacks with other Defense bonuses (for example from magic shields) but no character may wear more than 1 brooch. Resale value 300 gp.
- 6 **Glass Bracer.** The wearer gains +1 to spellcasting rolls. No character may wear more than one glass bracer. Resale value 350 gp.
- 7 **The Staff of Songs.** The wielder of this staff can give a full party (all characters, their hirelings and any other character accompanying the party) a +1 bonus to all Attack rolls. The staff may be used once per day/adventure. The bonus lasts till end of a combat encounter. Resale value 300 gp.
- 8 **Lucky Charm.** When carried in a pocket, this charm provides a halfling one additional use of his Luck ability per adventure/chapter. Resale value 80 gp.
- 9 **Harp of Havoc.** Strum this harp once per day, and d6 minion or vermin will be forced to dance, forfeiting their next turn. User must use two hands to play and perform a successful spellcasting roll (add +1 only for the user) against the targets' level. If used by a bard or minstrel, double the number of targets affected, and add + L to the spellcasting roll. Resale value 100 gp.
- 10 **Club of Connush.** This club (one handed, crushing melee weapon) provides +1 to Attack rolls, +2 against war boars or boar riders. Resale value 150 gp.
- 11 **Bloodthirsty Darts.** D3+2 magic darts that hit at+2. Their bonus already includes the modifier for light weapon and does not apply against undead, artificial or elemental creatures. Resale value: 50 gp per dart.
- 12 **Belt of Bounty.** This belt allows the wearer to carry 15 food rations. When found, it will contain d6+1 rations. Resale value 50 gp.



At the end of the passage, you come to the backside of a hidden cave mouth, far behind the fortress.

~ Chapter Four ~ The Ruins

After a few hours' trek out of the dungeon, you finally make it safely back to Gordashi's hidden cave. The mouth of the cave is now clearly visible, its verdant covering burned away. Guardedly, you make your way into the cave. Upon entering, you find all of the furnishings demolished and thrown about. The ranger is nowhere to be found. It is evident that the orcs have been here. Did Gordashi make it out alive? Was he captured? Suddenly, from outside the cave entrance, you hear the footsteps of someone walking in. Have the orcs returned? Were you followed back from the fortress? You ready yourselves. A hawk flies in from the cave mouth and perches on a high stone ledge. Behind the bird, Gordashi the ranger walks in. He nods and gives you all a warm smile. "It is no longer safe here. Follow me quickly", he motions, before dashing away. With the rescued prisoners in tow, you race after him, under leaning trees, around boulders, and over a small stream, until you finally stop at the side of a large embankment, where a new makeshift camp has been set up. For the next few hours

you go over everything you have seen and what The Warlord told you about his master's plans. Gordashi gazes at you with concern on his face; "It appears we have a bigger problem than I initially thought. I have read the ancient story about this Stone of Xultus, and have heard hushed whispers mentioning Massomous the Mad, a powerful demon from another world. As the legend would have it, Massomous was bound and cast into the Impossible Labyrinth by a circle of planar elven magi over two millennia ago. We must destroy Mauldron before he uncovers the relic and ushers certain doom back into our world. I know not how you will get back into the fortress now. The place must be swarming with even more orcs than before." At that moment one of the freed captives speaks up and says, "I know of another entrance directly into the ruins. Deeper in the rainforest, below the fortress, a cave is being used to remove excavation rubble. You can enter the ruins through there." With a big grin, Gordashi looks at you and says, "So... enter the ruins and find the lich. Then destroy him once and for all."

How to Play

This final chapter uses the d66 room generator (*Four Against Darkness*, p.25). Follow all the core 4AD rules from rolling your entrance room all the way until the Final Boss. All the rules apply: searching, loot, XP, traps, wandering monsters, combat in rooms and corridors, marching order, Clues, hidden treasure, secret doors, etc.

The Ruins Tables

In chapter 4, instead of rolling on the core 4AD tables, roll on the Ruins Tables, e.g., Ruins Minions Table, Ruins Traps Table, Ruins Treasure Table, etc.

The Final Boss

Play the game using the core 4AD rules for finding the final boss (4AD p.43). When you face the Final Boss, refer to "The Finale" paragraph instead of rolling on any table.

Ending the Game

Once you have defeated Mauldron and made your way out of the Ruins, you will have successfully completed the game.

Camp Recovery

As between chapters 1 and 2, your party is fully rested. All spells and abilities are restored. You may also make use of the available camp trainers, swap out or recruit new characters, or recruit hirelings, if you so choose, using the rules from p. 57-59.

Start Here

You have finally arrived at the mouth of the cave, back behind the fortress. A large field of rubble surrounds the exterior. Suddenly, three orcs run past you from out of the cave, screaming as they go. Behind them, a disheveled female dwarf prisoner also comes running out. She sees you and immediately stops to catch her breath and whimpers, "Don't go in there. Something unnatural and evil is happening. There was a shockwave that passed through the ruins, and now strange monsters are killing everyone. I killed one of the smaller ones with my pickaxe, and suddenly I was standing before the exit to the ruins. It was as if I was teleported out."

Teleported Out?

You might be too late! Mauldron must have already retrieved the lost relic and started the ritual to summon the demon into this world. A portal has been opened to the Impossible Labyrinth, and its denizens are beginning to pour through. You must destroy Mauldron and close the portal!

Shifting Warp

A sinister force is disrupting the very fabric of reality. Some encounters and monster reactions

will create a shifting warp. If you fail a shifting warp save or roll a shifting warp reaction, you may be instantly teleported back to the entrance room, where you began, or you may be teleported to a random room. Some shifting warp effects will teleport your entire party, while another might only teleport a single character.

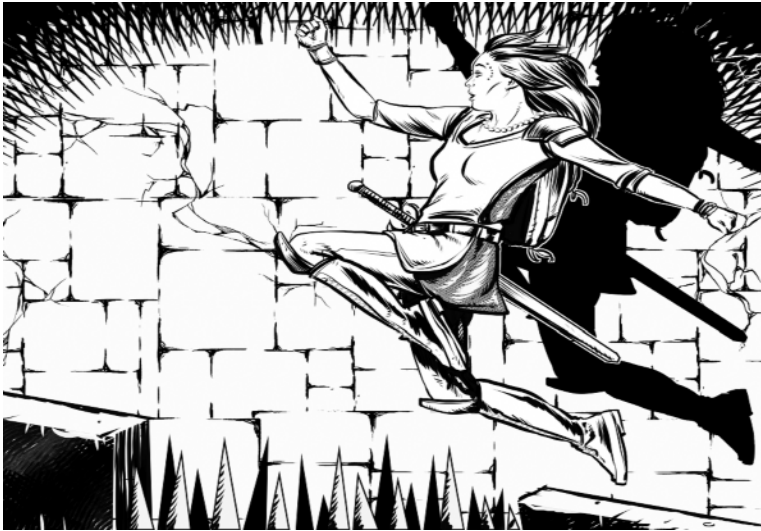
Rules for Shifting Warp are on a table on p.132. Read them ONLY when instructed to do so by the text of the adventure.



