

Overland Adventures

An Unofficial Expansion to *Four Against Darkness*

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Orbicular Stalker

Overland Adventures

Overland Adventures is an unofficial expansion to *Four Against Darkness* designed to generate a world as your characters explore. It includes new monsters, encounter tables, magic items, spells, and an optional system for building and defending strongholds. It also includes random name generators for dungeons and final bosses

This rulebook is designed to be user friendly. Each section is self-contained so when you print this booklet, you can organize the pages to fit your personal preferences.

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Appreciation

Thank you to Andrea Sfiligoi for creating and sharing your *Four Against Darkness* and expansions. As an old school DM I fell in love with this system immediately and saw how it could be modified and adapted just like the old 1st edition rules. The rules are easy and like a box of Tinker Toys. I can twist and mold them to fit my interests. May your game continue to live and expand and adapt. Thank you again.

Reference Books

There are references in this system to material from *Four Against the Abyss* (hereby referred to as FATA), *Dark Waters* (DW), and *Fiendish Foes* (FF). Ownership of these books is not necessary for this system but will enhance it.

When playing higher level characters, it is important to use the book that best fits the level of your character for both encounter/treasure tables as well as die type to roll (d6 or d8) for attacks and defense.

FATA: Levels 1 – 5.

DW: Levels 1 – 2 (Water based adventure)

FF: Levels 3 – 5.

FATA: Levels 5 – 9.

Detailed material from FATA, FF, DW, and *Four Against Darkness* (FAD) will not be rewritten here to comply with © laws.

Materials

You will need graph paper, pencils, and d6s (as well as a d8 if using FATA). A location to place notes (such as index cards or a journal) is recommended.

Unlike dungeons, you may continue off the original map onto another piece of paper as you travel the world. The optional Stronghold system uses a d10 at times.

Terminology

a. A **Map Grid** is a 3x3 square section of the graph paper. It represents how far a party can travel in one day.

b. A **Square** is one of the 9 squares within the Map Grid.

c. Map Grids that are not mapped are considered **Unexplored**

d. **Adjacent Map Grids** are those to the North, South, East, and West of the current Map Grid. Diagonal Grids are not Adjacent.

e. **A day**: A day passes by either moving into an adjacent Map Grid and/or rolling for a special event.

1. The Terrain System

To generate your map as you travel, you will need to follow the four steps below. Go directly to Table 4 when traveling on Map Grids already explored.

- 1. Roll for Terrain type** (plains, hills, desert, etc)
- 2. Roll For Road directions** (skip if on Roadless Map Grid)
- 3. Roll For Special Features** (town, inn, dungeon, etc)
- 4. Roll For Special Events** (travelers, monsters, weather)

Starting Your Map

Place your first Map Grid on the bottom center of your graph paper. Place a "T" (for Town) in the center square. Draw a road towards the top of the page. Draw water notations along the bottom three squares. This is the Lake/Ocean you just crossed to arrive in the Town. Do not roll for Special Features or Events. See the image on Page 3 for an example.

Marking Terrain in the Map

Terrain can be marked on the map either by using a symbol or by using colors. The specifics for both of these options are shown on Table #1 after the terrain they represent. If using symbols, draw the relevant symbol in each square of a Map Grid not occupied by roads or other Special Features.

Notes on Water: When indicated, mark the whole Map Grid as water (pond/lake). Roads will be over bridges or through fords. On roadless Map Grids, the water is impassable. In both cases, there will not be any Special Features. If you own *Dark Waters* (DW), you may roll Encounters using its Tables.

Table #1: Roll for Terrain (2d6)

2 – Swamp	*	Grey
3 – Desert	+	Orange
4 – Hills	^	Brown
5 – Forest	!	Dark Green
6 – Plains	-	Yellow
7 – Rural/Farmland	=	Light Green
8 – Hills	^	Brown
9 – Plains	-	Yellow
10 – Forest	!	Dark Green
11 – Mountain	Δ	Red
12 – Water	~	Blue
XX – Wasteland	#	Black (Wasteland only appears via Special Events)

(Thank you to Sam and Max [Freelance Police@BGG] and Tim [tds_gaming@BGG] for creating and expanding the Terrain color coding system.)

Table #1.5 Roll for Shifting Terrain (d6)

Whenever you enter an unexplored Map Grid roll d6 to see if the Terrain changes.

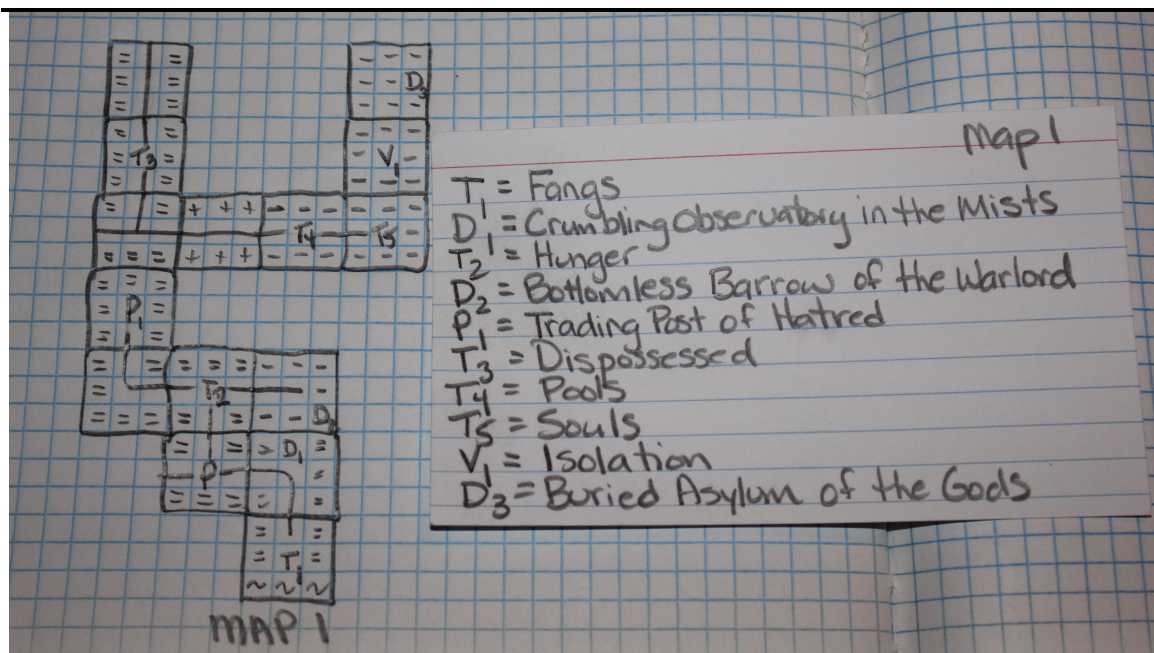
- 1 – 4: The terrain type remains the same.
- 5 – 6: Reroll new terrain type for the Map Grid being explored.

2. ROADS and TRAVEL

If traveling into Roadless terrain, skip Table #2. Go to Special Features (#3b).

Exception: See rule 2d below.

- a. All roads traverse through, turn, intersect, or end in the center square of a Map Grid.
- b. Roads do not travel into the four squares at the corners of a Map Grid.
- c. Road directions are always given from the traveler's point of view and are not aligned to the page's layout. [For example, if you are on a road heading towards the left side of the page and are instructed that the Road Turns Left, the road would curve towards the bottom of the map.]
- d. *If exploring from a roadless Map Grid into a blank Map Grid, check to see if there are roads already entering that Blank location from other directions. If so, roll on chart #2 for Road Directions. As in generating dungeons in Four Against Darkness, alter any conflicting results to fit the current map by ignoring roads, changing their layout, or adding intersections.*
- e. Roll for Special Events whenever you return to a previously explored Map Grid. This acts like the process in FAD for moving through explored rooms and corridors. Note the Map Grid Terrain Features Fortresses, Huts, Inns, Monasteries, Towns, and Villages prevent Wandering Monsters. (see below)
- f. If a party decides to rest for a day, roll on the Special Events Table ignoring any Obstacle result.



Example Wilderness using Symbols for Terrain
See Random Dungeon Name Generator for Naming Details

Table #2 Roll For Road Directions (d66)
--

- (11) through (16) Road continues straight.
- (21) through (26) Road continues straight.
- (31) through (33) Four way intersection. (Meets in center square)
- (34) through (36) Road splits (T's) to left and right.
- (41) through (43) Road continues with intersection to left.
- (44) through (46) Road continues with intersection to right.
- (51) through (53) Road turns left.
- (54) through (56) Road turns right.
- (61) through (66) Road dead ends in center square.



Earth Elemental

3. Special Features

#3a Entering Road Map Grid: Special Features (2d6)

Use letter after feature to place on map as a code. Except for Dungeons, place code in the center square. Dungeons can be placed in any non-road space.

- 2 – Monastery-M
- 3 – Fortress-F
- 4 – Town-T
- 5 – Inn-I
- 6 – Nothing
- 7 – Dungeon-D#
- 8 – Dungeon-D#
- 9 – Trade Post-P
- 10 – Town-T
- 11 – Shrine-S
- 12 – Two Dungeons-D#

#3b Entering Roadless Map Grid: Special Features (2d6)

- 2 – Fortress-F
- 3 – Trade Post-P
- 4 – Village-V
- 5 – Nothing
- 6 – Road
- 7 – Dungeon-D#
- 8 – Dungeon-D#
- 9 – Nothing
- 10 – Two Dungeons-D#
- 11 – Shrine-S
- 12 – Special Feature (see Table #3s)

#3s Special Roadless Map Terrain Features (d6)

- 1 –Dragon Lair-DL
 - 2 – Abandoned Hut-H
 - 3 – Looted Trading Post-LP
 - 4 – Prospector’s Cabin-C
 - 5 – Destroyed Village-DV
 - 6 – Lonely Grave-G
-

Special Terrain Feature Explanations

- Map Grids with Fortresses, Huts, Inns, Monasteries, Towns, or Villages do not produce Wandering Monster rolls.
- Special Features are not to be interacted with until all Special Events are rolled for and resolved. (Example: A dragon at the Dragon’s Lair is not encountered until after the Special Event roll is made and dealt with.)

C-Prospector’s Cabin

(FATA: May Hire prospector as Dungeon Guide or Use as Storyteller.)

(All: May buy 10gp, 20gp, or 50 gp gems from prospector with gold.)

D#-Dungeon

(All: Entrance to dungeon as in core books. Roll on Random Name Generator to find type of location. Mark on map with D followed by the number of dungeons found: D1, D2, D3 etc. Track the names and numbers in your notes.)

DL- Dragon Lair

(FATA: First time encountered: Fight random Abyss Dragon as described in FATA.)

(FAD: First time encountered: Fight Small Dragon as described on Boss Table.)

(If a Dragon Attack occurs in the same Grid as a Dragon Lair, don’t generate a 2nd dragon at the Lair.)

(Once defeated, each following visit roll on Wandering Monster table.)