Ruins Room Contents Table (d12)

- | | |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Empty, if a room. If a corridor, roll on the Ruins Vermin Table.
Treasure. Roll on the Ruins Treasure Table. Then roll a d6, on a 4-6, the treasure is guarded: roll on the Ruins Boss table or Ruins Weir Monster table (your choice). The guardian will not have its own treasure. |
| 2 | |
| 3 | Treasure protected by a trap. Roll on the Ruins Traps Table and on the Ruins Treasure Table. |
| 4 | If corridor, empty. If room, roll on the Ruins Special Feature Table. |
| 5 | If corridor, empty. If room, roll on the Ruins Unique Events Table. |
| 6 | Roll on the Ruins Vermin Table. |
| 7 | Roll on the Ruins Minions Table. |
| 8 | If corridor, empty. Otherwise, roll on the Ruins Minions Table. |
| 9 | Empty. Roll a d6, on a 5 or 6 roll on the Ruins Unique Events Table, rerolling any unique event that has already happened. If you have already ran out of unique events, roll on the Ruins Boss Monster Table instead. |
| 10 | Roll on the Ruins Weird Monsters Table. |
| 11 | Empty, if corridor. If it is a room, roll on the Ruins Weird Monster Table. |
| 12 | Roll on the Ruins Boss Table. |





Ruins Traps Table (d6)

- 1 **A Disc Blade** (L4 trap) spins out of the wall at a random character inflicting 2 wounds. Rogues and halflings save at +L.
- 2 **A Spiked Ball** (L5 trap) drops down onto a random character, inflicting 1 wound. Rogues, assassins, and halflings save at +L, swashbucklers and elves at +1/2 L.
- 3 **A Dart** (L4 trap) targets a random character for 1 wound. Rogues and assassins save at +L, halflings and barbarians at +1/2 L.
- 4 **An Electric Shock Trap** (L5 trap) hits the first 2 characters in the marching order inflicting 1 wound (2 wounds to those in heavy armor). Barbarians and trolls save at +L.
- 5 **Noxious Gas** (L5 trap) spews from a vent, wounding all characters (1 wound). Affected characters have blurred vision, may not use ranged weapons or scrolls and suffer -1 to Defense rolls during the next 2 encounters.
- 6 **A Vermin Pit** (L5 trap) opens under the party. All characters who fail the save (rogues and swashbucklers save at +L) fall in and lose 2 life, and are immediately attacked by surprise by a random Ruins Vermin. The characters may be helped to climb out from above by a lowered rope, but those who does so receive an automatic hit by the vermin. Characters who do not fall into the pit may use ranged weapons or spells to assist.



From out of the darkness, a huge scythe terror attacks, swinging its long-arched blade at you.

Ruins Treasure Table (d6)

- | | |
|---|--------------------------------------------------------------------------------------------------------------------------------------|
| 1 | d6 x 5 gp or a standard weapon or piece of equipment, or one of the following mundane items: rope, pole, hammer, lantern or bandage. |
| 2 | 4d6 x 10 gp or 1 gem worth 30 gp*. |
| 3 | One scroll with a random spell from the Ruins Scroll Table*. |
| 4 | One gem worth 3d6 x 20 gp**. |
| 5 | One item of jewelry worth 4d6 x 10 gp or 1 scroll with a random spell from the Ruins Scroll Table**. |
| 6 | One random magic item from the Ruins Magic Treasure Table. |

Ruins Magic Treasure Table (d6)

- | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Zarca's Scarab. Summons d6 artificial scarab beetles to fight for you, for one encounter. Scarab Beetle, Level 3 artificial construct, +2 to Attack rolls, +3 to | |
| 1 | Defense rolls. Immune to sleep and poison. The scarabs have 1 Life each and run away at the end of the encounter. The Scarab may only be used once per adventure. If unused, the Scarab may be sold for 100 gp. |
| Death Onyx. Casts a cone of necromantic energy. Up to 3 minions or vermin | |
| 2 | instantly die. The onyx may be used only once. While charged, it's worth 5d6x10 gp. Once used, it's worth d6x10 gp. |
| Oil of Striking. Applied to a slashing weapon, gives +1 to Attack rolls for 3 turns | |
| 3 | in the next combat engagement. A jar contains 2 single uses. Must be applied before combat. Worth 2d6x5 gp if not used. |
| Talisman of Righteousness. A character wearing this talisman may reroll a failed | |
| 4 | save against any game effects that give penalties to Attack, Defense, or are labelled as "curse". One charge, worth 4d6x10 gp if unused. |
| Sphere of Sight. Use this scrying tool to see into one closed room or corridor, | |
| 5 | even through a single wall. You may know all contents, including events, monsters and treasure (roll them when you use it). May only be used once per adventure. May be sold for 6d6x5 gp. |
| Rod of the Ancients. This metal rod may be used as a light crushing weapon. It | |
| 6 | can cast a ray of negative energy. The user performs a spellcasting roll as a Level 4 wizard; if the user is a wizard, he uses his own level if better than 4. d6 minion or vermins lose 2 levels, or 1 major monster (Weird Monster or Boss, but not a final Boss) loses 1 level. Monster brought to Level 0 are killed. One-time use. If unused, may be sold for 6d6x20 gp. |

* If your party includes a wandering alchemist or a wizard, your party might also find an alchemical ingredient, see TCOTDF. Check the Alchemical Harvesting appendix for further details.

** If you have a character with the Arcane Tanner Expert Skill, you also find an harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for further

Ruins Scroll Table (d6)

1 **Larren's Gift.** This spell casts a temporary blessing shield on one character. The character is immune to any conditions that a Blessing would remove, for the duration of a single encounter. If this spell is used more than once per game, the caster loses 1 level. This spell may not be learned or inscribed: it may be cast only from the scroll.

2 **Death's Bell.** Instantly destroys d3 undead minions or d6 undead vermin. Only wizards and necromancers may inscribe this spell into their spellbooks.

3 **Force Cage.** Creates an invisible cage that captures d6 minions or vermin for d6 rounds. Monsters held in the cage may not attack or flee. They may not be attacked in melee but they are hit by missile attacks and spells at +2. This spell may not be learned or inscribed.

4 **Mertill's Growth.** A character grows to double in size for the duration of one combat turn. This gives a +2 to Attack and Defense rolls. Only wizards may inscribe this spell into their spell book.

5 **Leprechaun's Lyric.** Restores 1 Luck point to a character with the Luck ability. This scroll may not be studied by a spellcaster, and requires eating 1 food ration to work.

6 **The Great Physician.** Heals 2 life points to all characters. 10 gp must be sacrificed when this spell is cast. The coins disappear as the scroll turns to dust. This spell may not be learned or inscribed into spellbooks.





*A dark mongrel's eyes light up with delight
at seeing your approach!*

Ruins Vermin Table (d12)

1 **d6+3 Sentient Slime.** Level 5 vermin, no treasure, never rolls morale. All characters must immediately save vs. L4 toxic fumes or become disoriented for 1 turn. A disoriented character has a -2 penalty to defense rolls, and cannot attack or take any other action on their turn. Disoriented characters must continue to make the same save every turn thereafter until they succeed. If they fail the save, they continue to be disoriented. Sentient slime will attack disoriented characters first, prioritizing them over non-disoriented characters. Rogues don't get an outnumbering bonus against sentient slime. *Reaction: always fights.*

2 **d6+2 Ruin Crawlers.** Level 5 vermin, no treasure, normal morale. Characters wounded by a crawler must save vs. L4 infection (barbarians and halfling roll at +1) or lose 1 additional life every turn thereafter, starting on the next turn after receiving the wound. Infections do not stack. A Blessing or Healing will cure the infection. Characters do not lose life from the infection after the combat has ended. *Reaction: (d6): 1-2 flee, 3-6 fight.*

3 **d6+2 Fanged Worms.** Level 4 vermin, no treasure, never rolls morale. Every turn after the first, 1 additional fanged worm joins the fight, until all fanged worms are destroyed. *Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.*

4 **d6+1 Spore Spewers.** Level 5 vermin, no treasure, normal morale. All characters must immediately save vs. L4 poison (barbarians, ogres and trolls save at +1) or become lethargic, and only be able to attack every other turn, until the end of combat. Save only once at the beginning of combat. *Reaction: always fights.*

5 **d6+1 Carrion Devourers.** Level 6 vermin, no treasure, normal morale. Wounded characters must treat carrion devourers as L7 when the characters defend. *Reactions (d6): 1-3 bribe (2 food each) 4-6 fight.*

6 **d6+3 Ruinous Rodents.** Level 4 vermin, no treasure, morale -1. Whenever they are hit, they have a 2 in 6 chance of dodging the attack and ignoring all damage. This does not apply to spells. *Reactions (d6): 1-3 flee, 4-6 fight.*

Ruins Vermin Table (d12) Continued

7 D6+1 Portal Bats. Level 5 demon vermin, no treasure, normal morale. When a portal bat is killed, there's a 1 in 6 chance the attacking character will be teleported to the entrance of the ruins. *Reactions (d6): 1-2 flee if outnumbered, 3-5 fight, 6 fight to the death.*

8 D6 Zombie Limbs. Level 7 undead vermin, no treasure, never test morale. Arrows hit them at -1. Each character must immediately save versus level 4 shock, or gain 1 madness. Characters wounded by the limbs must save versus level 4 grab (ogres, trolls and barbarians add +L) or waste the next turn removing a latched on hand. *Reaction: always fight.*

9 3d6 Huge Cockroaches. Level 6 animal vermin, no treasure, normal morale. Characters wounded by the cockroaches must save vs. L4 infection, or lose 1 additional life. Barbarians, ogres and trolls save at +L. *Reactions (d6): 1-3 bribe (2 food), 4-6 fight.*

10 2d6+2 Diseased Leeches. Level 5 animal vermin, no treasure, never test morale. Characters wounded by leeches must save versus level 4 disease (Barbarians, halflings, ogres and trolls add +1/2 L) or suffer a non-cumulative -1 to Attack and Defense rolls. A Bless Spell will remove the modifier. *Reactions (d6): always fight to the death.*

11 3d6 Blubberous Blobs. Level 6 vermin, no treasure, never test morale. The blobs always lose the initiative. They are immune to Sleep. On their first turn after being hit (as long as the party kills at least one), the blobs fuse together and become one Boss monster with 1 life point per blob. This boss has a single attack. The boss is still counted as a Vermin creature for purposes of spells that target Vermin creatures. Rogues don't get an outnumbering bonus against blobs. *Reactions (d6): 1-2 bribe (2 food) 3 flee, 4-6 fight.*

12 2d6 Vampiric Slugs. Level 5 vermin, no treasure, never test morale. Characters wounded by slugs must immediately spend a turn and use a bandage to staunch wounds, or lose 1 additional life per turn. The bandage does not restore any life but stops bleeding. Bleeding stops in any case at the end of the combat. *Reaction: always fight to the death.*

Ruins Minions Table (d12)

1 d6+3 Ruin Stalkers. Level 5 minion, normal treasure* and morale. Ruins Stalkers have a 3 in 6 chance of surprise. If they outnumber the party, characters receive a -1 on Defense rolls for each stalker outnumbering the party. Example: against 6 stalkers, all characters in a party of 4 roll at -2 on Defense rolls. *Reaction: always fight.*

2 2d6 Portal Beasts. Level 7 demon minion, normal treasure* and morale. When the last portal beast dies, there's a 2 in 6 chance that the entire party will be instantly teleported back to the entrance of the ruins. *Reaction: (d6): 1-2 flee, 3-6 fight.*

3 2d6+2 Chain Sentinels. Level 6 minion, normal treasure, morale +2. On a Defense roll of 1 or 2, characters are lassoed and lose their next attack turn. Lassoed characters cannot defend themselves. Each round, they must save versus level 3 to free themselves, with trolls, barbarians and ogres rolling at +L. *Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.*

4 2d6 Shadow Marauders. Level 6 demon minion, normal treasure* and morale. Spells against shadow marauders are cast at -2. Wounded spell casters (including clerics) do not lose life points, but instead they lose 1 available spell of your choice. If no spell is available, they lose 1 life. *Reaction: always fights.*

5 2d6 Hideous Effigies. Level 7 artificial minion, normal treasure, normal morale, immune to Sleep and poison. All characters must immediately save vs. L4 shock (paladins are immune) or gain 1 madness. When a hideous effigy is killed, there's a 2 in 6 chance that its death knell will scare its attacker, forcing him to forfeit his next attack turn. Roll the 2 in 6 chance once per each effigy killed by that attacker that turn. *Reactions (d6): 1-3 bribe (5 food) 4-6 fight.*

6 d6+3 Ruin Haunts. Level 7 undead minions, normal treasure and morale. When a ruin haunt is killed, its attacker must save vs. L3 curse or suffer a non-cumulative -1 to Attack rolls. A blessing will remove the curse. *Reactions (d6): 1-3 flee, 4-6 fight.*

Ruins Minions Table (d12) Continued

d6+1 Petrified Skeletons. Level, 7 undead minion, normal treasure*, never test morale. Arrows hit them at -2, crushing weapons at +1. *Reaction: always fight to the death.*

d6 Deranged Harbingers. Level 6 demon minion, normal treasure* and morale. When deranged harbingers are wounded, roll d6. On a 1-3, the attack is ignored. *Reaction: always fight.*

3d6 Ruin Imps. Level 6 demon minion, normal treasure* and morale. Ruin imps are immune to spells. Any character hit by an imp must save vs. L2 magic or be forced to roll on the Shifting Warp table. *Reactions (d6): 1-2 bribe (2 magic items), 3-4 shifting warp, 5-6 fight.*

2d6+2 Shadow Orcs. Level 6 minion, normal treasure, morale +1. Wounded characters must save vs L3 shadow energy (elves and halflings roll at +1), or suffer a cumulative -1 to Attack and Defense rolls until the end of the combat. The effect DOES stack. A Blessing will remove all penalties on a single character. *Reactions (d6): always fight to the death.*

d6 Shadoworgs. Level 7 demon minion, no treasure, normal morale. On each shadoworg's first attack, there is a 3 in 6 chance that the beast will pounce, inflicting 3 wounds on a successful hit. Each time a shadoworg is destroyed, the attacker must save vs. its L3 death knell. On a failure, roll on the Shifting Warp Table. *Reactions (d6): 1 flee, 2-3 bribe (2 food each), 4-6 fight.*

2d6 Acidic Fungi. Level 7 minion, treasure +1*, normal morale. The first 2 characters in marching order must immediately save vs. L4 acid spray (rogues add +L) or lose 2 life. *Reaction: always fight.*

* If your party includes a wandering alchemist or a wizard, you also find an alchemical ingredient, see TCOTDF. Check the Alchemical Harvesting appendix for further details.

** If you have a character with the Arcane Tanner Expert Skill, you also find harvestable arcane tanner component, see 4AA. Check the Alchemical Harvesting appendix for further details.

Ruins Boss Table (d12)

1 Ancient Stone Guardian. Level 8 artificial boss, 8 life, 2 treasure rolls*, morale +1. The stone guardian is immune to spells and poison. Slashing weapons and arrows hit it at -2. The shield of a character rolling a 1 on a Defense roll is destroyed when hit by a stone guardian. *Reactions (d6): 1-3 inactive (it's just a statue), 4-6 fight to the death.*

2 Scythe Terror. Level 7 chaos boss, 8 life, normal morale, treasure +1, 2 attacks. This is a gray orc with a long blade for each of its hands. The gray orc shamans have twisted these monsters into what they are now. Attacks from a scythe terror inflict 2 wounds. There's a 2 in 6 chance of surprise. *Reactions (d6): 1-3 bribe (2 food), 4-6 fight.*

3 Ruin Wraith. Level 8 undead boss, 8 life, treasure +1*, never tests morale. Characters wounded by the wraith must save vs. L3 energy drain or (choose) either lose 1 level OR be teleported to the first room by a shifting warp effect. A Blessing lets a character recover 1 lost level. Ruin wraiths can only be hit by spells, silver or magic weapons. *Reactions (d6): 1-2 bribe (1 magic item) 3 flee, 4-6 fight.*

4 Mortim Mangler. Level 8 demon boss, 5 life, 2 treasure rolls at -1*, 2 attacks. Spells have a 3 in 6 chance of failure against a mortim mangler. Wounded characters treat the mangler as 1 level higher when defending against its attacks. *Reaction (d6): 1 bribe (30 gp), 2-4 shifting warp, 5 fight, 6 fight to the death.*

5 Restless Mummy. Level 8 undead boss, 7 life, 2 treasure, never tests morale, 2 attacks. Characters wounded by the mummy must save vs. L2 rot or lose the use of a random arm. A second blow forces the target to roll a save for his other arm. A Blessing restores a crippled limb. Any character killed by a mummy becomes a mummy and attacks the party. Mummies are hit at +2 by fire-based spells. *Reaction: always fight.*

Possessed Orc Brute. Level 7 demon boss, 5 life, treasure +1, never tests morale. *Reaction, always fights to the death.* If the possessed orc is killed, a portal demon will immediately exit its body and attack.