DV-Destroyed Village

(All: First time encountered: Roll on Boss Table.)

(After the Boss is defeated, each following visit roll on Wandering Monster table.)

F-Fortress

(FATA: May Hire Bodyguards, Dungeon Guides, Men-at-Arms, and Spear Carriers. May use Bladesmith and Shieldmaker.)

(All: May buy Weapons and Armor.)

G-Lonely Grave

(All: Ghost offers a quest pertaining to next Dungeon found. Roll on Quest Table in (FAD). Each grave only produces one quest. Some quests require party to return. See Refugees on Road entry on Traveler Table for limitations.)

H-Abandoned Hut

(All: First time encountered: Roll on treasure table -1.)

I-Inn:

(FATA: May hire Lantern Bearer, Minstrel, or Porter.)

(All: Roll d6. If result is odd, Roll on Traveler table.)

(All: Each Character may pay 20 gp for bed for night. Heal 1 health.)

(All: Each caster may pay an additional 40 gp for meditation room to regain spells.)

LP-Looted Trading Post

(All: Roll For Wandering Monsters.)

(All: Roll For Treasure -1 first time Looted Trading Post encountered.)

M-Monastery:

(FATA: May Hire Acolytes and Surgeons. May use Alchemist, Confessor, Herbalist, and Poison Expert)

(All: May Purchase Blessing Spell, Holy Water, Potion of Healing, and Resurrections.)

P-Trade Post:

(FATA: Owner can be used as Sage and Storyteller.)

(All: Roll d6. If Roll is odd, Roll on Traveler table.)

(All: Will purchase jewelry and gems at full price. Will purchase any equipment and magic at book prices - 1/2 cost.)

(All: For sale, roll d6 request availability of a single piece of equipment. On 5 or 6, the Post will have that equipment excepting Blessing Spells and Resurrection Rituals.)

Road:

The new Map Grid has a road. Roll on Road Direction Chart (#2) and draw result to best fit your map.

S-Shrine:

(All: Roll d6 to Identify Shrine when found.)

(Each character may donate 20 gp to gain use of Shrine's Boon. Only one Boon at time can be possessed. Characters choose when to use the gained Boon after rolling dice. It does not need to be used immediately. Boons are expended after one use.)

1 – **Shrine of the Hero**(Sh): Boon = +1 to weapon attack.

2 – **Shrine of the Defender**(Sd): Boon = +1 to defense.

3 – **Shrine of the Mage**(Sm): Boon = +1 to Spell attack.

4 – **Shrine of Sanctity**(Ss): Boon = +1 to Save

5 – **Shrine of Prosperity**(Sp): Boon = First Gem or Jewelry found is 2x as valuable.

If multiple characters have this boon, chose which character's to expend.

6 – **Shrine of Luck**(Sl): Boon = Reroll d6 during combat.

(All: Roll on Traveler table.)

T-Town:

(May relearn spells, rest, and heal without cost.)

(All: All services, hirelings, equipment, and skills available.)

V-Village:

(FATA: May hire Porters, Rat Exterminators, and Storytellers.)

(All: May purchase Light Weapons, Light Armor, Bandages, Lanterns, Ropes, and Slings)

4. Special Events

If traveling through an Explored Map Grid, skip Tables 1 – 3 and roll on #4: Special Events.

Roll for Minions, Vermin, Weird Monsters, and Bosses with FAD, FF, DW, or FATA tables depending on the level of your characters.

#4a – Road Grid Special Events (2d6)

- 2 – **Weird Monster** Attack – Roll on Weird Monster Table.
- 3 – Wagon destroyed by **Minions**. Roll on the Minion Table. After encounter, roll one additional time on the Treasure table with their modifier (if any.)
- 4 – Roll on **Minion** Table from FAD,FF, DW, or FATA.
- 5 – Roll on **Vermin** table from FAD,FF, DW, or FATA.
- 6 – Road is **empty**.
- 7 – Meet **Traveler**. Roll on Traveler Table: 4t.
- 8 – Encounter **Mounted Patrol** (No Wandering Monsters, Vermin, or Minions for next two Map Grids if on a Road.)
- 9 – Roll for **Wandering Monster**: Table 4m.
- 10 – Roll on **Weather** Table: 4w.
- 11 – Roll on **Obstacle** Table: 4o.
- 12 – **Dragon Attack** – Fight dragon as Dragon Lair. No treasure.

#4b – Roadless Grid Special Events (2d6)

- 2 - **Lost Traveler**. Have traveler join party and escort back to a road for 2 gems (roll only after successful return). Follows armor and weapons restrictions of Wizard. 2 life. Will leave if party enters dungeon. If killed in encounter, party only finds d6 gold on body.
- 3 – **Weird Monster** Attack. Roll on Weird Monster Table from FAD,FF, DW, or FATA.
- 4 – Landscape is **empty**.
- 5 – Roll on **Obstacle** Table: 4o.
- 6 - Roll on **Vermin** Table from FAD,FF, DW, or FATA.
- 7 – Roll for **Wandering Monster**: Table 4m.
- 8 – Roll on **Minion** Table from FAD,FF, DW, or FATA.
- 9 – Find **Body**. Roll on Treasure Table from from FAD,FF, DW, or FATA.
- 10 – Roll on **Weather** Table: 4w.
- 11 – **Dragon Attack** – Fight dragon as Dragon Lair. No treasure.
- 12 – Meet **Traveler**. Roll on Traveler Table: 4t.

4t. Traveler Table (d6)

1 – Meet Wandering Healer (FAD)

2 – Meet Wandering Snake-Oil Salesman (Alchemist) (FAD)

3 – Meet Traveling Merchant

(FATA: Merchant may be used as Sage or Storyteller.)

(All: Merchant Acts like Trading Post but does not buy material.)

4 – Meet Gypsy Wagon (Madame Zavlinka)

(FATA: Access to Fortune-Teller, Poison Expert, Tailor, and Storyteller)

(All: May pay 15 gp per character for advice. Roll on Minion Table and note result. Next time you roll this minion type for an encounter, all characters paying the gold receive +1 to attack rolls for this encounter.)

5 – Find Hired Help

(FATA: Meet available Wandering Retainer. Roll d6 for type.

1-Acolyte, 2-Bodyguard, 3-Lantern Bearer, 4-Man-at-Arms, 5-Minstrel, 6-Porter)

(All: Meet wagon willing to take party to nearest Town for 20gp. Travel immediately to nearest town without rolling for encounters.)

6 – Pass Refugees on Road.

(These refugees are fleeing from some fell event. Roll on the Quest Table (FAD) to hear their request. Quests 1, 3, and 4 require the party to return to this Map Grid. Quests 1 and 3 are for the next boss monster encountered. Quest 5 is for Outdoor encounters. Quest 6 is for the nearest unexplored Dungeon.)

4m. Wandering Monster Table (2d6)
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In the World, wandering monsters do not automatically surprise the party unless they are marked with the '**Ambush**' criteria. Roll d6. 1-2: Party surprised. 3-6: No surprise.

A **Denizen** is a new creature type. It is a beast native to specific terrains. Denizens can either be a Minion (M) or Vermin (V). See **Appendix 4** for a their information.

2 – Roll on Boss Table from FAD,FF, DW, or FATA.

3 – Roll on Boss Table from FAD,FF, DW, or FATA

4 – Roll on Denizen Table: 4d.

5 – Roll on Minion Table from FAD,FF, DW, or FATA

6 – Roll on Minion Table from FAD,FF, DW, or FATA

7 – Roll on Denizen Table: 4d.

8 – Roll on Vermin Table from FAD,FF, DW, or FATA

9 – Roll on Vermin Table from FAD,FF, DW, or FATA

10 – Roll on Denizen Table: 4d.

11 – Roll on Weird Monster Table from FAD,FF, DW, or FATA

12 – Roll on Weird Monster Table from FAD,FF, DW, or FATA

4d. Denizen Monster Tables (d6)

Note that Farmland, Plains, and Hills generate the lowest level encounters.

FAD		Minion (M) or Vermin (V)		FATA	
Farmland					
1	Dread Wolves	M	1	Splinter Wolves	
2	Crag Bears	V	2	Crested Bears	
3	Army Ants	V	3	Tusk Ants	
4	Brigands	M	4	Cultists	
5	Smidge Wings	V	5	Scourge Wings	
6	Cursed Peasants	M	6	Cursed Soldiers	
Plains					
1	Dread Wolves	M	1	Splinter Wolves	
2	Wandering Dead	M	2	Stalking Dead	
3	Army Ants	V	3	Tusk Ants	
4	Blood Hawks	V	4	Horsehead Hawks	
5	Brigands	M	5	Cultists	
6	Tremor Worms	V	6	Gaping Worms	
Hills					
1	Crag Bears	V	1	Crested Bears	
2	Wandering Dead	M	2	Stalking Dead	
3	Carnivorous Nettles	V	3	Treewalkers	
4	Blood Hawks	V	4	Horsehead Hawks	
5	Wind Elementals	M	5	Earth Elementals	
6	Scarred Hags	M	6	Rune Hags	
Forest					
1	Crested Bear	V	1	Maned Bears	
2	Stalking Dead	M	2	Hungry Dead	
3	Carnivorous Nettles	V	3	Treewalkers	
4	Scourge Wings	V	4	Tattered Wings	
5	Wind Elementals	M	5	Earth Elementals	
6	Scarred Hags	M	6	Rune Hags	

FAD		Minion (M) or Vermin (V)		FATA	
Mountain					
1	Crested Bear	V	1	Maned Bears	
2	Earth Elementals	M	2	Fire Elementals	
3	Rune Hags	M	3	Summoning Hags	
4	Ichor Wisps	V	4	Torpor Wisps	
5	Carnivorous Nettles	V	5	Treewalker	
6	Bound Bones	M	6	Bound Cadavers	
Desert					
1	Ichor Wisps	V	1	Torpor Wisps	
2	Wind Elementals	M	2	Earth Elementals	
3	Army Ants	V	3	Tusk Ants	
4	Blood Hawks	V	4	Horsehead Hawks	
5	Warp Voids	V	5	Abyss Voids	
6	Tremor Worms		6	Gaping Worms	
Swamp					
1	Rune Hags	M	1	Summoning Hags	
2	Torpor Wisps	V	2	Rage Wisps	
3	Scourge Wings	V	3	Tattered Wings	
4	Stalking Dead	M	4	Hungry Dead	
5	Green Sludge	V	5	Pudding Sludge	
6	Warp Voids	M	6	Abyss Voids	
Wasteland					
1	Bound Cadavers	M	1	Bound Husks	
2	Green Sludge	V	2	Pudding Sludge	
3	Torpor Wisps	V	3	Rage Wisps	
4	Warp Voids	V	4	Abyss Voids	
5	Earth Elementals	M	5	Fire Elementals	
6	Tremor Worms	M	6	Gaping Worms	
Water					
1	Ichor Wisps	V	1	Torpor Wisps	
2	Scourge Wings	V	2	Tattered Wings	
3	Green Sludge	V	3	Pudding Sludge	
4	Barbed Stars	V	4	Acrid Stars	
5	Whaling Crabs	M	5	Vorpal Crabs	
6	Watery Dead	M	6	Soaking Dead	

4w. Weather Condition Table (2d6)

Serious Weather is only encountered when a 10 is rolled on the Special Events Table for either Road Map Grids or Roadless Map Grids. "**Spread**" indicates how many additional Map Grids the Weather will affect when the Characters move. Spread is ended when characters enter a Town or Dungeon or when another weather even is rolled. "**LL**" indicates the lowest level character in a party. D6 + LL means to roll a d6 and add the level of the lowest character.