6 Portal Demon. Level 9, 8 life, no treasure, normal morale. On a Defense roll of 1, a target must save vs. L4 magic or be possessed by the demon. Clerics and druids save at +L, witch hunters at +½ L. Demonologists and demon characters (including cambions and succubi) cannot be possessed. On a failed save, the demon controls the character, and attack the party like a Boss of the possessed character's level +3. Any wounds hit the character, not the demon. A Blessing cast on the possessed character allows a second save to cast out the demon. If the possessed character is lowered to 1 life, the demon will flee. *Reaction: always fights*

Ruins Boss Table (d12) Continued

7 Dark Delver. Level 9 demon, 10 life, 2 treasure rolls*, morale +1, 2 attacks. Each time the dark delver is wounded, there's a 2 in 6 chance it will summon d3 dark servants to join it. *Reactions (d6): 1-3 bribe (30 gp and 1 magic item), 4 summon d6 dark servants and fight, 5 fight, 6 fight to the death.* Dark Servants, Level 4 minions, no treasure, normal morale. *Reaction: always fight.*

8 Hemoth Lord. Level 10 demon, 5 life, treasure +1*, morale +2. Immediately, all characters must save versus level 2 shifting warp. All who fail are teleported back to the ruin entrance. A hemoth lord is immune to all spells. Each time a character is wounded, the character must save vs. L3 shock or gain 1 madness. *Reactions (d6): 1-3 bribe (100 gp and 1 magic item), 4-5 quest, 6 fight to the death*

9 Armored Troll. Level 10 boss monster, 10 life, 2 treasure +1, morale +1, 2 attacks. Only spells, magic items or exploding melee attacks can hit an armored troll. When the troll is killed, there is a 1 in 6 chance it will regenerate 4 life and continue to fight. *Reactions (d6): 1-4 bribe (2 food+ 20 gp) 5 fight, 6 fight to the death.*

10 Withering Wight. Level 9 undead boss, 6 life, treasure +1, morale +1. There is a 4 in 6 chance of surprise. Wounded characters must save vs. L3 magic (wizards add +1) or suffer -1 to Defense rolls. This penalty does stack, up to a maximum of -3. A Blessing will remove all penalties on a single character. Any character killed by a withering wight will rise as a withering wight and attack the party. *Reactions (d6): 1-2 flee, 2-6 fight.*

11 Zombie Ogre. Level 10 undead boss, 11 life, 2 treasure rolls, never test morale, 2 attacks. Arrows hit it at -1. On a successful hit, the zombie ogre deals 2 wounds. Halflings and swamplings add +L to their Defense rolls vs. a Zombie Ogre. *Reaction: always fight to the death.*

12 Portal Void. Level 10 demon, 12 life, 3 treasure rolls*, never tests morale, 2 attacks. Its attacks penetrate non-magical armor and shields, negating their Defense bonuses. When the portal void is slain, there is a 3 in 6 chance that its death will trigger a shifting warp. If this happens, roll on the shifting warp table. *Reaction: fights to the death.*

If you fail a shifting warp save or roll a shifting warp reaction, roll on the Shifting Warp Table on p. 132. Some warp encounters will instantly teleport you back to the entrance room of the ruins or to a random room.

Ruins Weird Monster Table (d12)

1 Greater Cockatrice. Level 6 chaos monster, 3 life, normal treasure and morale. A character wounded by a cockatrice must save vs level 2 petrification or be turned to stone. Petrified characters are out of the game until a Blessing is cast upon them. *Reactions (d6): 1-3 flee, 4 bribe (2 food), 5 fight, 6 fight to the death.*

2 Underground Ape. Level 9 animal, 6 life, no treasure, morale +1, 2 attacks. The ape will use both its attacks on the character with the current highest total attack bonus (including any bonuses from magic items). If two or more characters have the same bonus, select randomly. If hit by a fire based spell, the ape will change targets and direct its future attacks against the spellcaster instead. *Reaction (d6): 1-3 bribe (4 food), 4-5 fight, 6 fight to the death.*

3 Vermin Walker. Level 6 demon, 8 life, morale +1, 2 treasure. Hundreds of crawling insects approach as one monster, performing a single attack. Each time the walker is wounded, roll a 4 in 6 chance it will split into another vermin walker, each portion retaining half its remaining life points, rounded down. Each portion will perform 1 attack. The walker takes double damage from fire attacks. *Reactions (d6): 1-3 bribe (2 food), 4-5 fight, 6 fight to the death.*

4 Dread Bat. Level 7 chaos monster, 4 life, normal morale, treasure +1. Has a 3 in 6 chance of surprise. Wounded characters must save versus level 3 dread (paladins are immune) or lose their next action. *Reactions (d6): 1 flee, 2 peaceful, 3 bribe (2 food), 4-5 fight, 6 fight to the death.*

5 Portal Jelly. Level 6 demon, 6 life, 2 treasure rolls, never tests morale. On a Defense roll of 1 or 2, roll a 4 in 6 chance that the defender is engulfed and immediately teleported d6 rooms away, to a random location that has been already visited. Teleported characters must check for wandering monsters. The portal jelly is immune to Sleep. *Reaction: always fight to the death.*

6 Sanity Stealer. Level 8 chaos monster, 6 life, 2 treasure rolls at +1, morale +1. Always attacks a random target. Characters wounded by the stealer must save versus level 3 shock (paladins are immune, wizards roll at +1) or gain 1 madness. Characters gaining 3+ madness points from the sanity stealer's attacks are bewildered and may not attack until the end of the encounter. The sanity stealer will not attack bewildered characters. If only bewildered characters remain, they will be automatically devoured by the sanity stealer. *Reaction: always fight to the death.*

Ruins Weird Monster Table (d12) Continued

Shadow Spawn. Level 6 demon, 7 life, magic treasure +1, normal morale. Characters wounded by the spawn must save versus level 3 magic or become partially paralyzed, losing the use of a random arm.

- 7 A Blessing will cure the paralysis. When the spawn is killed, roll a 3 in 6 chance that another will immediately take its place and attack. Any character killed by a shadow spawn will immediately rise as a shadow spawn and attack. *Reaction: always fights.*

Fungus Folk Scout. Level 7, 5 life, normal treasure and morale. Characters wounded by the fungus must save versus level 4 poison (halflings, ogres and trolls are immune, barbarians save at +1) or lose 1 additional life. *Reactions (d6): 1-2 flee, 3-4 peaceful, 5-6 fight.*

- 8

Huge Black Salamander. Level 7, 7 life, normal treasure* and morale. A character wounded by the salamander must save versus level 2 devour or be swallowed. The swallowed character is out of the fight. If the salamander is killed, he is released, with a single life point. Only one character can be swallowed. *Reactions (d6): 1-3 bribe (5 food), 4-6 fight.*

- 9

Flesh Eating Fog. Level 5 elemental, 4 life, no treasure, never test morale. Immune to sleep and poison. Can be hit only by spells or magic weapons. Characters wounded by the fog must save versus level 3 gas or become comatose and unable to fight until the end of the encounter. A Blessing will awaken a comatose character. Attacks from the flesh eating fog inflict 2 wounds. *Reaction: fight to the death.*

10

Barghest. Roll a d6, on a 1-3 it is encountered as a large wolf, on a 4-6 as a huge goblinoid. Large Wolf. Level 7, 6 life, normal treasure, morale +1, 2 attacks. If the wolf's first attack hits, it will knock down its target, causing the target to forfeit their next action. *Reaction, always fights.*