-
- 2 – Chaos Storm** – Reroll Map Grid Terrain on Chart #1: Terrain. Localized terrain in the current Map Grid is transformed into the new Terrain. Spread: 0.
- 3 – Fire Storm** – Roll d6+LL for Level of Storm. Each Character Saves vs Fire or loses 1 life. Forest, plain, and rural terrain Grids are turned into Wasteland. Characters suffer -1 to their save if wearing heavy armor. Bows are destroyed. Spread: 1 if in Forest, Plain, or Farmland. Spread 0 elsewhere.
- 4 – Hail** – Roll d6+LL for Level of Storm. No effect if characters are in a Map Grid with a building (town, trading post, monastery, etc.) Each character failing a Defense roll vs the storm's level loses 1 life. Shields provide a +2 bonus to the defense roll. Lanterns are destroyed if held by a character who fails his or her save. Spread: 1.
- 5 – Thunderstorm** – Roll d6+LL for Level of Storm. Characters save vs the lightning at the level of the thunderstorm or lose 1 life. Characters in heavy armor lose 2 life. Spread: 0 for storm, but (2) for Muddy Obstacle Conditions.
- 6 – Rain** – No Wandering Monster Checks in the rain. Spread: d6 (1or2: 1; 3or4: 2, 5or6: 3) All Grids affected have the Muddy Obstacle Condition.
- 7 – Cloudless and Clear** – Wandering Monsters and Minions are seen from a distance and may be avoided if party returns to former Map Grid. If the party engages monsters, bows and slings may be used once and then be switched before combat starts. Spread: d6.
- 8 – Gusty Winds** – Roll d6+LL for Level of Winds. Save vs Level of Wind. Characters failing suffer a -1 to all combat and spell rolls due to blown sand and debris. Spread: d6.
- 9 – Fog** – Cannot use ranged weapons. All flight or fleeing is automatically successful as the opponent does not receive a free attack. Spread: 2
- 10 – Heat Wave** – Roll d6+LL for the Level of the Heat. Characters roll Save vs Heat. Those wearing heavy armor suffer a -2 to their roll. Failure indicates heat exhaustion causing a -1 to attacks and defense rolls while in the heat wave. Spread: d6.
- 11 – Rain of Vampiric Frogs from Sky** – d6+LL Vampiric Frogs (FAD) rain from the sky and attack party. They possess 0 Treasure. Spread: 0.
- 12 – Heavenly Voices** – Heavenly singing comes from the bright clear sky from a source you cannot see. All characters gain a +1 moral bonus during their next encounter for their choice of attack, defense, or magic. Spread: 0
-

4o. Obstacle Table (2d6)

Obstacles are hazards that the characters encounter while traveling. Each has a different method of resolving. Some require a Rogue's Disarm Trap skill. Others need to be attacked. Those marked as "**Avoidable**" can be bypassed. Rogues are allowed to add their defensive bonuses when avoiding Obstacles. Follow the directions. "**Spot**" indicates a chance to avoid the Obstacle if the indicated character type is in the front of the marching order. Roll a d6 and add level to the indicated Character type for success. Compare against Obstacle Level.

- 2 - Cursed Ritual Site** - Roll d6+LL for Level of Obstacle. Spot: Cleric, Wizard. If not spotted, characters stumble into a Cursed Site. Spawn d6+LL Zombies (FAD), 2d3+4 Armored Skeletons (FF), or 2d6+1 Ghouls (FATA). Treasure +1.
- 3 - Tolltaker** - Roll on Boss Table. A Boss Monster is charging 10 gp per traveler to traverse his territory. Pay the toll, turn back to prior Grid, or fight the Boss and gain its treasure. Add 2d6x10 gold to Treasure.
- 4 - Precarious Loot** - Roll d6+LL for Level of Obstacle. A tree has fallen over a cart killing its driver and pinning a chest of some sort that contains a Treasure. Have one character make a successful attack at its level to free it. If the first attempt at freeing the Treasure fails, the Treasure is destroyed and that character loses 1 life. Avoidable. Rope provides a +1 bonus to the check. Rogue can use Disarm Trap.
- 5 - Hunter's Trap** - As Bear Trap in FAD book under traps. Level d6+L. Rogues may attempt to disarm. If successful, trap may be taken and set once in a Grid where the Party rests. It will affect any creature entering that Grid. Grid Spot: Barbarian.
- 6 - Crumbling Path** - Roll d6+LL for Level of Obstacle. Each character must roll a d6 to avoid the obstacle. Heavy armor induces a -2 penalty and light armor a -1 penalty. Characters failing their roll fall down an incline losing 1 life. Spot: Dwarf, Elf.
- 7 - Brambles** - Roll d6+LL for Level of Obstacle. To push through them each character makes a Defense roll. Failure indicates -1 to attack and spell rolls in the next encounter due to cuts and rashes. Characters may burn the brambles, but then must roll for wandering monsters. Characters may return to their previous Grid instead of engaging the Brambles.
- 8 - Muddy Terrain** - Roll d6+LL for Level of Obstacle. When trying to take flight, characters Save vs the Mud. Failure means flight is impossible, though a free attack is still given as FAD to monsters. Monsters cannot flee combat in Muddy Terrain.
- 9 - Insect Swarms** - Mosquitoes, gnats, or flies irritate characters: -1 to Defense Rolls and Spell Attacks until the characters reach a Map Grid with a building or Water Terrain.
- 10 - Pit with Debris** - Roll d6+LL for Obstacle. Avoidable. One Character is allowed to use a rope to access. Roll Save against the Pit (Rogues use Disarm Trap.)(Armor Penalties apply (-2 HA, -1LA). Those who fail lose 1 life. Roll d6. On 5 or 6 there's Treasure at the bottom.
- 11 - Rampaging Fire Ants** - Roll d6+LL for Level of Ant Swarm. Each character makes a Defense Roll against the level of the Swarm. Failure means the ants push the party back to the Map Grid they just left. Each loses 1 health. Spot: Halfling.
- 12 - Bottle Tree** - Roll d6+LL for Level of Obstacle. A gnarled tree hanging with nectar filled bottles grows in a clearing. Characters may pull a bottle and drink. Characters roll d6+L vs Obstacle Level. If successful, a character has a +1 bonus to saves vs petrification or paralyzation for the next dungeon. Failure will Curse the Character. Only 1 bottle can be consumed per character per tree encountered.

Section 5: New Spells and Items

Wilderness Casting

The dangers of the Wilderness are different than those of the Dungeon. Because of this, additional spells have been developed to create a greater chance of survival while traveling above ground. These spells are cast like the spells from FAD, but there are some new rules to be followed.

- a. Wilderness spells only work outside of Dungeons.
- b. Clerics do not have access to Wilderness Spells
- c. Limitations to how many spells can be memorized still apply.
- d. Both Wilderness and FAD spells can be memorized for travel.
- e. Spells are can be rememorized at Inns and Towns.
- f. Spells may be rememorized freely in the 1st room of a dungeon when the party arrives. Only if the Final Boss is defeated may spells may be rememorized in the 1st Dungeon room when leaving.
- g. Expert Wilderness Spells follow the same procedure to learn as in FATA.
- h. When rolling for scroll contents, choose either the FAD, FATA or Wilderness lists.

New Spells (FAD)

1. Scry: Caster is able to see into an adjoining Map Grid. If it is an Unexplored Map Grid, roll to create the Terrain, Road Direction, Special Features, and Events. If Explored, only role for Special Events. If the party decides to enter that Grid next, then keep all rolls. Wandering monsters cannot surprise them. If the party moves to another Grid, keep only the Terrain, Road Direction, and Special Features.

2. Control Weather: Caster may cancel any Weather effect the party currently is enduring. If there is no current Weather Effect, Caster may instead call up Rain (see weather), Hurricane Force Winds, or Searing Sunshine. The effect covers only one Grid and ends after the party's encounter. Muddy Terrain may be dried by Searing Sunshine. Hurricane Force Winds will prevent Minions, Denizens, or Vermin from attacking for 1 turn though the party may still attack.

3. Pass without Trace: Cast before rolling for a Special Event. Prevents attacks from Vermin, Minions, or Denizens for the next Map Grid. Continue to Roll Special Events as needed but ignore any Vermin, Minion, or Denizen results. If the party decides to attack one of these groups, the party receives surprise (free first attack).

4. Return to Base: When cast outdoors, caster returns to the last place spells were memorized.

5. Call Lightning: This spell works like Lightning Bolt (FAD) except if the game currently possesses a Rain Condition, the Caster may call 2 lightning bolts from the sky. They must have separate targets. If there is only one target, the caster may hold the second bolt until the next turn and release it then as their action.

6. Conjure Night: Magical darkness covers the area until the end of combat. Withdrawal from combat receives no attacks. If combat continues, gaze attacks are negated, all party attack rolls are made at -1 and all Defense Rolls are made at +1.

New Abyss Spells (FATA)

- 1. Mass Scry:** Caster is able to see into all adjacent Map Grids. For each Unexplored Map Grid, create and note the Terrain, Road Direction, and Special Features. These are now considered Explored. For all Grids, roll for Special Events. Once the party chooses a direction, use the Special Event for that Grid. Wandering monsters cannot surprise them in that Grid. The three other rolled Special Events are removed from possibilities.
- 2. Polymorph:** The spell acts as an attack roll except it affects an entire group. (For FATA encounters with both minions and bosses, choose which group is affected.) If successful, reroll on the proper encounter table that generated the current opponent(s). Change the current opponent(s) into the new result. Keep the same number of opponents and treasure type and if a Weird Monster or a Boss, heal all damage (life and level).
- 3. Greater Pass without Trace:** Cast before entering a Map Grid. Prevents attacks from Vermin, Minions, Denizens, Weird Monsters, or Bosses for the next three Map Grids. Continue to Roll Special Events as needed but ignore any Vermin, Minion, or Denizen, Weird Monster, or Boss results. If the party decides to attack one of these groups, they receive surprise (free first attack) but the spell ends.
- 4. Greater Return to Base:** When cast outdoors, the entire Party returns to the last place the caster memorized spells.
- 5. Greater Call Lightning:** This spell works like Lightning Bolt (FAD) except, the Caster may call 2 lightning bolts as an action from the sky for d6 turns. They must have separate targets. If there is only one target, the caster may double the damage of the spell. If the game currently has the Rainy Condition, the spell may generate 3 bolts per turn.
- 6. Sun Blindness:** Spell acts like an attack roll. Magical blindness afflicts enemies for d6 turns. Party Withdrawal from combat receives no attacks. Monsters cannot flee. If combat continues, gaze attacks are negated, all party attack rolls are made at +2 and all Defense Rolls are made at +2. Saves against all special attacks have a +2 bonus.