11

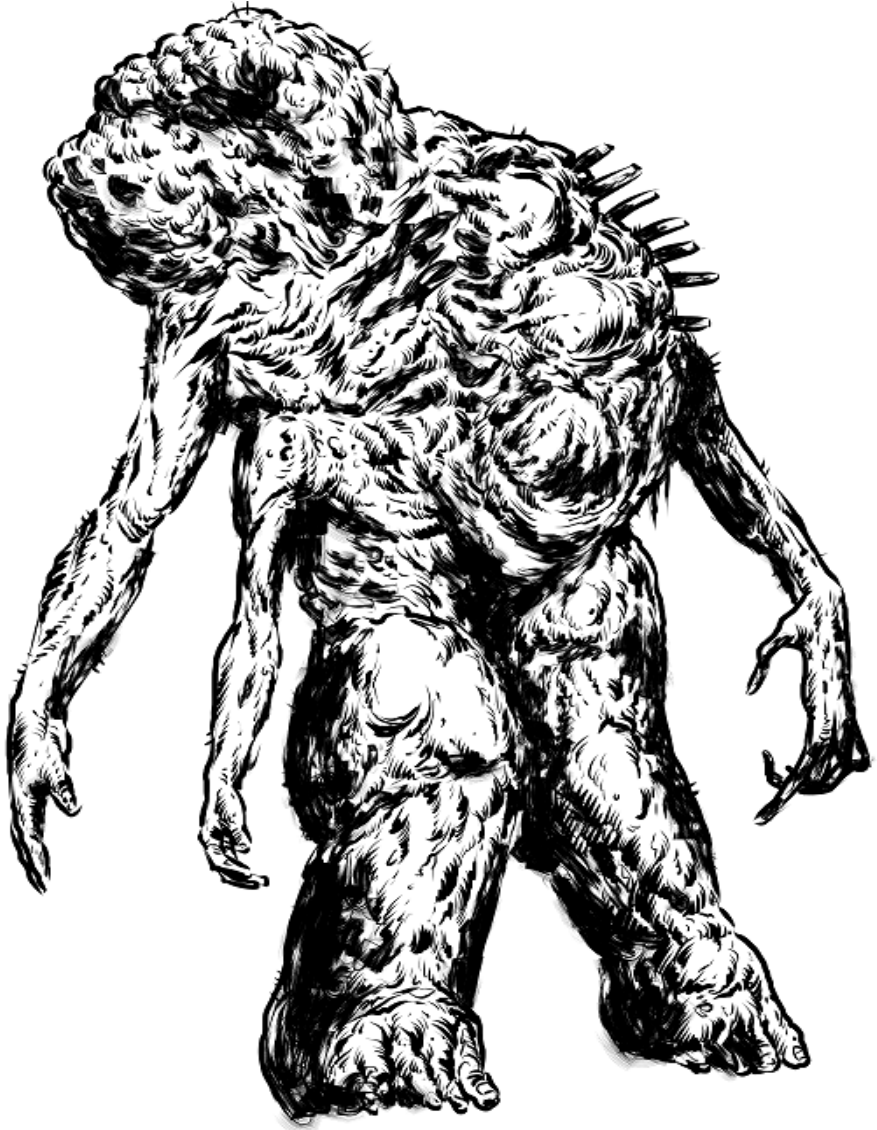
Huge Goblinoid. Level 7, 5 life, normal treasure and morale, inflicts 2 damage per attack. *Reaction: always fights.*

Dark Mongrel. Level 8, 6 life, treasure +1, normal morale. Defense rolls of 1 and 2 cause an additional attack from the dark mongrel. *Reactions (d6): 1-3 Quest, 4 Shifting warp, 5 bribe (1 magic item), 6 fights.*

12

* If your party includes a wandering alchemist or a wizard, your party also finds an alchemical ingredient (p.143).

** If you have a character with the Arcane Tanner Expert Skill, you also find a harvestable arcane tanner component (p.140).



The hemoth lord is an abomination from the Impossible Labyrinth. The mere sight of one is enough to make most go utterly mad.

Ruins Unique Event Table (d6)

- Strange sounds echo from the corridors. Each character must save vs.
- 1 L4 fear or suffer -1 to Defense rolls during your next combat encounter. Paladins save automatically, witch-hunters and demonologists add +1.
 - 2 Wandering monsters attack the party. Roll d6: 1-3 roll on the Ruin Vermin Table, 4 roll on the Ruin Minions Table, 5 roll on the Ruin Weird Monsters Table, 6 roll on the Ruin Boss Table. A Boss met as a Wandering Monster has no chance of being the final Boss.
 - 3 A random character has a premonition of something that's about to happen. Roll the contents of your next room or corridor before you enter.
 - 4 A phantom races past you and vanishes. Each character must save versus level 4 fear, or suffer -1 to Attack rolls on the next combat encounter OR gain 1 Madness (your choice). Paladins and necromancers automatically pass this save, witch-hunters and demonologists add +1.
 - 5 You meet Gurko, a gnome potion vendor. He is willing to sell each character a maximum of 1 potion each. He has potions of healing and liniments of blessing (counts as a blessing spell) available for purchase. Both potions cost 150 gp. This encounter is unique. Reroll this event if you already encountered Gurko.
 - 6 You have sprung a trap. Roll on the Ruins Traps Table.

Ruin Special Event Table

- Trick Shot.** The shooting character must save versus level 6 difficulty to successfully cut the binds. Rangers, elves, marksmen and wood elves add their ranged attack bonus to the save. Halflings may use a luck point here. On a failed attempt, the girl is hit and loses 1 life, and you do not get another try. On a roll of 1, the girl is hit in the head and dies.
- Stealthy Rescue.** The rescue attempt can be initiated on any combat turn, after the first one. The rogue or assassin must use a turn to withdraw from combat and sneak towards the girl. On his next turn he cuts the binds and frees the girl. Roll a 4 in 6 chance that 2 of the shadow beasts become aware and attack the character and the girl.
- Obelisk.** Roll d6: on 1-2 nothing happens, 3-4 all characters must save versus level 4 magic or lose 2 life, 5-6, the obelisk shatters and you find a gem worth 4d6 x 15 gp inside.
- Cistern.** Roll d6: 1-2 it contains ordinary water, 3-4 the water is blessed – each character who drank can either heal 1 life or receive the benefits of a blessing spell (choose once for each character), 5-6 the water is cursed – each character who drank either loses 1 life or 1 daily ability – luck point, spell, etc. (choose once for each character).

Secrets of the Ruins

Excavator's Luck. You know the location of the next 2 traps you encounter in the ruin. No character in the party will trigger that trap. When that trap is discovered, it is automatically deactivated, and 1 of the 2 uses of this Secret is spent.

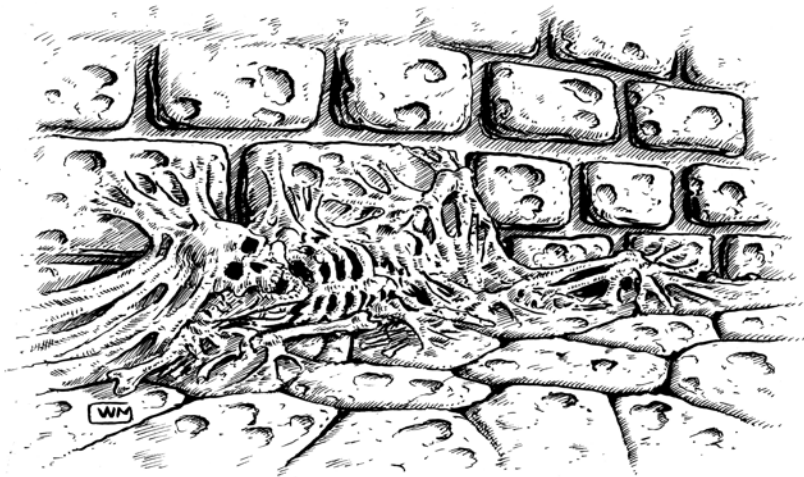
Keen Sense. You may skip any 1 future encounter while in the ruins. This Secret does not apply to the final boss. This Secret may only be taken and used once.

Answered Prayer. You learn the name of a benevolent spirit. You call it forth to fight for you, for one encounter. Ruin Spirit. Level 6, 5 life, +4 attack, +3 defense, undead, immune to poison and sleep. At the end of the encounter, the spirit vanishes.