Magic Treasure Items

**When Magic Treasure is indicated, Roll d6. 1 - 4 Use the FAD, FF, FATA Tables.
5 - 6 Use this list.**

- 1. Halfling Bucket of Luck:** This normal looking bucket but is filled with d6 luck points. If the bucket is held (like a shield or lantern), the bearer may use the luck points (1 per turn) as a Halfling would. It cannot be recharged.
- 2. Dwarven Token of the Forge:** By using an action, this small metal amulet may be turned into any nonmagical weapon and used the same turn.
- 3. Rogue's Slingstone:** Single use. If used as a ranged attack before combat starts, roll 2d6 for attack roll plus modifiers. D3 stones are found at a time.
- 4. Elven Call of the Roc:** This whistle calls forth a phantasmal Roc from the skies once per combat that targets the enemy. Roll an attack +2 (d6 FAD/d8 FATA). May only be used outdoors.
- 5. Barbarian Horn of the Challenge:** Using this horn will summon an opponent to fight. Roll d6. 1-2) Vermin. 3-4) Minion, 5) Weird Monster 6) Boss. May only be used outdoors.
- 6. Clerical Icon of Dominion:** Usable by clerics. Roll an attack roll against undead. If successful, d3 of the enemy turn against the others and fight for the party. All monster attacks target the turned undead first. Weird Monster and Boss undead monsters are held back from attacking the party for one turn. Has d6 charges. Can be used once per combat.

New Mundane Equipment

These items are to be added to the Equipment List on page 16 of FAD. All items marked with 'Wilderness' only have a function outside a Dungeon.

Boomerang (3 gp): If outside, this ranged weapon returns to the thrower if it fails to hit. Inside Dungeons, the boomerang drops to the floor if it misses. Boomerangs can be picked up after the battle but break if a 1 is rolled for the attack.

Camp Gear (50 gp): (Wilderness) This single use gear allows the Party to set up a temporary camping site where they can heal and memorize spells. The equipment is divided amongst all four characters and does not impact the limits to what a character may carry, though the party may carry only one set of camping gear at a time. If a character is lost, the three survivors are still able to handle the Gear. Two characters cannot carry the load.

Cart (10 gp): (Wilderness) This small cart holds either as much as two characters or holds one character turned to stone. It can only be pushed over roads. One person is required to push it with two hands, but it does not count against carrying limits. If ambushed, the character pushing the cart must spend a turn to draw a weapon. If the party runs away, the cart is left behind and taken. The cart may be left in the first room of a Dungeon. Roll a d6 upon returning. On a 1, the cart has been taken.

Map (100 gp): (Wilderness) This single use Map allows the Party to place one of the following Special Terrain Features of your choice in any Unexplored Map Grid: Inn, Trading Post, Shrine, Fortress, Dungeon, or Monastery. Do not roll for special features on that Map Grid when it is finally explored.

Shovel (6 gp): This tool counts as a Light Weapon. Shovels allow a party to bury a stash of excess material for retrieval later while in the Wilderness. When returning to a buried stash, roll a d6. On a 1, the stash has been found and looted. If the party is completely destroyed, a later party moving across this Grid can stumble across the Stash by rolling a 1 on a d6. Elves find it on a 1 or 2 on the roll.

Note: Dungeon floors are too hard for shovels to work, though shovels can act as a light crushing weapon in a pinch.

Section 6: Strongholds (Optional)

'Strongholds' is an optional addition to *Overland Adventures* that allows characters to build a Stronghold for themselves somewhere on the map. The Stronghold initially gives them a place to safeguard their money, rest, and heal but can be upgraded with better offense and defensive options as well as special rooms for professionals (FATA) to live in. This is important as the Stronghold will attract not only merchants and travelers but also adversaries as well. Dragons and orcish armies, tunneling monstrosities and bands of thieves may assault the location in search of treasure and food.

Why build a Stronghold? Saving money between adventures is expensive. Depositing money at a Town Vault will cost the party 10% of those funds, though withdrawing gold is free. After a while, many adventurers will aspire to more power and control over their lives. At this point they may want to build a Stronghold in which to live base their operations.

Strongholds, like characters, are measured by numbers. Each starts as:
Level 1, Structural Points (SP) 10, attack bonus d8+0, and defense bonus d8+0.
Adding upgrades to Strongholds will alter these attributes in various ways.

Stronghold Construction and Upkeep Procedure

- 1. Acquire funds:** A stronghold costs 500 gold to build. When a party decides to build, they pay the gold in a town they are visiting and choose a location within 6 Map Grids. This location cannot be in a Map Grid with any other Special Feature.
- 2. Build the Stronghold:** The party travels to the location of the future Stronghold and builds. Roll a d6. This is how many Special Event Rolls are made on Table 4a (Road) or 4b (Roadless). The party must overcome each event in order without leaving the Map Grid. Once they succeed in this, the Stronghold is built. Draw a Flag in the square you want the Stronghold to be. Strongholds can be built with one Upgrade if paid for at the town as well.
- 3. Benefits:** Parties are now able to rest, heal, and memorize spells in the Stronghold. Wandering Monsters will no longer be generated in this Map Grid. Saving Gold still costs 10% of the total deposited to pay for extra guards and security. This is eliminated with a Vault Upgrade to the Stronghold.
- 4. Daily Procedures:** Each time a party returns to their stronghold, they immediately heal their health and memorize spells. Once this is done, roll on Table 6a: Stronghold Events and resolve any results. Each time spells are memorized or wounds healed, roll for another event afterwards.
- 5. Repair Stronghold:** If the stronghold is damaged in combat, pay 100 gp to repair each SP (Structural Point) lost. Any paid repairs will be completed by the next time the party returns.* You may Upgrade and Repair at the same time.
- 6. Upgrade the Stronghold:** Once per visit, characters may choose to pay in order to upgrade their Stronghold. This is done immediately prior to leaving on their next adventure. The upgrade will be finished when the party returns.* To see the options, look at **Table 6d: Upgrade List**. This table also lists the benefits of each choice. *The party needs to travel at least 5 Map Grids (5 days) while away from the Stronghold else the upgrade or repair won't have been finished.

Table 6a: Stronghold Events (2D6)
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- 2 – Adversary appears.** Roll on Table 6c.
- 3 – Unusual Event.** Roll on Table 6b.
- 4 – Wandering Theatre Troupe arrives.** Choose to add +1 to attack or defense rolls for the Stronghold during its next combat with an Adversary.
- 5 – Nothing Happens**
- 6 – Traveler appears at door.** Roll on Table 4t.
- 7 – Nothing happens.**
- 8 – Traveler appears at door.** Roll on Table 4t.
- 9 – Encroaching Enemies:** Nearest Empty Dungeon is repopulated. Keep map. Reroll contents when explored.
- 10 – Tax Collector Arrives:** Pay 50 gp for each Stronghold Level. Temporarily lower the Stronghold level and SP by 1 for each 50 gp unable to be paid. Pay owed amount at any town or at your Stronghold to regain the lost levels.
- 11 – Adversary appears.** Roll on Table 6c.
- 12 – Unusual Event.** Roll on Table 6b.

Table 6b: Unusual Stronghold Events (d6)

See upgrades for details on Defensive Upgrades and Watchtowers.

- 1 – Earthquake** strikes doing d6 Structural Points of damage. Destroy Watchtower.
- 2 – Uncover gold vein** in basement diggings. Gain d6 x 100 gp.
- 3 – One of the guards kills an albatross.** Each character gains a curse.
- 4 – Professional (FATA) arrives grateful at the Stronghold's presence.** Offers his services for free on this day. Roll d8: 1 – Bladesmith, 2 – Confessor, 3 – Fortune-Teller, 4 – Herbalist, 5 – Poison Expert, 6 – Sage, 7 – Shieldmaker, 8 – Storyteller. (FAD) Otherwise grateful local merchant offers one free mundane weapon or armor to each character.
- 5 – An old gypsy woman arrives.** She has need of eliminating a great beast. Roll on the Boss table. The next time the party slays this type of Boss, return with its head and receive d6 random scrolls.
- 6 – Poor Foundations:** Destroy one Wall Upgrade.

Stronghold Saving Throws

Strongholds roll Saving Throws versus any Adversary attack that would destroy a Stronghold Upgrade. Saving throws are made with a d8 + Stronghold level and compared to the level of the adversary. Example, A Level 4 Stronghold would roll a d8 + 4. Upgrades may raise the roll from a d8 to a d10. 1's always fail.

Notes: Destruction from Special Events cannot be prevented. Officers that are destroyed when all other related Upgrades are destroyed do not receive a save. Officers receive a save when they are targeted directly.

Table 6c: Stronghold Adversaries (d6)

Ransom: Pay this to have Adversary leave without Combat.

1. Fanatical Army: Moats provide additional +1 defense.

Level 8: Life 9: 3 Treasure Rolls. (and 1 Roll on Magical Treasure Table.) 2 Attacks.

Before Combat: Roll d6 once: (1-3: Add Ram (+1 Damage)) (4-6: Extra troops (+2 life)).

Ransom: 500 gp + Magic Weapon or 1000 gp. **Morale:** When at 2 Life or less: Roll morale (d8). On 1-2 the Army flees.

2. Composite Elemental: Immune to flame attacks (use d8 instead of d10).

Level 9: Life 11: Roll for d6 + 3 gems on the Treasure Table if destroyed. 1 Attack.

Roll d6 each round for type of attack: (1-2: Elemental Blast - 2 SP lost if it hits.) (3: Water Blast: 1 SP lost: Destroy Fiery Missiles.) (4: Air Blast: 1 SP lost and Stronghold can't use Catapults next turn losing any bonus and extra attacks.) (5: Earth Blast: 3 SP lost. Moat destroyed.) (6: Fire Blast: 3 SP lost: 1 Cavalry destroyed)

Ransom: 10 gems. **Morale:** At 2 Life or less: roll morale (d8). On 1-2 Elemental Flees.

3. Zombie Masses: Moats provide additional +1 defense.

Level 7: Life 16: 3 Treasure Rolls. 2 Attacks – 1 SP damage each.

Before Combat: Roll d6 and apply results to Horde. (1 – 2: Fear Aura. Stronghold defense lowered by 1.) (3 – 4: Bigger Zombies +2 life. +1 damage.) (5 – 6: Creeping Infection. Every turn both attacks hit, destroy lowest level Officer and do additional SP of damage.)

Ransom: Sacrifice all Cavalry to feed horde. **Morale:** Never checks morale.

4. Orbicular Stalker: (See picture on cover)

Level 10: Life 12: 2 Treasure Rolls +1 and 1 Roll on Epic Rewards Table. 1 Attack (physical) for 1 SP Plus 2 Stalk Spells.

Roll d6 twice each Turn to find which two stalks cast. Reroll if you get the same result for both rolls.

1: Disintegration: Destroy 1 Cavalry. If no Cavalry, destroy Catapult. No target=reroll die.

2: Arcane Punch: 1 SP lost. Destroy Watchtower.

3: Slow: All attacks are at -2 next turn.

4. Water: Destroys Fiery Missiles Upgrade.

5. Haste: Next turn Stalker physically attacks twice and has 3 Spell Attacks.

6. Rock to Mud: 3 SP lost. Moat destroyed.

Ransom: Epic Magic Item. **Morale:** When at 5 or less life, check morale (d8): On 1 – 2, Stalker Flees.

5. Elder Dragon: Moats provide no defense bonuses.

Level 11: Life 13: 3 Treasure Rolls + 1 Roll on Epic Rewards Table

First Attack: Flying: 2 Claw Attacks for 1 SP each + Breath Weapon (Corruption: Destroys 1 Cavalry or Catapult.)

Second Attack: Landing. 2 Claw Attacks for 1 SP each + Breath Weapon (Fire: 2 SP damage and destroys 1 Catapult).

Third Attack and beyond: 3 Attacks: 2 Claw at 1 SP damage each. 1 Bite at 2 SP damage each. Each bite doing damage destroys the highest ranking Officer.

Ransom: All gold, gems, jewelry. **Morale:** When at 4 life or less, check morale (d8): on 1 – 2, Dragon Flees.

6. Fledgling Chaos Deity: (Optional: Roll on Nemesis Namer for Title.)

Level 12: Life 15: 4 Treasure Rolls + 1 Roll on Epic Rewards Table

Roll on Table 6c: Adversaries. Attack with abilities as the rolled Adversary Type this Turn. Ignore 'Before combat' instructions.

Ransom: Surrender Stronghold to Deity. **Morale:** Never checks.

Adversary Combat

- a. Adversary combat acts like normal Dungeon combat. The Stronghold makes all the rolls like a Character with Attack Modifiers or Defense Modifiers. Rolling an attack roll that equals or exceeds the adversary's Level hits it doing damage. For Defense, a Stronghold rolling higher than the Adversary's level will not be hit.
- b. Strongholds roll a **d8 for attack and defense**. Certain Upgrades will allow rolls with a d10.
- c. Strongholds begin with **2 attacks**. Each takes 1 Life. Upgrades can increase these.
- d. Strongholds may pay the Ransom listed to avoid conflict with the Adversary.
- e. Strongholds always attack first and are never surprised.
- f. If the Stronghold destroys the Adversary, it is allowed to collect the Treasure listed.
- g. If the Adversary flees, the Stronghold receives a free attack with each of its Catapults, but no treasure is left behind if the Adversary survives.
- h. If the Adversary defeated the Stronghold, the Stronghold falls to ruin losing all upgrades and benefits, and the party retreats to an adjacent Grid of their choice. The Stronghold will need to be completely rebuilt. In addition, all its treasures (gems, jewelry, and gold) are looted unless the Stronghold has a Vault (see upgrades.)

If Fledgling Chaos Deity defeats the former Stronghold: the Stronghold is now considered a Dungeon. If the party desires to retake it, they enter it and find it transformed. Use random dungeon generator rules (FAD) for this. The party must find the Fledgling Chaos Deity as the Final Boss (see below) and defeat it. Optional: use the created dungeon layout as the location to any Professional Upgrades they later decide to buy. Label specific rooms with the purchased upgrade.

Boss: Fledgling Chaos Deity

Level 11: 13 Life: 4 attacks: 4 treasures +1 and Epic. Roll d6 each round. Augment all attacks or defenses for only that turn based on roll:

- 1 – Add **Poison to attacks**: save vs level 8 poison or lose an additional life.
- 2 – Add **Paralysis to attacks**: save vs level 6 paralysis or be paralyzed until end of combat. Bless removes paralysis. Those paralyzed are automatically hit if targeted.
- 3 – Replace all attacks with one **Caustic Breath Weapon**: Each character saves vs breath weapon Level 6 or lose 1 wielded weapon or piece of armor. (Chaos Ring: enemies are +1 to hit for rest of combat.)
- 4 – Add to defense: Gain **Electrical Aura**: All characters hitting the Fledgling Chaos Deity with non-ranged physical attacks lose 1 life.
- 5 – Add to defense: **Hardened Hide**: Attacks are at -2. (Chaos Ring: gain +2 Defense for turn.)
- 6 – Add **Barbed Tentacles**: Each attack takes 2 life when it hits.

(Enemy saves: roll d6 (FAD) or d8 (FATA) and add ½ their level.)

When defeated, the Chaos Deity decays into a murky pile of flesh. In this mess rests the **Chaos Ring**. It has d6 charges. Whoever wears it may invoke the Chaotic Deity's powers for one turn. This uses up a charge. Roll a d6 and receive that benefit from above list.

If the Fledgling Deity is not defeated, the Dungeon is eliminated and must be explored again to find the Deity. Each time Dungeon is redrawn, add 1 level and 1 life to the base statistics of the Fledgling Chaos Deity.

Upgrading Strongholds

Starting Strongholds began as:

Level 1, Structural Points (SP) 10, attack bonus d8+0, and defense bonus d8+0.

Strongholds may be upgraded to better serve the party and survive Adversary attacks.

Strongholds may only be upgraded once per visit.

There are two types of upgrades: **Military** and **Secular**.

Military Upgrades can increase the Stronghold's level, improve attack and damage rolls, allow more attack per turn, and can increase the die rolled from a d8 to a d10.

Secular Upgrades allow the housing and use of Professionals for no base cost and safeguard valuables.

Enhancements can only be purchased after the Upgrade listed with it.

Table 6d: Upgrade List

Reminder: Only one upgrade (Military or Secular) can be purchased per visit to Stronghold and only when all previously purchased upgrades are fully installed.

Ranks show hierarchy of command used for assessing whom an Adversary targets.

Officers may be bought in any order. Exception: Sergeants are an Enhancement.

Offensive Military Upgrades: Cost 300 gold each.

If offensive upgrades are destroyed in battle, they must be repurchased.

Catapult: (Maximum 4) Gain 1 attack at +1 attack bonus.

Can be destroyed by certain adversaries.

Fiery Missiles (Catapult Enhancement): Change all Catapult attacks to d10 + 2.

If all Catapults are destroyed, destroy Fiery Missiles Upgrade.

Cavalry: (Maximum 2) Gain 1 attack at +1.

(*Overland Adventures*): Ignore Wandering Monster rolls in Grids adjacent to Stronghold.

Can be destroyed by certain Adversaries.

Sergeant (Officer: Rank 1): (Maximum 1) (Cavalry Upgrade) Change all Cavalry attacks to 10 + 2.

If all Cavalries are destroyed, destroy Sergeant Upgrade.

Captain (Officer: Rank 4): (Maximum 1) All attacks gain +1 bonus.

If all offensive military upgrades are destroyed, destroy Captain Upgrade.

Defensive Military Upgrades: Cost 500 gold each.

Defensive Upgrades are not destroyed in combat unless indicated by Adversary attack, Special Event, or the entire Stronghold falls. Pay 100gp to repair each SP. (See Stronghold and Upkeep Procedures). Destroyed Upgrades must be repurchased.

Moat: (Maximum 1) +1 Level. +1 SP. +1 to defense rolls. Adds higher bonus vs. some adversaries.

Reinforced Walls: (Maximum 4) +1 Level. +1 SP. +1 to defense rolls

Defensive Runes: (Reinforced Walls Enhancement): (Maximum 1) Defense rolls now use d10. +1 Level. +1 SP. +1 to defense rolls.

Watchtower: (Maximum 1) +1 Level. +1 Sp. Allows one free volley with Catapults before Adversary arrives.

Strategist (Officer: Rank 2): Stronghold saves now use d10.

Lieutenant (Officer: Rank 3): +1 to all defense rolls.

If the stronghold falls, destroy Lieutenant and Strategist. Must be repurchased.

Secular Upgrades

Secular Upgrades are upgrades that do not directly affect Stronghold Combat. These Upgrades have differing costs and benefits that come with their construction. They are only destroyed if the Stronghold's SP total reaches zero (excepting the Vault).

Professionals (and Forge) may only be consulted once per character per Stronghold visit.

Blacksmith: (250 gp) Provides access to a **Bladesmith**.

Chapel: (250 gp) Provides access to a **Confessor**.

Clothier: (250 gp) Provides access to a **Tailor**.

Crucible: (500 gp) Provides access to a **Silversmith**.

Forge: (500 gp) Provides **one mundane weapon** to each character.

Greenhouse: (500 gp) Provides access to a **Herbalist**.

Laboratory: (500 gp) Provides access to an **Alchemist**. Each character may access the Alchemist and pay for a potion once per visit. Costs for materials and production times remain the same.

Laboratory Upgrade: (250gp) Provides access to a **Poison-Expert**.

Library: (250 gp) Provides access to a **Sage**.

Sanctum: (500 gp) Provides access to a **Fortune-Teller**.

Smithy: (250 gp) Provides access to a **Shieldmaker**.

Theater: (250 gp) Provides access to a **Story Teller**.

Vault: (500 gp) Allows the storage of all gems, jewelry, and coins without having to pay a 10% banking fee per deposit. All extra magic items (scrolls and potions etc) may be stored here. If the Stronghold is destroyed and overrun by an Adversary, the Vault remains intact and unlooted.

(Optional) When buying Secular Upgrades, start mapping a Dungeon as FAD. Stop when a room is generated and write the name of the purchased Upgrade there. Continue this process each time a Secular Upgrade is purchased. This will provide an overview of the Stronghold's Basement and the locations of all the Upgrade assets. There is no functional game play element to this.



Fledgling Chaos Deity

Appendix 1: The Random Dungeon Name Generator

Process:

Roll in order on three tables using an odd/even and d66 roll.

All names are a combination of an Adjective, Location and Descriptor.

All dungeons begin with the 'The'.

Examples:

The Burnt Tomb of the Gods

The Bloody Excavation of the Warlord

Section 1: Adjective

Roll a d6 to use either the odd or even table for each section.

Roll a d66 and check result on the relevant Adjective table.

Section 2: Location

Follow procedure as for Adjective table.

Section 3: Dungeon Descriptor

Follow procedure as for Adjective table.