Hidden Aquifer. You find a hidden aquifer. Each character may drink from it to heal 2 life. You may bottle the water and make a potion that will heal up to 8 life in any combination. The aquifer may only be used one time.

Ruin Magic Item Location. You have found a hidden ruin magic item. Roll on the Ruin Magic Item Table.

Dwarven Architecture. You may reroll the contents of any one room or corridor inside the ruins.





Ruins Special Feature Table (d6)

1 Shrine: Each wounded character who prays at the shrine has a 3 in 6 chance to heal 2 life points. Roll separately for each character. The characters can only use this shrine in this way once in the adventure. Other shrines encountered later in the adventure may be used.

2 Stone Dais: By placing a magic item upon the stone dais and sacrificing it, roll a 3 in 6 chance a random character will gain a permanent +1 to Defense or Attack rolls, your choice. The dais may be used only twice. The item is instantly destroyed no matter what the outcome is. The +1 bonus is permanent.

3 Monument: There's a large monument in this room. Roll d6. On a 1-2 nothing happens, 3-4 a level 4 lightning bolt attacks a random character (save or take 2 damage), 5-6 you find 3d6 x 10 gp or one ruins treasure (your choice).

4 Sarcophagus: A large stone sarcophagus lays open in the center of the room. Roll d6: On a 1-2, the sarcophagus is empty, 3-4 a Restless Mummy attacks (Level 7 undead Boss, life 7, 2 treasure, never tests morale, 2 attacks. Characters wounded by a mummy must save versus level 3 rot or lose the use of one arm. A Blessing will restore the rotting limb. Any character killed by a mummy becomes another mummy and attacks the party. Mummies are hit at +2 by fire-based spells), 5-6 you find 1 ruins magic item.

5 Obelisk: You may leave the obelisk alone or touch it. If you touch it, go to **3** on the Ruins Special Event Table

6 Cistern: The room contains a deep cistern full of cool water. Each character may drink from the cistern. Go to **4** on the Ruins Special Event Table.

Ruins Quest Table (d6)

- 1 I need ingredients! Bring me the 3 demon bats, 3 fanged worms or 3 vampire slugs. Reward: 2 treasure rolls at +1.
- 2 Somewhere in these ruins live several barghest. Kill two of them and bring me their heads. Reward: 3d6x15 gp and 1 treasure roll at +1.
Seek out a fungus folk scout, capture it with a Sleep Spell and rope. You may also use bolas or a boomerang (*Wayfarers and Adventurers* p.55), or a net (from the appendix in this book) if you have them.
- 3 Bring it to me. Reward: 1 Potion of Healing or 1 Wand of Sleep (2 charges), your choice.
- 4 Take me to the entrance of the ruin so I may rid myself of this place. Reward: 3 scrolls of your choice with basic or expert spells from any *Four Against Darkness* book you own, including druid spells from *Wayfarers and Adventurers*.
- 5 Defeat a portal void, without being teleported to the ruin entrance. Reward: 4d6x10 gp and 2 treasure rolls at +1.
- 6 Bring me 2 dead ruin imps. Reward: 2 Ruins Magical Treasures.

Shifting Warp Table (d6)

- 1-2 A random character is instantly teleported back to the entrance.
- 3-4 The entire party is instantly teleported back to the entrance.

Two random characters are instantly teleported to a previously entered room or corridor. Roll a d6: 1-2 two rooms away, 3-4 four rooms away, 5-6, six rooms away. You decide which room to be teleported to, according to the rolled distance. If there are not enough visited rooms available, the two characters will be teleported back to the entrance.



If teleported characters want to run back to their friends, they will require one turn to move from a room to another. Remember to roll for wandering monsters in each room that the party already visited.

The Finale

As you enter this room, you see a massive portal swirling in an arch. Glowing waves of red and purple whip around and the crackling of electricity fills the air. With hands raised, Mauldron stands before a black stone altar, dagger in hand. Upon the altar, a young girl lays prostrate, her wrists bound to a wooden stake. From the dark recesses of the room, you begin to make out moving shadows with glowing yellow eyes that stare menacingly back at you. Suddenly, Mauldron turns around to face you and with a commanding voice says, "Kill them all, my pets." 3d6+4 shadow beasts crawl towards you.

Time is of the essence

You must hurry to kill Mauldron, close the portal, and save the girl. Every 4 turns, d6 additional shadow beasts will arrive through the portal and attack.

Tactical Options

You have a few different tactical options to consider for this encounter.

Brute Force. You may choose to split your group up however you

want. Possibly, have a group of characters and hirelings fight Mauldron, while the others fight the shadow beasts. You may also choose to single out Mauldron or the shadow beasts, focusing your attacks.

Trick Shot. Before the combat begins, a character with a bow may attempt a one-time trick shot to cut the girl's binds. If you try the trick shot, go to **1** on the Ruins Special Event Table.

Stealth. A rogue or assassin may try to sneak around and release the bound girl. If you try to use stealth, go to **2** on the Ruins Special Event Table.

The Bound Girl

Once the girl is released from her bindings, she will help by joining the group. She will fight if you have a light hand weapon for her to use.

Synnova. Level 2 swampling, 5 life, -1 to Attack, +1 to Defense, 1 remaining luck point, light armor.



Mauldron

Mauldron. Level 10 undead boss, 10 life, 2 attacks, treasure: see below, never tests morale. He is immune to sleep and poison. All characters must immediately save versus level 6 fear (necromancers, necromingos, all demonic and undead characters, clerics, and demonologists save at +L, paladins are immune). Those who fail the save receive 1 Madness point, or suffer -1 on their Defense rolls until Mauldron has taken 2 wounds, your choice. Any spell cast at Mauldron has a 2 in 6 chance of being nullified. A Healing Spell or a vial of holy water may be used to automatically inflict 2 damage to

Mauldron. *Reaction: always fights to the death.*

Mauldron's Possessions: The Mantle of the Mad, a robe giving to the wearer a +2 to saves versus fear or Madness (worth 300 gp.), the Staff of Zondora, a +1 light crushing weapon that holds 1 extra wizard spell per adventure (worth 400 gp.), and the Stone of Zirchus, which renders its holder immune to the Dark Plague (worth 500 gp.) In addition to these items, make 2 magic treasure rolls.

Shadow Beasts

Level 6 minion, no treasure, normal morale. Any wounded character must save versus level 3 negative energy or receive a cumulative -1 to all melee attack rolls. A Blessing will dispel all penalties. Each time a shadow beast is hit, there is a 3 in 6 chance that the blow doesn't actually hit the creature. *Reaction: always fight.*

The Portal Closes

Right before you defeat Mauldron, a huge leg with a cloven hoof steps through the portal from the other side. When unlife leaves Mauldron's body, the portal instantly slams shut, severing the huge leg. Before your very eyes, the leg melts into a pool of ink-black slime. From the dark pool, ripples stir, and suddenly a mass of writhing black tentacles form, reaching out at you.

Doomed Tentacula. Level 8 boss, HCL life, HCL attacks, never test morale, no treasure. Immune to sleep and poison. Its life points and the number of attacks are equal to your party's highest character level (HCL). Consider each of its life points as a single tentacle. For every Life point it loses, reduce its

number of attacks by 1. *Reactions: 1-4 bribe (a living being to eat), 5-6 fight to the death.*

The Heroes Prevail

You have destroyed Mauldron, and the threat from the other side of the portal has been dealt with. For now, Norindaal is safe once again. A few days' journey brings you back to Hulban, where cheering villagers greet you as you enter through the gate. Throngs of people, young and old crowd the streets, singing and rejoicing. You make your way to the great hall where the village elders await you. Inside, a feast has been prepared for you. Onius greets you and graciously thanks you for your help. "With our thanks, here is your reward of 1200 gold pieces. Please eat and rest here in our village until you are ready to venture on. We salute the four of you... those that stood against the darkness, and prevailed."

~ **The End** ~

XP and Reward

For destroying Mauldron you gain 1 XP roll. If you destroyed the doomed tentacula, gain another XP roll. If you were able to rescue the girl, you gain 1 more XP roll.