Section 1: Adjective

d66 Adjective Table - Odd

11 - secret	31 - overgrown	51 - bloody
12 - unending	32 - eldritch	52 - shunned
13 - bottomless	33 - cyclopean	53 - haunted
14 - winding	34 - legendary	54 - lost
15 - gloomy	35 - isolated	55 - buried
16 - crooked	36 - degenerate	56 - forsaken
21 - crumbling	41 - forbidden	61 - ruined
22 - burnt	42 - blasted	62 - cursed
23 - darkened	43 - rambling	63 - stinking
24 - windswept	44 - black	64 - decaying
25 - forgotten	45 - shadowy	65 - ancient
26 - quaking	46 - abandoned	66 - hidden

d66 Adjective Table - Even

11 - infernal	31 - stunted	51 - monstrous
12 - shrouded	32 - cavernous	52 - smoking
13 - neglected	33 - blood-soaked	53 - shattered
14 - festering	34 - melted	54 - obsidian
15 - nefarious	35 - desolate	55 - hanging
16 - tainted	36 - eroded	56 - scarred
21 - diabolical	41 - rotting	61 - macabre
22 - wretched	42 - elder	62 - worm-ridden
23 - voracious	43 - narrow	63 - unstable
24 - timeless	44 - tyrannical	64 - pale
25 - echoing	45 - granite	65 - perilous
26 - treacherous	46 - decomposing	66 - unholy

Section 2: Location

d66 Location Table - Odd

11 - den	31 - warren	51 - hoard
12 - maze	32 - mine	52 - sepulcher
13 - caverns	33 - tower	53 - forge
14 - ruins	34 - academy	54 - quarry
15 - fortress	35 - menagerie	55 - arena
16 - mansion	36 - stronghold	56 - tunnels
21 - castle	41 - vault	61 - halls
22 - labyrinth	42 - prison	62 - observatory
23 - tomb	43 - excavation	63 - temple
24 - dungeon	44 - asylum	64 - catacombs
25 - grotto	45 - laboratory	65 - barrow
26 - gateway	46 - lair	66 - pyramid

d66 Location Table - Even

11 - gallery	31 - hive	51 - sanctum
12 - monastery	32 - redoubt	52 - mound
13 - ziggurat	33 - armory	53 - crypt
14 - apothecary	34 - chambers	54 - iris
15 - fortress	35 - treasury	55 - pit
16 - amphitheatre	36 - oubliette	56 - cathedral
21 - portal	41 - workshops	61 - citadel
22 - fissure	42 - abbey	62 - library
23 - refuge	43 - mausoleum	63 - depository
24 - manor	44 - monument	64 - shrine
25 - hearth	45 - palace	65 - embassy
26 - crater	46 - haven	66 - nursery

Section 3: Descriptor

d66 Descriptor Table – Odd

11 – of Despair	31 – of the Eclipse	51 – under Troll Mountain
12 – of Isolation	32 – of the Watching Eye	52 – of the Unquenchable Fire
13 – of Hatred	33 – of Long Shadows	53 – of the Walking Death
14 – of Lost Dreams	34 – of Chattering Fangs	54 – of the Dispossessed
15 – of Impenetrable Gloom	35 – of the Orcs	55 – of Chaos
16 – of the Gods	36 – beneath the Sands	56 – of the Viper
21 – of the Inferno	41 – of the Spider	61 – of the Insatiable Hunger
22 – of the Dragon	42 – of Domination	62 – of the Skull
23 – of the Ancestors	43 – of the Warlord	63 – of the Harvest
24 – of Torment	44 – of the Simmering Pools	64 – in the Wasteland
25 – in the Mists	45 – of the Undying	65 – of the Moon
26 – of Shadows	46 – of the Abyss	66 – of Corrupted Souls

d66 Descriptor Table – Even

11 – of Abomination	31 – of the Hydra	51 – of the Reckoning
12 – of the Apocalypse	32 – of the Cast Runes	52 – of the Dead Horses
13 – of the Betrayer	33 – of the Black Company	53 – of the Devoured Paladin
14 – on the Borderlands	34 – of the Torn Veil	54 – of the Shattered Horror
15 – of the Slave Lords	35 – of Night	55 – of the Notched Skull
16 – of the Berserker	36 – of the Executioner	56 – of Pestilence
21 – of the Dark God	41 – of the Barbed Lash	61 – of the Wormwood
22 – of the Grinding Stones	42 – of Damnation	62 – of the Lost Child
23 – of the Possessed	43 – of the 7 Horsemen	63 – of Bone and Flesh
24 – of the Mad King	44 – of the Corpse Spire	64 – of the Moon
25 – of the Siren’s Song	45 – of the Minotaur	65 – of the Raised Axe
26 – of the Final Binding	46 – of the Warlock	66 – of Mourning

Special credit to David Martin (industrialchild@BGG) for adding many of the names on the Even tables.

Appendix 2: The Nemesis Brander

The Nemesis Brander is a Random Name Generator for Final Bosses. Its process is similar to the Random Dungeon Name Generator. Simply roll a d66 to generate both the first and second name of the Nemesis to be encountered in the Dungeon. This Branding of the Final Boss can be done prior to entering or rolled when the Final Boss is first encountered.

d66 First Name Table

11 – Grayskin	31 – Typhus	51 – Ferrous
12 – Dunkarid	32 – Corpsebreath	52 – Tempest
13 – Ragewalker	33 – Marroweater	53 – Scarridge
14 – One-Eye	34 – Archlich	54 – Embergaze
15 – Thornblight	35 – Abolusha	55 – Deathmire
16 – Skinrender	36 – Grendle	56 – Sylvanus
21 – Ravenclaw	41 – Polyphemus	61 – Kane
22 – Dreadnaught	42 – Limper	62 – Fangbrood
23 – Morticia	43 – Wintercall	63 – Ashcraft
24 – BanesBlade	44 – Bloodmount	64 – Thellock
25 – Wolftamer	45 – Bramblejack	65 – Blightbite
26 – Portent	46 – Hollowskull	66 – Extraveous

d66 Table – Even

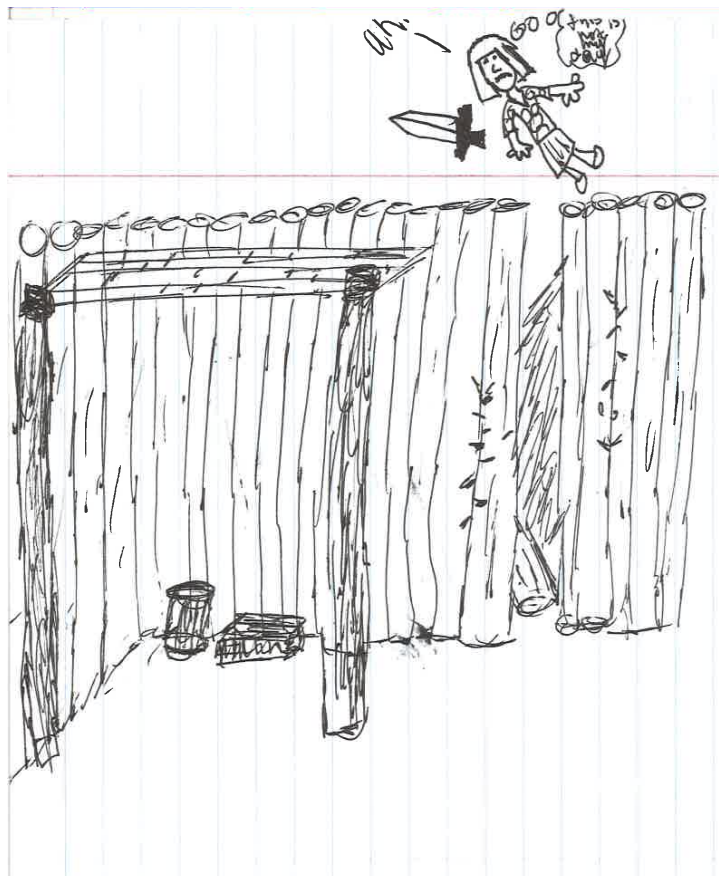
11 – the Conquerer	31 – Skullgrinder	51 – Brandmaiden
12 – the Impaler	32 – Feystalker	52 – the Chained
13 – Heirtaker	33 – Stonecrusher	53 – the Paranoid
14 – the Reaper’s Blade	34 – the Wicked	54 – the Assassin
15 – the Flameborn	35 – the Inquisitor	55 – Gnarleyboger
16 – the Deceiver	36 – the Corrupter	56 – Teardrinker
21 – the Miser	41 – Bileblossom	61 – the Infected
22 – Blesser of Pain	42 – Sunderer of Walls	62 – the Worm-Ridden
23 – Moonripper	43 – the Branded	63 – Soulbinder
24 – Knightslayer	44 – Wyrmtongue	64 – Blackheart
25 – the Cannibal	45 – the Hobbled	65 – of the Iron Cage
26 – Horsegutter	46 – the Darkened	66 – Task

Appendix 3: Odds for d6, 2d6, and d66 rolls

For d6:
16.6% **6 possible results**
 chance for each result.

For d66:
2.7% **36 possible results**
 chance for each result.

For 2d6:	11 possible results.	36 possible combinations
Rolled #	Combos out of 36	% chance of occurring
(2) (12)	1	2.7%
(3) (11)	2	5.5%
(4) (10)	3	8.3%
(5) (9)	4	11.1%
(6) (8)	5	13.8%
(7)	6	16.6%



When Guard Duty Goes Bad

Appendix 4. Denizen Monster Statistics

Note: “**LL**” indicates the lowest level character in a party. D6 + LL means to roll a d6 and add the level of the lowest character.

3d6 Ants, Army (V). Level 2, no treasure. At the end of the party’s turn, if there are any Army Ants remaining, add another 1d6 ants to the fight. Reactions: Always fight to the death.