Chieftain's Daughter?

If you have the CHIEFTAIN'S DAUGHTER keyword from the first chapter, the girl on the altar is her. Whether she managed to stay alive or died during combat, you have completed that quest, and will always have favor with swamplings. All characters active in this adventure may modify by +/-1 (your choice) any reaction roll of swamplings.



Appendix

New Class: Swampling

Swamplings are halfling hunters and fishermen dwelling in the swamps, bogs and marshes of the Southern Savage Lands. It is uncommon to find a swampling venturing too far from their native swamp lands. However, some have been known to wear the title of adventurer, and travel abroad. Swamplings tend to shy away from towns and cities, and they do not possess the social skills of their halfling cousins.

Swampling communities tend to be small, close knit groups, with one male or female chieftain. Their villages are built in the trees or on pylons above swamp waters. When hunting in groups, swamplings ride swamp ostriches, good hunting animals and trained mounts.

Traits: Like their halfling cousins, swamplings add their level to their Defense rolls against giants, trolls, and ogres. Swamplings have a number of

Luck points equal to their level (one less than halflings). A swampling may spend 1 Luck point to run away from a combat without receiving an attack, or to reroll one of the following rolls: an Attack roll, a Defense roll, a Search roll, or a roll on the Treasure or Magical Treasure tables. You may not reroll a reroll, and the result of a reroll stands, even if it is worse than the original roll. All Luck points spent are recovered at the end of the adventure, or between game chapters if stated in the adventure. A swampling gaining or losing a level during an adventure also gains or loses 1 Luck point.

Restrictions Unlike halflings, the swampling receives no bonus to persuasion saves. In addition, they do not get any bonus to stealth saves in towns or cities. While in towns and cities, they save like barbarians.

Swimmer: Swamplings make swimming saves at +2. Swamplings who ride their ostrich companion and use the mount as a swimming aid increase this bonus to +3.

Saves: Like halflings.

Weapons allowed: Light weapons only.

Armor allowed: Light armor only.

Starting equipment: bola or net, and a light hand weapon.

Starting wealth: 2d6 gold pieces.

Life: 3 + level. A 1st level swampling has 4 life.

Expert skills: Acute Hearing, Alchemical Training, Arcane Tanner, Combat Acrobatics, Danger Sense, Dead Shot, Negotiator, Net Throwing, Ostrichmaster, Poison Resistance, Spore Alchemy, Swampling Harvest.





Janibba and her swamp ostrich hunt red eagles.

New Expert Skills

Net Throwing. A character with this skill adds + L to the net throwing save, instead of +½ L.

Ostrichmaster: Swampings with this expert skill may have a swamp ostrich companion. See *The Crucible of Classic Critters*, p.14, for rules on animal companions.

Swamp Harvest: A character with this skill adds +2 to the party's foraging roll while in a swamp, marsh, bog, forest or rainforest area.

New Weapon

Weighted net: This light ranged weapon can be purchased for 6 gp. A character may carry a maximum of 1 net. Nets do not inflict damage. On a hit, the thrower performs a save versus the monster's level, adding + ½ L. On a success, the target is trapped by the net and can be captured alive by any character spending 1 turn tying him down with a rope. If no character spends 1 turn to do so, the target will break free in 2 turns. If no character captures the netted

monster and it breaks free, there is a 3 in 6 chance that the net is damaged and will require repair. Nets may only be repaired between adventures, adventure chapters, or over a period of 2 nights if camping. If the monster does not break free, the net is not damaged and can be recovered at the end of the encounter.

Nets do not work on bosses. Elementals, oozes, jellies, ghosts, swarms, hordes, blobs and any creature larger than a human may not be targeted.

New Animal Companion

Swamp Ostrich. Level 1, 2 life, attack +1, defense 0, morale +1. Swamp ostriches are excellent swimmers and never have to make swimming saves in normal conditions. They may only be ridden by their Ostrichmaster. While traveling in swamps, forest, rainforest and jungle, ostriches will forage, and will not require food rations.

Swamp Ostriches cannot rise in level.

New Arcane Tanning

Below is a list of monsters found in this book with new arcane tanning components and craftable items. Refer to the Arcane Tanner expert rules (*Four Against the Abyss* p.15), for further details. If your party has an Arcane Tanner, you may harvest these items to craft the items listed below. Arcane Tanner components are randomly found in a monster's treasure. If the monster's treasure stat has 2 asterisks (treasure**), in addition to its regular treasure, you will find arcane tanner components. Some monster's stats list the gp worth of their harvestable components. If no cost is listed, the worth is the monster's level in gp if a minion or vermin; if Bosses or Weird Monsters, multiply it by their life points.

Harvestable Components

- Belligerent Badger's pelt
- Wild Boar's hide
- Ambush Raptor's skin
- Red Jungle Eagle's feather
- Primordial Bear's pelt
- Horned Boa's skin
- Horned Boa's horn

- Bird Bear's pelt
- Wyrms' scale
- Striped Velociraptor's skin

New Arcane Tanning Items

Belt of Bounty: This item allows a character to carry 5 more food rations in addition to the standard limit of 10, to a maximum amount of 15 rations. Characters may only wear 1 belt of bounty. (3 belligerent badger pelts, 1 horned boa skin), 10 gp. Worth 100 gp.

Rongul's Reptilian Leather: This light armor provides +3 to the wearer's Defense rolls versus missile attacks e.g. arrows, javelins, darts, spears, but not spells. (ambush raptor's skin x2, striped velociraptor's skin x2, horned boa's skin), 30 gp. Worth 150 gp.

Jurdun's Jerkin: This Light Armor vest provides +1 to all Defense rolls. The bonus becomes +2 when defending against any natural animal (primordial bear's pelt, bird bear's pelt), 30 gp. Worth 150 gp.

Spiked Serpentine Shield: This shield provides +1 to Defense rolls and +2 to Defense rolls against all serpents, reptiles, and dragons

(including drakes and wyverns). (green wyrm scale x2, horned boa's horn, striped velociraptor's skin), 60 gp. Worth 200 gp. This item may also be crafted by a dragoncrafter.

Green Wyrm Plate: This Heavy Armor provides the standard +2 to Defense rolls and adds +2 to saves versus all acid attacks. (wyrm scale x3, horned boa's horn x2), 60 gp. Worth 150 gp.

Red Feathered Headband: This feathered headband provides either +1 to spellcasting rolls or 1 additional spell slot per day (players choice). Only usable by druids. (red jungle eagle's feather x6, ambush raptor's skin), 30 gold. Worth 150 gold.



Gwennil, the arcane tanner, is out hunting ambush raptors.



Zandim the alchemist pours over numerous tomes looking for the perfect ingredient to create a new potion.

Alchemical Harvesting

With *The Apothecary Cookbook* (see *The Courtship of the Flower Demons*, p. 70), you may use the harvested monster parts from this book to craft potions. Alternatively, you may sell a bundle of ingredients for 2d6 gp.

New Ingredients

Here is list of monsters from this book with the harvestable alchemical ingredients. A “part for part” conversion to previously published alchemical components has been included. To keep things simple, ingredients are harvested in bundles, not single components. An encounter with several minions or vermin, or a single Boss or Weird Monster, provides only 1 bundle of ingredients. However, if in an encounter you fight a Boss or Weird Monster and minion or vermin foes at the same time, you may harvest 1

bundle from the major monster and another from each monster group.

Uncommon Ingredients

Moss Troll’s moss counts as Ice Troll’s kidneys (TNBTW).

Man-Eating Plant’s sap counts as Fly Traps buds (TCOTFD).

Large Intelligent Arachnid’s brain counts as Manticore’s venom (COC or TNBTW).

Hairy Tree Slug’s hair counts as Hag’s hair (TR or DW).

Ruin Stalker’s talon counts as Dryad’s nail (TCOTFD).

Portal Beast’s heart counts as Witherer’s tongue (DDD).

Shadow Marauder’s essence counts as Foetal Ghoul’s marrow (4ATN).

Deranged Harbinger’s brain counts as Doppelganger’s gallbladder (FF).