2d6 Ants, Tusk (V). Level 4, no treasure. A character wounded by a Tusk Ant must save vs level 6 ramming. Failure indicates the character is pushed backwards and cannot attack the following turn. Reactions: Always fight. Ambush.

d6 Bears, Crag (V). Level 4, no treasure. Defense rolls against a Crag Bear are made at -1 due to the severity of the attack. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death.

d6 + LL Bears, Crested (V). Level 6, no treasure. Morale +2. 2 Attacks. Defense rolls against a Crested Bear are made at -1 due to the severity of the attacks. Reactions (d6): 1-4 fight, 5-6 fight to the death.

d3 + 1 Bears, Maned (V). Level 8, no treasure. Morale +2. 2 Attacks. Defense rolls against a Maned Bear are made at -2 due to the severity of the attacks. Reactions: Always fight to the death.

d6 + 1 Bound Bones (M). Level 4 undead. Treasure -1. Crushing weapons attack Bound Bones at +1. Arrows are at -1 against Bound Bones. Never test morale. On first encountering the Bones, Clerics must save vs the Level 3 Binding Spells on the Bones to gain their normal bonus to attack undead(+ level). Reactions: Always fight to the death.

d6 + LL Bound Cadavers (M). Level 5 undead, normal treasure. Fireballs have a +2 attack bonus vs Bound Cadavers. Never test morale. On first encountering the Cadavers, Clerics must save vs the Level 5 Binding Spells on the Cadavers to gain their normal bonus to attack undead(+ level). Reactions: Always fight to the death.

d6 Bound Husks (M). Level 8 undead, treasure +1. Bound Husks are only injured by magic weapons or spells. Never test morale. On first encountering the Cadavers, Clerics must save vs the Level 8 Binding Spells on the Cadavers to gain their normal bonus to attack undead (+ level). Reactions: Always fight to the death.

d6 + LL Brigands (M). Level 3, normal treasure. If not outnumbered, ½ of the Brigands get first attack with bows (and then switch weapons), even before characters can react and the rest attack after the characters react. If outnumbered, all the Brigands attack once with Bows and then disappear into the wilderness. Morale -1. Reactions (d6): 1-2 flee if outnumbered (attack first), 3-4 bribe (5 gp per brigand), 5-6 fight. Ambush.

d3 + LL Carnivorous Nettles (V). Level 3, treasure -1. Flame attacks gain a +1 bonus vs Nettles. Any character taking damage from the Nettles must save vs. level 3 poison or lose 1 life. Crushing weapons are -1 to attack vs. the Nettles. Reaction: Always fight to the death. Ambush.

d6 + LL Crabs, Whaler (M). Level 6, treasure + 1. Whaler Crabs receive 1 bio-harpoon attack per turn. When they hit a character, that character makes a save vs the Level 6 harpoon to avoid being skewered. Each turn after a character is skewered, that character loses 1 life and the crab will attack that character twice with claws at defense -1. Characters hit by a bio-harpoon cannot withdraw. Crabs that kill a character take time to consume their victim and do not attack others unless attacked. Reaction: Always fight. Ambush.

d6 + 1 Crabs, Vorpals (M). Level 8, treasure +1. 2 attacks. If a Vorpals Crab hits a character, roll a d6. On a 1, the Crab has not damaged the character but has sundered the character's weapon. On a 2, the Crab has not damaged the character but has lowered the character's armor (light or heavy) bonus by 1. If the character has no weapon or armor, the character loses 1 health instead. Reaction: Always fight.

d6 + LL Cultists (M). Level 6, normal treasure. Any cultists that are killed rise as a Bound Cadaver the next Cultist turn. Bound Cadavers attack until dead. Reactions (d6): 1: Bribe (30 gp each) 2-5: Fight, 6: Fight to the death. Ambush.

d6 + LL Cursed Peasants (M). Level 3, treasure -1. Each time a Cursed Peasant successfully damages a character, that character receives a curse. Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.

d6 + LL Cursed Soldiers (M). Level 6, two treasure rolls +1. Cursed Soldiers are only injured by magic weapons or spells. Each time a Cursed Soldier successfully damages a character, that character receives a curse. Reactions (d6): 1 Bribe (50 gp per soldier but each character receives a curse) 2-5 fight, 6 fight to the death

d6 Dead, Wandering (M). Level 4 undead, treasure -1. Wandering Dead stink. Before combat, characters make a level 4 save vs the stench. Characters who fail are -1 to their attack and magic rolls. Due to their stench, they never surprise the party. Dead do not check morale and always fight to the death.

d6 + LL Dead, Stalking (M). Level 6 undead, normal treasure. If the party flees the combat, the Stalking Dead will track them unless the party used magic to escape. Each Grid the party enters, roll a d6. On a 1 or a 2, the Stalking Dead attack, even if the party is engaged with another enemy. The Stalking Dead will only attack the party. Dead do not check morale and always fight to the death. Ambush.

2d6 + LL Dead, Hungry (M). Level 8 undead, +1 treasure. If a Hungry Dead kills a character, it ceases to attack next turn and consumes the fallen member of the party. That character cannot be resurrected. Dead do not check morale and always fight to the death. Ambush.

d6 Dead, Watery (M). As Wandering Dead. Immune to fire attacks.

2d6 + LL Dead, Soaking (M). As Hungry Dead. Immune to fire attacks.

d6 Elementals, Air (M). Level 3, treasure -1. Elementals are only injured by magic weapons and spells and are immune to fire attacks and sleep spells. Any character hit by an Air Elemental must save vs, level 3 winds or be lifted up and dropped losing another life. They also must roll another save or fall prone. Characters who are prone must take a turn to stand up. Reaction: Always attack.

d6 + LL Elementals, Earth (M). Level 5, treasure – special. Elementals are only injured by magic weapons and spells and are immune to fire attacks and sleep spells. Earth Elementals are considered heavily armored so all physical attacks against them are at -2. If killed, the party finds d6 gems worth d6 x 5 gp. Reactions (d6): 1-3 bribe each with 20+ gp gem. 4-6 Attack.

2d6 Elementals, Fire (M). Level 7, treasure -1 (no scrolls). Elementals are only injured by magic weapons and spells and are immune to fire attacks and sleep spells. Fire elementals produce much heat. Any character struck by a Fire Elemental must save vs level 7 flames or be blinded (-2 attack and -2 defense rolls) for d3 rounds. Bless spells remove this condition. If a character with light armor is hit, roll a d6 and on a 1 the armor is destroyed. Reactions (d6): 1 bribe each elemental with 40 gp. 2-5 attack. 6 – attack until dead.

d3 Hags, Scarred (M). Level 4, normal treasure. Scarred Hags travel with minions. Roll d6: 1-2 d6 Goblins (FAD), 3-4 d6 Orcs (FAD) or 5-6 d6 Fungi Folk (FAD). Hags cannot be targeted with non-ranged hand held weapons until all minions are dead. Hags not in combat may attack with a **Hag Eye spell** that does one damage if defense roll fails. They target the character with the most life. Reactions (d6): 1-2 Bribe each with 20gp+ jewelry. 3-5 fight. 6 fight to the death. Ignore Treasure for the Hags' Minions.

d6 Hags, Rune (M). Level 6, treasure +1. Rune Hags travel with Bound victims. Roll d6: 1-3 d6 Bound Bones, 4-5 d6 Bound Cadavers, 6 d3 Bound Husks. Hags cannot be targeted with non-ranged hand held weapons until all minions are dead. Hags not in combat may attack with a **Hag Eye spell** that does one damage if defense roll fails. They target the character with the most life. When defeated, characters can find a **Hag Eye** magic item. This single use item can look into an adjacent Grid as the Scry spell. Reactions (d6): 1-2 Bribe each with 30gp+ jewelry. 3-5 fight. 6 fight to the death. Ignore Treasure for the Hags' Minions.

d6 Hags, Summoning (M). Level 9, 2 treasures +1. Summoning Hags are only injured by magic items and spells. During their Turn each Summoning Hag conjures a minion ally to aid them. Roll d6 1- Summoning Fails, 2 - Flying Skull (FATA), 3 - Kobold Ghoul, (FATA) 4 - Dark Dwarf (FATA), 5 - Ghoul (no Ghoul King – FATA), 6 – Chaotic Ratman (FATA). Hags cannot be targeted with non-ranged hand held weapons until all minions are dead. Hags not in combat may attack with a **Hag Eye spell** that does one damage if defense roll fails. They target the character with the most life. When defeated, characters can find a **Greater Hag Eye** magic item. This single use item can look into all adjacent Grids as the Scry spell. Reactions (d6): 1-2 Bribe each with 40gp+ jewelry. 3-4 fight. 5-6 fight to the death. Ignore Treasure for the Hags' Minions. Ambush.

d6 + LL Hawks, Blood (V). Level 2, no treasure. Blood Hawks have two types of attack. Each Round make one d6 roll for the flock: 1 – 4 Hawks Strafe attack party. Each targeted Character makes a defense roll or takes 1 damage. Strafing hawks can only be targeted by spells and ranged weapons. 5 - 6. Hawks land on party members and attack. Treat as normal combat. Once the Hawks land, they don't strafe again. Reactions (d6): 1-2 (If outnumbered) Flee without being attacked otherwise 3-4). 3-4 fight. 5-6 fight to the death.

d6 + LL Hawks, Horsehead (V). Level 6, normal treasure. Horsehead hawks have two types of attack. Each round make one d6 roll for the flock. 1 - 4 Hawks Strafe party members. Each targeted character makes a defense roll. If they take damage, save vs the Level 6 Strafe (adding Armor Bonuses). Failure indicates the character is knocked out for the length of combat (Blessing revives). Strafing hawks can only be targeted by spells and ranged weapons. 5 - 6 Hawks land on party and attack. Failed Defense rolls indicate a bite for 2 damage. Otherwise treat as normal damage. Once the Hawks land, they don't strafe again. Reactions (d6): 1 (If outnumbered) Flee without being attacked otherwise 2-4). 2-3 fight. 4-6 fight to the death.

d6 Sludge, Green (V). Level 5, no treasure. Immune to lightning. Defense rolls against Green Sludge ignores armor bonuses. If the defense roll is a 1, destroy one piece of armor on that character. Always fights to the death.

2d6 Sludge, Pudding (V). Level 8, no treasure. Each time a character attacks a Pudding Slime with a weapon, roll a d6 for each Pudding Slime affected by the blow: the number of pudding slimes killed +1 if there is any extra damage not used. A 1 indicates the Pudding Slime buds off d6 more Pudding Slimes, even if the targeted pudding slimes are killed. Defense rolls against a Pudding Sludge ignore armor bonuses. If the defense roll is a 1, destroy one piece of armor on that character. Always fights to the death.

d6 + LL Stars, Barbed (V). Level 4, normal treasure. Cannot be targeted by fireballs. These large quick spiky starfish lurk in shallow waters hidden under the sand and silt. Their spiked tops will pierce even the toughest boot. Attacks against them are -1 due to their submerged position. Each time a character is injured, roll a d6. On a 5 – 6, d3 Watery Dead will be attracted and appear the next round. A character that has taken damage from the Barbed Star receives an additional -1 to their defense roll due to foot damage if trying to withdraw from the Stars. Reactions: Always fight to the death. Ambush.

d6 + LL Stars, Acrid (V). Level 6, 2 treasure rolls. Cannot be targeted by Fireballs. These Stars release an Acid into the water each time a Character steps on or attacks them. Roll a defense roll for each character when encountering Acrid Stars. Each failed defense indicates a character stepped on an Acrid Star which releases acid into the water. Each turn characters make a save vs. Level 5 acid or lose 1 life for each Star that released the acid that turn. When withdrawing, Characters take an additional point of acid damage if they fail their defense roll vs the Stars. Reactions: Always fight to the death. Ambush.

d6 + LL Treewalkers (V). Level 8, treasure +1. Crushing weapons are -1 against Treewalkers and Elves receive a -1 to their Defense against them. Treewalkers receive 2 attacks. Reactions (d6): 1 – Flee, 2-3 Bribe 50 gp per tree, 4-5 fight, 6 – fight to the death.