Ruin Imp’s gall bladder counts as Chaos Gremlin’s gums (COC).

Acidic Fungi’s spore counts as Fungus men stems (4AD and TR)

Mineral Ingredients

Large Black Scorpion's stinger counts as aqua regia (TCOTFD).

Fanged Worm's fang counts as charcoal (TCOTFD).

Ruin Wraith's ectosalt counts as saltpeter (TCOTFD).

Vegetal Man's vitamin V counts as cinnabar (TCOTFD).

Ancient Stone Guardian's quartz counts as massicot (TCOTFD).

Petrified Skeleton's calcium counts as silver (TCOTFD).

Hideous Effigies' azurite counts as stibnite (TCOTFD).

Rare Ingredients

Rainforest Chaos Demon's essence counts as Blue Regal's hair (TCOTFD).

Forest Fey's essence counts as Chaos ghoulish queen's bladder (TNBTW).

Mortim Mangler's intestine counts as Man-tiger of Thraa's guts (ME).

Dark Delver's blood counts as Chest Monster's glands (4AA).

Hemoth Lord's tendon counts as Blasphemous One's heart (4ATN).

Portal Void's jelly counts as Luminescent heptahedron's jelly (BBB).

Greater Forest Gorgon's eye counts as Bloodmaw's tongue (DDD).

Huge Black Salamander's tongue counts as Shokoti's tongue (BBB).

Sanity Stealer's membrane counts as Lictor's brain (4ATN).

New Apothecary

Elixir of the Magi: Restores 1 used spell slot from a caster's daily limit. It must be drunk, and it is only usable by spellcasters. Any non-wizard who drinks the elixir must save versus level 6 poison or immediately gain 6 madness points. The elixir contains only 1 use.

Duration: Immediate.

Cost: 350 gp.

Difficulty: 6.

Ingredients: rainforest chaos demon's essence x2, forest fey's essence, ruin wraith's ectosalt x2, mortim mangler's intestine, ruin stalker's talon.

Blessed Vinegar: Instantly cast a Blessing upon whomever the vinegar is poured upon. Works as the standard Blessing Spell. The vinegar contains only 1 use.

Duration: Immediate.

Cost: 220 gp.

Difficulty: 4.

Ingredients: shadow marauder's essence x2, greater forest gorgon's eye, man-eating plant's sap x3, ruin wraith's ectosalt, huge black salamander's tongue.

Pumice of Power: When the arms and legs of a character are rubbed with this pumice, their strength is increased. The character makes saves, Attack, and Defense rolls as if 2 levels higher than his current level.

Duration: 1 encounter.

Cost: 300 gp.

Difficulty: 5.

Ingredients: deranged harbinger's brain, portal beast's heart x2, acidic fungi's spore x3, large intelligent arachnid's brain, greater forest gorgon's eye.

Fairy Dust: When doused with this dust, a character is capable of flight. The character can carry up to one additional character and all their possessions. This may be used to avoid chasms or obstacles, or to fly away from a melee without receiving an attack from your enemies.

Duration: 1 encounter

Cost: 350 gp.

Difficulty: 6.

Ingredients: hideous effigies' azurite, hairy tree slug's hair x3, fanged worm's fang, large black scorpion's stinger x3, dark delver's blood.

Sanguine Solution: This solution only needs to be poured upon the head of any character that has lost his sanity

(Madness points greater than their character level), and instantly Madness points are lowered to 1 point below the character's level. To make use of this solution, the character must first be subdued. To subdue a fleeing character, you must use either a sleep spell, a bola, a boomerang (*Wayfarers and Adventurers*, p.55), or a net (see p.139). If you have any of these, you may attempt to use one of them to attempt to subdue and capture the insane character once.

Duration: immediate.

Cost: 500 gp.

Difficulty: 6.

Ingredients: hemoth lord's tendon, ancient stone guardian's quartz x2, ruin Imp's gall bladder x3, fanged worm's fang, portal beast's heart.

Vegetal Salve: Plant monsters will not attack any character that smears this paste on their face and arms. Monster must have the word plant in its description. The salve contains only one use.

Duration: 1 encounter.

Cost: 150 gp.

Difficulty: 3.

Ingredients: vegetal man's vitamin V, man-eating plant's sap x2, moss troll's moss, large intelligent arachnid's brain, sanity stealer's membrane.



Elixir of the Magi

So You Got a Total Party Kill?

It may happen that your whole party is slaughtered in this adventure. Sometimes, bad luck happens. It's just a part of the game. After all, without risk, your adventurers' life would be dull, and their victories meaningless.

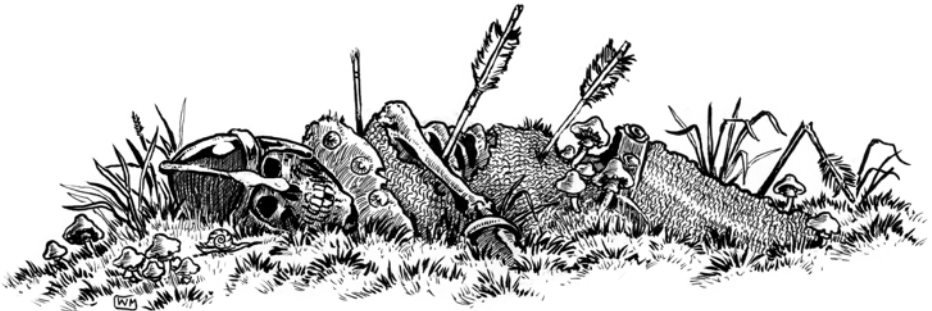
Here is a rule to use if your whole party is slaughtered.

Create a new party and start the adventure again. You have been told about the fate of the previous party. One of your characters knew someone in the old party, or maybe they were relatives or old lovers, or maybe your wizard had a vision of the other party's ill fated adventure. So your party sets out to recover the old party's belongings and, if possible, give them a proper burial.

Mark the spot (hex or location) where your previous party

suffered a Total Party Kill. During the game, you may spend 3 Clues to discover the exact location where they were killed. If there is an encounter in that area, you may bribe the monsters (if you roll a bribe reaction) to let you have your old friends' weapons and armor (but not their treasure: that will be in the monsters' possession. If you fight and defeat the monsters, all the treasure belonging to the old party will be found in their treasure, in addition to any treasure they possess of their own.

If the previous party had unspent Clues, roll d6 adding the number of unspent Clues they had. On a 6 or better, they left a diary/scroll or any other sort of written information, and you may collect those Clues with the new party. If the roll is less than 6, the written information has been destroyed and the Clues are lost.





Hex Map Travel Guide

Choose which adjacent hex you want to move to. Before you move to that hex, make an orientation check.

If your orientation check is successful, proceed to hex location.

If you fail your orientation check, roll on the orientation diagram to determine where you end up.

On a trail hex? Roll for Wandering Monsters. Deal with any Wandering Monsters.

Roll on Rainforest Content Table.
Complete any encounter.

If an encounter is completed or you are in an empty hex, you may search and/or forage.

After your 10th hex move, start moving the pursuing monsters.

Before moving to another hex, note how many hexes you've moved, and their type, to keep track of the passage of time.

If it is nightfall, you may set up camp.

Start over at the top of the guide, choosing a hex to move to.

In These Dark and Dangerous Times

There are whispers in the night of a dark force gathering deep within the rainforest. Growing numbers of raiding orcs, trolls, and goblinkind go unchecked. It is up to you and your four adventures to take matters into your own hands. Will you prevail and bring peace and prosperity back to the land?

Fortress of the Warlord is a classic fantasy solo campaign for *Four Against Darkness*, featuring:

- Four different types of gameplay
- Eighteen new spells
- Forty-five new magic items
- Ninety-six new monsters and variations of the classic ones
- New Alchemy components with 6 new items to craft
- New Arcane Tanning components with 6 new items to craft
- New class: the swampling
- New mount: the swamp ostrich
- New weapon: the weighted net
- New reactions: Sound the Alarm and Shifting Warp

Requires *Four Against Darkness* and *Four Against the Abyss*.