2d6 Voids, Warp (V) Level 2, no treasure. Never check morale. Warp Voids are small rips in the fabric of reality that are only damaged by magic weapons and spells, and they are immune to Sleep. Any character hit by a Warp Void loses 1 life and must roll a d6: on a 1, their armor is Warped and gains a -1 penalty to defense rolls. Reactions (d6): Always fights.

d6 + LL Voids, Abyss (V). Level 7, roll 2 treasures +1. Never check morale. Abyss Voids are large gaps in the fabric of reality that are only damaged by magic weapons and spells, and are immune to Sleep. All characters hit by a Warp Void lose 2 life and are pulled into a shared pocket realm filled with 3d6 Warp Voids. Characters must defeat all Warp Voids to escape the pocket realm. If struck again by an Abyss Void after escaping, they reenter the pocket realm but it is empty. It takes 1 turn to move out. Treasure is expelled by the pocket plane when the last Abyss Void is slain. When each Warp Void is slain, they have a 1 in 6 chance of dropping a **Void Hook** which provides a +1 bonus to Defense Rolls if worn. Only one may be worn by a character. Always fights to the death.

3d6 Wings, Smidge (V). Level 2, no treasure. Morale -2. Ranged weapons are -2 against Wings. Crushing weapons are at -1. Fireballs are at +2. If two Smidge wings strike the same character on the same turn, the character loses an additional life (for a total of 3.) Reactions (d6): 1-2 flee, 3-6 fight.

2d6 Wings, Scourge (V), Level 5, no treasure. Morale -1. Ranged weapons are -2 against Wings. Crushing weapons are at -1. Fireballs are at +2. Characters injured by Scourge wings must Save vs Level 6 poison or be weakened making all weapon attacks suffer a -1 penalty (cumulative for each failed save). Reactions (d6): 1-2 flee, 3-5 fight, 6 fight to the death.

2d6 + LL Wings, Tattered (V). Level 7, no treasure. Morale -1. Ranged weapons are -2 against Wings. Crushing weapons are at -1. Fireballs are at +2. All Tattered Wings are drawn to and swarm attack the character with the most Life. That character may attack the Tattered Wings without any additional penalty other than what's listed. Other characters attack the swarm at a -2 penalty to avoid hitting their party member. Fireball spells will also damage the character being swarmed (roll defense vs attack roll). Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death.

d6 + LL Wisps, Ichor (V). Level 3, no treasure, morale +1. Each of these gossamer life forms spits(attacks) with a sticky brownish wad of resin to begin combat. If struck, the target must save vs. Level 3 resin or be blinded for the duration of combat (-2 attack, -2 defense) or use one turn to use water to dissolve the substance. Once they spit, Wisps attack normally. Reactions (d6): 1 flee, 2-5 fight, 6 fight to the death.

2d6 + LL Wisps, Torpor (V). Level 5, no treasure, morale +1. Each of these gossamer life forms spits(attacks) with a sticky red wad of resin to begin combat. If struck, the target must save vs. Level 4 resin or be paralyzed for the duration of combat (automatically hit). Blessing removes the condition. Once they spit, Wisps attack normally. Reactions (d6): 1 flee, 2-5 fight, 6 fight to the death.

d6 + 2 Wisps, Rage (M). Level 8, 2 treasures, morale +2. Each of these gossamer life forms spits(attacks) with a sticky blue wad of resin to begin combat. If struck, the target must save vs. Level 6 resin or be afflicted with rage for the duration of combat. Enraged characters target the most powerful remaining member of their group and attack (attack roll vs target's level modified by their armor bonuses.) If all characters are enraged and attack each other, the last one standing becomes a Cursed Soldier and wanders the land. Reactions (d6): 1-4 fight, 5-6 fight to the death.

d6 + LL Wolves, Dread (M). Level 4, treasure, morale +1. When Dire Wolves hit, they do 1 damage and don't let go. Each additional turn a Wolf grips a character, it automatically does another point of damage and the character suffers -1 to attacks. Reactions (d6): 1 (if outnumbered) flee, 2 bribe each wolf with scroll tube, rope, or weapon 3-5 fight, 6 fight to death. Ambush.

2d6 + LL Wolves, Splinter (M). Level 7, treasure +1, morale +2. Splinter Wolves have two heads and attack 2 times a turn. When Splinter Wolf heads hit, they do 1 damage and don't let go. Each additional turn Wolf heads grip a character, they automatically do another point of damage, and the character suffers -1 attack for each gripping head. If Splinter Wolves are forced to roll morale and pass the check, one howls summoning d6 + LL Dire Wolves to the fight. Reactions (d6): 1 bribe each wolf with scroll tube, rope, or weapon 2-5 fight, 5-6 fight to death. Ambush.

d6 + LL Worms, Tremor (V). Level 4, treasure. When Tremor Worms appear, the ground trembles and each character must save vs level 4 shaking. Failure indicates the character falls and needs to use a turn to stand back up. Fallen characters at -2 defense against Tremor Worms. Reactions: Always fight. Ambush.

d3 Worms, Gaping (V). Level 10, 3 treasures. Never rolls for morale. Gaping worms are giant vermin that swallow prey whole. Any character who fails their defense roll against a Gaping Worm loses 2 life and must save vs Level 7 Engulf or be swallowed. Armor and shield bonuses may be added to the save. Engulfed characters must save vs Level 7 acid each turn or lose 2 life and can only use light weapons. All character attacks from outside the Worm are assumed to hit and take 1 health from the engulfed character whether or not the Worm is killed. Reactions: Always fight to the death. Ambush.

Appendix 5: Flowcharts

World Generation

* **Create characters as FAD.**

Start:

1. **Create your first Map Grid** with Town and Road. (pg 4)
2. **Roll for Starting Terrain.** Mark with symbol or color. (Table 1) pg 4.
3. **Do not roll for Special Features or Events.**

Ongoing:

4. **Move to an adjacent Map Grid.** Roll to see if Terrain changes: (Table 1.5) pg 4
5. **If following road:** roll to track road directions (Table 2) pg 6.
If not following road, go to step 6.
6. Roll to find **special features** (with road: Table 3a) (if roadless: Table 3b) pg 7
Do not interact with the special feature until step 12.
7. Roll for **special events** (with road: Table 4a)(if roadless: Table 4b) pg 10
8. **Resolve event:** (traveler: Table 4t. pg 11) (weather: Table 4w. pg 14)
(obstacle: Table 4o. pg 15) If monster encounter, continue to step 9.
9. **If wandering monster:** roll encounter (Table 4w: pg 11)
10. **If minion, vermin, boss, or weird monster:** roll in proper source book. (FAD, DW, FF, FATA). Resolve encounter.
11. **If Denizen:** Roll encounter based on terrain. (Table 4d. pg 12) Refer to Appendix 4: Denizen Monster Statistics. Pg 31) Resolve encounter.
12. **Interact with special feature** if desired. See details: pgs 8 – 9)
13. **Move to Adjacent Map Grid.** Go to Step 4.

Strongholds

Building of:

1. **Travel to a town.** (Step 1. pg 19)
2. **Pay 500 gp.** (Step 1. pg 19)
3. **Travel** to chosen featureless Map Grid within 6 Grids. (Step 1 pg 19)
4. **Build Stronghold:** Survive d6 Special Events. (Step 2 pg 19)

Use of:

1. **Return to Stronghold.** Heal all health and memorize spells.
2. **Roll for Special Event.** (Table 6a. pg 20) Resolve.
If Unusual Stronghold Event, roll on Table 6b. Resolve
3. **If Adversary,** roll on Table 6c. pg 21 to find Adversary. Resolve. (pg 22)
4. **If Adversary wins,** loot Stronghold. (Step h. pg 22) Stronghold in ruins.
If Fledgling, makes lair in dungeons beneath.
5. **If Adversary flees or is defeated,** loot treasures if possible (Step g. pg 22)
6. **Purchase repairs.** Finished upon next arrival. (5 days min) (step 5. pg 19)
7. **Purchase one upgrade.** (See Table 6d. pg 23.) Finished upon next arrival.
(5 days minimum: Each Map Grid entered = 1 day.)
8. **Leave Stronghold**

Appendix 6: Sample Stronghold Tracking Sheet

Stronghold Name: _____ Level: _____ Save: _d_____

Structure Points: 10 + _____

SP damage tracker: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Military Upgrades		Die/Bonus	Defensive Upgrades		Die/Bonus
Attack 1	✓	_____	Base Defense	✓	_____
Attack 2	✓	_____			
1. Catapult #1	☐	Attack _____	1. Moat +SP1	☐	Lvl +1 Def. +1
2. Catapult #2	☐	Attack _____	2. Reinforced Wall+SP1	☐	Lvl +1 Def. +1
3. Catapult #3	☐	Attack _____	3. Reinforced Wall+SP1	☐	Lvl +1 Def. +1
4. Catapult #4	☐	Attack _____	4. Reinforced Wall+SP1	☐	Lvl +1 Def. +1
5. Fiery Missiles	☐	Cat. d10 +2	5. Reinforced Wall+SP1	☐	Lvl +1 Def. +1
6. Cavalry #1	☐	Attack ____	6. Defensive Runes+SP1	☐	Lvl +1 Def. +1 Def d10
7. Cavalry #2	☐	Attack ____	7. Watchtower +SP1	☐	Free Cat. Att.
8. Sergeant	☐	Cav. D10 +2	6. Strategist	☐	Saves d10
9. Captain	☐	All att. +1	7. Lieutenant	☐	Def. +1

Secular Upgrades

Blacksmith: Bladesmith	☐	Laboratory: Alchemist	☐
Chapel: Confessor	☐	Laboratory Upgrade: Poison Expert	☐
Clothier: Tailor	☐	Library: Sage	☐
Crucible: Silversmith	☐	Sanctum: Fortune Teller	☐
Forge: Weapons	☐	Smithy: Shieldmaker	☐
Greenhouse: Herbalist	☐	Theatre: Storyteller	☐
Vault: Secure Deposits	☐		

Appendix 7: Dungeon Tables for New Minions and Vermin

These are provided for those who want to use the new monsters in a dungeon setting.

Please refer to Appendix 4 for details on each monster. (pg 31)

FAD New Minion Table 1 Wind Elementals 2 Cursed Peasants 3 Dread Wolves 4 Wandering Dead 5 Scarred Hags 6 Brigands	FAD New Vermin Table 1 Blood Bats (Hawk) 2 Army Ants 3 Ichor Wisps 4 Crag Bears 5 Smidge Wings 6 Warp Voids
FF New Minion Table 1 Rune Hags 2 Splinter Wolves 3 Stalking Dead 4 Cultists 5 Earth Elementals 6 Bound Cadavers	FF New Vermin Table 1 Green Sludge 2 Whaling Crabs 3 Horsehead Bats (Hawk) 4 Torpor Wisps 5 Tusk Ants 6 Scourge Wings
FATA New Minion Table 1 Bound Husks 2 Maned Bears 3 Summoning Hags 4 Fire Elementals 5 Treewalkers 6 Hungry Dead	FATA New Vermin Table 1 Vorpall Crabs 2 Abyss Voids 3 Pudding Sludge 4 Tattered Wings 5 Rage Wisps 6 Gaping Worms



Gaping Worm